Usenet Newsgroup Archive: comp.sys.atari.8bit

1996-01 - 1996-06

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Date span: 1996-01-01 through 1996-06-30

Source text: comp.sys.atari.8bit.txt

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Messages included in this PDF: 4,162

Messages are presented chronologically by archived date.

Binary or encoded payloads are not printed as blocks of encoded text; a placeholder appears where such material was detected. The original source text is unchanged.

1. Re: "Pool" disk

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-01 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4c78p7$l7h@nuke.csu.net>
Source record: 86726

bosco@yab.com wrote:
: Why is the Pool CD mostly in ATR format?!? I thought it would be "BBS

Well, honestly, with the docs to ATR, and the source code to a DCM->ATR converter available, adding ATR support to an Atari wouldn't be all that hard.

The hard part would be getting the ATR files themselves on a disk (that's why DCM is compressed!)

But again, if you have a HD on the Atari, it should be no problem.

Also, if you're upset about the CD being in ATR format, unless you wanted to have the CD online as part of the BBS (ie, not copying everything onto your HD), then just borrow someone's PC (if you don't have one) and use "S2PC" or "AtarIMG" or "ATR2Unix".

Ahh.. but what about boot disks with no real DOS / file structure on them? I guess those'll need an ATR->DCM converter. Perhaps a little more difficult (but again, not impossible.. the source to DCM->ATR is available!)

Anyone up to taking this on? (Esp. as 8-bit software, not PC/Unix software)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick/

2. Re: Hello!

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-01 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4c787k$l7h@nuke.csu.net>
Source record: 86727

Robert Cortese (the_gaming_guru@usa.pipeline.com) wrote:
: My Name is Robert Cortese (b4 u ask yes rick is related,, he's
: my poppa) ;) Anyways It's been awhile since i've ventured into the atari

Hello! I know you're dad. Talk to him a bit via e-mail, news & BAAUG BBS.

: world but i still LIKE IT! Also I work for a wholesale distributor so if
: anyone ever needs like memory or a cpu or a genuine intel motherboard just
: tell me and I'll get it for for no problem. So tell me whats new and

Cool. :) Alright everyone! Keep him to his word!! <russsssshh!!>

: exciting in the atari world?? I heard there was supposed to be a 16 bit
: atari called the mars board that never came out, a program called xformer

Nope. It's the "Sweet16" CPU, with a 65816 CPU (like Super NES and Apple IIGS)
and it is out. I have one (thanks, Mike!). Almost nothing supports it yet,
thoguh.

: for emulating a atari on a ibm, and sio to pc. Thats what I know is new

Yep. PC Xformer (up to version 3.3 (demo and commercial ; numbers are the same
now). Soon v.4 will be out, I guess, for Windows 95 (only)).

And Rainbow (for Mac) by someone else.

And Atari800 (for Unix, X-Window, Amiga) by yet another person.

You mentioned SIO2PC. Your dad's kind of a guru with that puppy. :) (The one
he made for me has a LED in it.. very useful, actually, now that my computers
are networked. When my Master machine (not hooked to a monitor) isn't booting
right, I can see right away w/o looking at the PC's screen).

: so far, anything I left out???

Umm.. my cool "FileSelector" program. :) Hehe.. umm, MIO II (not out yet)
which is an IDE hard drive interface. Super Pac Man (and a handful of other
previously-unreleased games) are being sold now. Another IDE hard drive
interface is out (by KMK, they did a huge post on it lately).

So, welcome to c.s.a.8!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick/

3. Re: "Pool" disk

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-01 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4c79qp$l7h@nuke.csu.net>
Source record: 86728

Rick_Michael_Cortese@cup.portal.com wrote:
<snip>
: a sio2pc cable running APE since it gives better performance. Even then
: you would run into some problems, number of files in a Atari directory
: for instance. That's what makes a MS DOS file/hard drive server a good
: idea.
<snip>

Ooops - but APE has a problem which SIO2PC doesn't have. APE gives you "PC Mirror" mode. This gives you access to your MSDOS filesystem as though it were an Atari disk. Thing is, MSDOS has (I believe) a 512 file limit for directories, whereas MyDOS has a 64 file limit (and Sparta 128 files).

SIO2PC, on the other hand lets you (forces you to) insert PC files one at a time as disks.

Yes, APE is much better - nicer interface; get all the files you may need at once (without copying them to a RAMdisk or something first), but does it (yet) support some way of limiting the number of files to 64?

Or does it do something wierd that MyDOS just happens to accept? (Make the virtual directory sectors longer or repeated)

One problem I've found with APE though, with PC Mirror (as if this has ANYTHING to do with what we were talking about :)) is if two machines are reading a file from different points (ie, with a MUX system), the pointer doesn't get moved around.

So Steve, any way to get APE to tell how far in the file you've gone (adding better random access) to PC Mirror mode?? O<:^)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick/

4. Re: "Pool" disk

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-01 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4c7941$l7h@nuke.csu.net>
Source record: 86729

Mark Statzer (mstatz@cei.net) wrote:

: Gee - I hate to burst your bubble, but as far as I know there is no way the
: Atari can *read* a CD-ROM - you *need* a PC.

CD's are SCSI. CD's are IDE. CD's would need, at most, a well done hack
to get working with Atari 8-bits. We have 512-byte-block IDE drives (see KMK's
post). We could always write some strange copy program to do
(MSDOS) CD -> Atari file transfer. (A la the old "Apple File Exchange" on
Macs).

: APE is inexpensive, and a SIO2PC cable is ridiculously easy to make.

:) SIO2PC is free. :) (Not as cool, but free)

: What is the problem?

Too many people getting upset about hardware / file compatibility problems,
and too few people working on software / hardware to fix it! :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick/

5. Re: A message to OS/DOSdevelopers

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-01 00:00:00 UTC
From: bmarcum@iglou2.iglou.com
Message-ID: <DKIAM9.AA3@iglou.com>
Source record: 86730

In article <DKGDDM.65w@merk.com>, Winston Smith <winston@merk.com> wrote:
>
>Just out of curiosity, isn't MyDOS 4.53 the version of MyDOS with the short
>sector numbers so that NOTE and POINT will work with ATARI BASIC ?
>
In Mydos 4.53/3 the file lengths are displayed as 3 digits instead of 4,
for menu programs and others which read the directory and show it on
screen. I don't know if there was any change to the sector numbers used
by NOTE and POINT.
--
"Oh various day! Cartoon! Cathay!"

6. Re: "Pool" disk

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-01 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <149278@cup.portal.com>
Source record: 86731

```
: a sio2pc cable running APE since it gives better performance. Even then
: you would run into some problems, number of files in a Atari directory
: for instance. That's what makes a MS DOS file/hard drive server a good
: idea.
<snip>

.Ooops - but APE has a problem which SIO2PC doesn't have. APE gives you
."PC Mirror" mode. This gives you access to your MSDOS filesystem as though
.it were an Atari disk. Thing is, MSDOS has (I believe) a 512 file limit
.for directories, whereas MyDOS has a 64 file limit (and Sparta 128 files).
Yes, but for a work around I just keep a directory under my \ATARI\
directory. Worst case is I shell out & move the files I need to the
directory with just the files I need for that session. Not perfect, but
it is OK.
.Yes, APE is much better - nicer interface; get all the files you may need
Well, I like the 3x speed I/O, write to mirror, & as you said, the interface
for file selection/direcotry is much better. Besides, Steve made me a
one off version that uses the DSR line instead of the RI. He's trying to
talk me into upgrading to 107, but I'm so happy with the DSR version, I'm
not interested<grin>!
```

7. Re: "Pool" disk

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-01 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <DKIJ9G.74M@freenet.carleton.ca>
Source record: 86732

William Kendrick (kendrick@zippy.sonoma.edu) writes:
> Rick_Michael_Cortese@cup.portal.com wrote:
> <snip>
> : a sio2pc cable running APE since it gives better performance. Even then
> : you would run into some problems, number of files in a Atari directory
> : for instance. That's what makes a MS DOS file/hard drive server a good
> : idea.
> <snip>
>
> Ooops - but APE has a problem which SIO2PC doesn't have. APE gives you
> "PC Mirror" mode. This gives you access to your MSDOS filesystem as though
> it were an Atari disk.

This is a problem? ;) <grin>

> Thing is, MSDOS has (I believe) a 512 file limit
> for directories, whereas MyDOS has a 64 file limit (and Sparta 128 files).

Not my fault! :) I cant do anything about that. If someone was nice enough
to send me some semi/complete documentation on the Spertados
FAT format, I could make the directories native Spartados easily.

Note: since I think sparta uses a bitmap scheme, random access might become
possible.

> SIO2PC, on the other hand lets you (forces you to) insert PC files one at
> a time as disks.

I detect a bias here :) Yes, Sio2PC does 'let' you limit your access to
a single file, with no capability to see, mount, or use any others without
going to the PC keyboard. Also is 'lets' you ignore those pesky
subdirectories, which APE forces you to look at ;) (and use)

> Yes, APE is much better - nicer interface; get all the files you may need
> at once (without copying them to a RAMdisk or something first), but does
> it (yet) support some way of limiting the number of files to 64?

What do you mean? Of course only the first 64 files are displayed, its
a limitation of the Atari/MyDos main directory structure. If you want
to limit what files are displayed, you can just enter a diffrent
file mask, like '*.TXT'. All subdirectories will still be displayed.

> Or does it do something wierd that MyDOS just happens to accept? (Make the
> virtual directory sectors longer or repeated)

I dont have the paper in front of me, but I think the Atari/MyDos directory
structure does not use a 'next directory sector' flag. If it does such

a thing might be possible.

> One problem I've found with APE though, with PC Mirror (as if this has
> ANYTHING to do with what we were talking about :)) is if two machines are
> reading a file from different points (ie, with a MUX system), the pointer
> doesn't get moved around.

You cant do that, as it says in the documentation. Files on the PC mirror
are for sequential acess only, (copying, reading, executing, etc). When
you write files to the PC mirror same deal.

If you need random access to a file you need to copy it to a
random access media, like an .ATR image. Not too difficult seeing all
you have to do is use the mydos copy command ;)

> So Steve, any way to get APE to tell how far in the file you've gone (adding
> better random access) to PC Mirror mode?? O<:^)

There should be a numeric readout of the MSDOS file position on the
screen where the .ATR filename normally appears.

Steve

8. Re: Pondering About Max's

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-01 00:00:00 UTC
From: rwilmott@mars.superlink.net
Message-ID: <rwilmott-0101961304400001@p3.superlink.net>
Source record: 86733

In article <4buubv$5uo@sundog.tiac.net>, Hidoplog World Wide Web Sheen
<hplace@tiac.net> wrote:

> Anyone know anything about the game "Pondering About Max's"? I seem to
> remember some ads for it in Antic, but I'm not quite sure.
>

This was one of the last games I bought for my 800xl. I don't recall much
about it now, except that the graphics and music were pretty decent by
8-bit standards, the packaging was wierd/amusing, and that I never managed
to finish it. (I think it was in like 5 or so different sections which you
progressed through in order to win. I got stuck at either the 2nd or 3rd
area).

-Ray

9. Unofficial Atari 8-bit New User, Emulator Help FAQ v.0.8

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-01 00:00:00 UTC
From: kendrick@cs.sonoma.edu
Message-ID: <199601011536.HAA24806@zippy.sonoma.edu>
Source record: 86734

```
Welcome to:

THE UNOFFICIAL ATARI 8-BIT NEW USER, EMULATOR HELP FAQ

Revision 1.0a, December 15, 1995

By Bill Kendrick

------------------------------------------------------------------

For general help (hardware, magazines, etc.) please check the Official
Atari 8-bit FAQ file:
Atari 8-bit FAQ
(http://www.smartpages.com/faqs/atari-8-bit/faq/faq.html)
You can also ask the FAQ keeper, Michael Current, for a copy at:
mcurrent@carleton.edu

If you want the latest copy of this FAQ:
Unofficial Atari 8-bit New User and Emulator Help FAQ
(http://zippy.sonoma.edu/~kendrick/nbs/new_and_emu.html)
You can also ask me, the FAQ keeper, Bill Kendrick, for a copy at:
kendrick@zippy.sonoma.edu
------------------------------------------------------------------

Recent Changes:

* Since v.1.0 (Nov.30, 1995): Added more information about APE.

Summary of Atari 8-bit's and emulated 8-bit Atari's:

* Real Ataris: Atari 8-bit computers were produced between 1979 and
1987. The major models released were the:
+ 400 - 8K-16K, 400/800 OS, CTIA or GTIA graphics (depends when
made)
+ 800 - 8K-16K-48K, 400/800 OS, CTIA or GTIA graphics (depends
when made)
+ 1200XL - 64K, 1200XL OS, GTIA graphics
+ 600XL - 16K, XL OS, GTIA graphics
+ 800XL - 64K, XL OS, GTIA graphics
+ 65XE - 64K, XL OS, GTIA graphics
+ 130XE - 128K, XL OS, GTIA graphics
+ XEGS (Game System) - 64K, XEGS OS, GTIA graphics (Had Missile
Command)
All of the XL's except the 1200XL had BASIC installed on ROM. BASIC
can be purchased on cartridge for the 400, 800 and 1200XL.
* Emulated Ataris:
+ On IBM PCs/compatibles:
```

o PC Xformer 2.x. Limited Public Domain demo.
o PC Xformer 3.0x. Powerful Commercial version.
+ On Apple Macintoshes:
o Rainbow. Limited Public Domain demo.
o Rainbow. Powerful Registered Shareware version.
+ On Atari STs, TTs, and Falcons:
o ST Xformer 2.x. Limited Public Domain (previously
commercial).
+ On UNIX and X Window: (including PC and Amiga)
o Atari 800 Powerful Public Domain version.

Capabilities of an Atari 8-bit:

GRAPHICS:
* The Atari has maximum resolution of 320 x 192 (standard,
non-overscanned screen) x 2 colors. 160 x 192 x 4, 160 x 192 x 2,
160 x 96 x 4, 160 x 96 x 2, 80 x 48 x 4, 80 x 48 x 2, 40 x 48 x 4
graphics are also supported. 40 x 24 x 256-character (128 normal,
128 inverse, character set indirection available) text mode is
standard (2 colors).
* 40 x 24 x 128-multi-colored-character (4 colors per character
allowed, the other 128 characters have 4th changed into a color 5)
and 40 x 12 x 128-multi-colored-character screen modes are
available.
* GTIA graphics support 80 x 192 x 16 shade-only, 80 x 192 x 16
hue-only, and 80 x 192 x 9 color screen modes.
* Normal (bordered), narrow (underscanned), and wide (overscanned)
screen modes are available.
* Screen modes can be mixed (by lines) down the screen using the
Display List (a program which is executed by the ANTIC graphics
chip every screen refresh (60 times per second on real NTSC
Ataris).
* Fine scrolling (both vertical and horizontal) can be enabled on
any line on the screen.
* All other screen attributes (color, player/missile horizontal
position, screen width, player/missile/playfield priority, etc.)
can be ajusted at any point down the screen via a "Display List
Interrupt."
* Four 8-bit wide, 128 or 256 byte high single color players, and
four 2-bit wide, 128 or 256 byte high single color missiles are
available. A mode to combine the 4 missiles into a 5th 8-bit wide
player is also available, as is a mode to XOR colors or blacken
out colors when players overlap (good for making three colors out
of two players!) Players and missiles have adjustable priority and
collision detection (which is not supported by the PC Xformer 2.0
and 2.5 and ST Xformer programs).

SOUND:
* Four voices of 8-bit pitch-resolution (3.5 octaves), 4-bit

volume-resolution, and 8-distortion sound can be produced. 2 voices (1 and 2, and/or 3 and 4) can be combined to make 16-bit pitch-resolution. Also 4-bit volume-only modes can be enabled for digitally sampled sound replay.
* A fifth "voice" is produced by the internal speaker on Atari 400/800's (for keyclick and buzzer) and in the XL's and XE's this was rerouted through the normal audio output, and the keyclick can be disabled.
* Some hardware stereo upgrades (like "Gumby") exist which double the number of voices.

Objective of this file:

At the time of its release (mid 1994), much discussion went on in the comp.sys.atari.8bit Usenet newsgroup about the Atari 8bit emulator for IBM / MSDOS based computers, PC Xformer 2.0 (XF2 for short). Many people in the 8-bit community had gotten fed up with the XF2-based questions which did not pertain to them, or to the very simple questions which came up time and again which bothered regular readers / digest subscribers.

This file was created to reduce the number of 'newbie' and XF2 questions. Now it's becoming a fairly good reference (and got me the job of writing the commerical 3.0 release's documents!).

This FAQ will present answers to simple questions like "how do I turn off BASIC" (a good answer to that of course is, READ THE FRIGGIN' MANUAL) and "how do I get a disk directory?"

It will also direct people who are unaware of the large amount of Atari 8-bit support (NOT NECESSARILY EMULATOR SUPPORT) and perhaps become a supplement to the many official and unofficial files floating around the net (like the official FAQ, the Vendor/Developer List, the Who's Who list, etc.).

-- QUESTIONS AND ANSWERS: --

1. What does "READY" mean?

This is the Atari BASIC prompt. See below for hints on Atari BASIC.
2. Why doesn't this program load?

The program may not work under the Atari 800 Operating System, it may require the XL/XE Operating System. Be sure you're in 800XL or 130XE mode. (Note: Not all (versions) of emulators support XL/XE modes!)

It may not work under the XL/XE Operating System (rare cases), switch to 800 mode.

Be sure you turned BASIC off before trying to load it if it cannot run with BASIC on.

It might be a BASIC program! Be sure you're in BASIC and use the BASIC "RUN" or "LOAD" (and then "RUN") command. Also, be sure it works with the BASIC you have. Some programs only run in BASIC XL or XE (which are both cartridge-based BASIC's not easily available to an emulator), and some run with TurboBASIC XL (disk-based).

It may just refuse to run on the emulator.
3. How do I turn off BASIC?

To toggle BASIC on and off in PC Xformer, press [SHIFT]-[F10].

To toggle BASIC on and off in Rainbow, ???.

To toggle BASIC on and off in Atari800, ???.

To toggle BASIC on and off in ST Xformer, ???.
4. Why doesn't this game/program run correctly?

It may use player/missle collision detection which is not supported on some versions of emulators.

See "Why doesn't this program load?", above.
5. How do I exit the emulator?

To exit PC Xformer, press [F5]. Note: this does NOT temporarily 'shell' or 'jump' to MSDOS.

To exit Rainbow, press [Apple]-[Q] or select "Exit" from the "Apple Menu".

To exit Atari 800, ??? or close the window.

To exit ST Xformer, ???.
6. How do I get to Atari DOS?

In BASIC, type "DOS" at the "READY" prompt.

Reboot without BASIC on.

Be sure you have a DOS-bootable disk image installed in drive 1 ("D1:").
7. How do I use files which are not in disk images with an emulator?

To "install" files as though there were plain disks with PC Xformer, simply add the files to the command line and use them as their respective drives (be sure the first drive is a DOS-bootable disk image).
Example: XFORMER MYDOS45.ATR filename.ext

To use a file from your Mac in Rainbow, make sure the disk image in drive 1 has enough space for the file, and select ???. The fill will be added to that disk image.

To use Unix files in Atari800, use the H drive. ???.

Use the MSDOS program S2PC which allows you to access files within a MyDOS/compatible .ATR disk image. S2PC let's you read, write, delete, change directory, and view the directory of a MyDOS/compatible .ATR disk image. It can be used via command-line parameters from MSDOS, or as a menu.

Use the MSDOS program ATARIMG, which is much like S2PC but has a nicer, more graphical (less-menu driven) interface. (Unfortunately, this doesn't run on all IBM's!)

Use the Mac program Virtual Disk Editor ???.
8. Just what ARE .ATR and .XFD files?

Refer to the XFormer and SIO2PC manuals for details on these files.

Simply put, they are Atari disks, stored as files which are as big as the disk they represent (an 88k disk image will use 88k on the IBM). .ATR files are used by SIO2PC and APE (see below) as well as most Atari emulators. .XFD files are used by ST Xformer and PC Xformer.
9. What are SIO2PC and APE?

Refer to the SIO2PC manuals for details on this program.

Refer to the APE manual and SIO2PC hardware manual for details on this program.

These are a programs which run on IBM/compatibles under MSDOS. (APE also runs fine under "dosemu" for IBM/compatibles running Linux). With the use of of a simple (and relatively inexpensive) cable, the software makes the IBM act as though it were a number of Atari peripherals. SIO2PC emulates up to four disk drives (any drive ID numbers from 1 to 8 are allowed) and a printer. APE emulators up to eight disk drives, a printer, and a modem (RS232). They use disk image files (.ATR's) and can also let the Atari access plain IBM files. SIO2PC does this much like PC XFormer does, making the single file its own disk. APE allows you to navigate your PC's drives through an Atari drive. The printer emulation of these programs redirect Atari "P:" writes to the PC's printer. SIO2PC can also direct the output to the screen or to a plain IBM file. Different text translations/conversions are available. (APE also allows keyboard macros, command key redefinition, the ability to save the current drive/etc. configuration and load it later as a "block", and the ability to both emulate copy protected disks (with it's own extension of the ".ATR" format, the ".PRO" format (which will hopefully be used in future versions of Atari emulators)) and create disk images from copy protected disks (with a special cable). SIO2PC may soon have this ability as well, since the documentations say it has been planned for a while.)

-- Getting around on the Atari: DOS and OS --

Note: This section will simply discuss Atari BASIC, the Atari OS, and Atari DOS 2.5 and MyDOS 4.5x (because these topics seem the most relevant to the less-knowledged/experienced Atari 8-bit users). No emulator-specific information will be presented.
* AtariDOS and MyDOS QuickReference: MyDOS (4.50 and 4.53) presents the user with the following commands:
+ [*] Disk directory of current directory (like "dir *.*" in MSDOS)
+ [1]-[9] Disk directory of a disk drive (like "dir a:*.*" to "dir i:*.*")
+ [A] Disk directory (like "dir " and optional output destination)
+ [B] Quit to cartridge
+ [C] Copy file(s) ("[source],[destination]" copies from one place or disk to another, just "[source]" copies from one place on one disk in a drive to the same place on another disk in the same drive (asks for swapping))
+ [D] Delete file(s) (add "/N" to delete without being prompted first) (add ">*.*" or ":*.*" after a subdirectory name to delete the files within it. A subdirectory name alone will delete the subdirectory (if it is empty and unlocked)). (Acts like both "del" and "rd" in MSDOS.)
+ [E] Rename file(s) (renaming multiple files is allowed, but be careful). (like "ren [old] [new]" in MSDOS - with MyDOS, use "," between old and new masks.)
+ [F] Locks file(s) from overwrite, deletion and appending (like "attrib +r [mask]" in MSDOS.)
+ [G] Unlocks file(s) (returns them to their default state).
+ [H] Writes DOS files to a disk (this creates a disk which boots with the current version of MyDOS you are using and also has the menu file "DUP.SYS" on it as well). (This is like "sys"(?) in MSDOS.)
+ [I] Formats a disk (add "/N" after the drive number to do a quick-format of an already-formatted disk (ie, just a very fast "delete `*.*'").
+ [J] Duplicate disk (copies an entire disk, including boot sector, when using XFormer, it's much quicker to just copy one .XFD or .ATR to another).
+ [K] Make binary file: saves memory and makes it binary-loadable. See [L].
+ [L] Load binary file: loads a compiled program. (like "[filename]" in MSDOS, except any ".EXE", ".COM", ".OBJ", etc. is still required.)
+ [M] Run at address. Mainly for advanced users. Reboot is "E477", reset is "E474" (these are the hex values of the addresses where the routines to reboot and reset are.)
+ [N] MEM.SAV: when this is on, whenever you go to DOS (from BASIC, for example) it will write what is in memory to a file "MEM.SAV" so that when DUP.SYS (the menu) loads it isn't lost

forever. When you exit DUP.SYS with the "B: Run Cartridge"
command, MEM.SAV is reloaded and the environment should be as
it was when you left. It's probably quicker to simply "SAVE"
your programs (if in a language) which aren't nearly as big
as all of the memory that MEM.SAV saves.
+ [O] Options: this presents the user with some options. Mainly
for advanced users or special setups. See the MyDOS docs for
details.
+ [P] Set density. Forces a drive to be recognized at a certain
density if MyDOS can't figure it out. (??)
+ [Q] Make a subdirectory. (like "md" or "mkdir" in MSDOS).
+ [R] Set default directory. (like "cd" in MSDOS and "cwd" in
SpartaDOS) This makes "D:" now the same as a subdirectory or
other drive. ie, "D2:" will make all calls to "D:" act as
though they are to "D2:" instead. Some programs when
prompting for filenames do not add "D:" to the beginning if
one is not present, they add "D1:". If you don't trust a
program to look to "D:" instead of "D1:" and you want it to
look to some place OTHER than "D1:" (ie, where "D:" is
pointing which could be a VERY long path list), just add "D:"
to the beginning. ALSO, some programs don't even ADD "D:"'s
if they aren't in the filenames you give and may give errors
(138, for example: device not present, ie, if you said
"TESTFILE.DAT" it may think you want "T:" instead of
"D:TESTFILE.DAT").
+ [S] Set ramdisk number. This is also under [O]ptions.
+ [V] Verify writes. This is also under [O]ptions. When Verify
is on, writes will be slower but 100% reliable. With it off,
writes will be much faster but possibly not as reliable (on
bad disks, for example). Default is off.

AtariDOS presents the user with the following commands which are
identical to MyDOS's commands: A,B,C(no swaping),D,E,F,G,H, I(some
densities),J,K,L,M,N

AtariDOS 2.5 presents the user with the following commands not
present or not the same as MyDOS's commands:
+ [O] Duplicate file. This is used to copy a file from one disk
to another using only one drive. (In MyDOS, giving just a
source will make [C]opy act like DOS 2's Duplicate.)
+ [P] Format Single. In DOS 2.5, this is used to format 88k
(Single Density) disks. To format an Enhanced Density (127k)
disk, just use [I]. In DOS 2.0, [I] is the only format option
and only handles 88k. (I may be wrong, but I have never had a
Double Density drive under Atari DOS 2.0 or 2.5!)
* General DOS and OS questions:
1. How do I access the disk drives?

First, you need to have booted with a DOS. All but one DOS is
on disk (SpartaDOS X is on cartridge). When the Atari boots
up, it does some of its 'boot-up stuff' which includes

looking for a disk drive connected and turned on which is set up as drive #1. It then begins to load from the disk's "boot sector". If none exists or there's a nasty error on the disk, you get the "BOOT ERROR" notice until the error is fixed. (On SpartaDOS disks, even non-bootable disks have a boot sector, but all the boot sector is is a small program which displays a 'not a boot disk' error).

To end the digression, the answer to 'how do I access the disk drives' starts with 'you must boot the Atari with a DOS'. Check the 8-bit FAQ and the UMICH and other FTP archives for lists of DOSes available for Ataris, but the most used are Atari DOS (for compatibility with almost ALL older software), MyDOS (for an Atari DOS compatible high-end DOS), and SpartaDOS (for a very high-end DOS which looks much like MS-DOS but unfortunately cannont run all software which runs fine with Atari DOS and MyDOS.) Note: SpartaDOS does NOT run on Atari 400's and 800's (except the cartridge versions and I believe disk version 1.1). Now that you have a DOS loaded, the Atari understands the "D:" device (see below for Atari devices). Since there is more than one disk drive, you have to be able to tell them apart. The Atari uses numbers when it has more than one of the same device, so "D1:" is drive 1, "D2:" is drive 2, "D3:" is drive 3, etc.!

After the "D:" device name comes the filename. Of the most used DOSes, only MyDOS supports lowercase letters in filenames, but since most programs force uppercase entry for filenames, nobody really seems to use lowercase in their filenames.

2. How do I copy things from one place to another?

Atari DOS and MyDOS give you the "C" command in their menu interface. When it asks for a source and destination, you can use wildcards (* and ? like in most other DOSes) to copy more than one file at a time. You can also present no destination so that a file can be copied from one disk in drive 1 to another disk in drive 1, for example, and the DOS will ask you to insert each disk.

3. What are subdirectories?

Subdirectories are places where files go which are just like the normal directory of a disk, except the they happen to be WITHIN that normal directory, or even another subdirectory. For example, you can have your disk divided up into the "GAMES" files, the "GRAPHICS" files and the "SOUNDS" files. A directory of the disk (the "root" or "base" or "trunk" directory) will simply list the three subdirectories, "GAMES", "GRAPHICS" and "SOUNDS". Then, if you ask for a directory listing of the "GAMES" subdirectory, you will see the files (and perhaps other subdirectories) within the

"GAMES" directory. Think of it as a tree. For people familiar with Macintoshes, "Folders" are simply subdirectories. A window which appears when you open a "Disk" Icon is the "root", and all of the "Folders" within it have more windows in them which also have file and folder icons.

Here's a comparison to using subdirectories on different DOSes

root 'GAMES' 'SPACE' within 'GAMES'
AtariDOS D: n/a n/a
MyDOS D: D:GAMES: D:GAMES:SPACE:
SpartaDOS D: D:GAMES> D:GAMES>SPACE>
MSDOS (IBM) \ \GAMES\ \GAMES\SPACE\

Note, only Atari DOS would be using drive 1 here, all other DOSes are not necessarily using drive 1, and MyDOS and SpartaDOS may already 'be within' a subdirectory.

In MyDOS and SpartaDOS (and MSDOS), you can change the 'current' or 'default' directory to a different place (a different drive or a subdirectory). "D:" can stand for "D1:" (like AtariDOS always does) or "D2:GAMES:SPACE:"! PLEASE READ THE MYDOS OR SPARTADOS DOCUMENTS FOR DETAILS ON THIS!
4. What does "P:", "E:", "K:", etc. mean?

As stated before, the Atari has devices. "D:" is added when a bootable disk in drive 1 is read. Other exist as well:
o C: Cassette
Readable and writeable, no filenames.
o D: Disk Drive
Readable, writeable, random access, directory, files, multiple devices (up to 9 on MyDOS and newer SpartaDOS, 8 on AtariDOS).
o E: Editor
Readable, writeable. This is how input from the keyboard and output to the screen is normally handled. If you wish to type a small file up by hand and have it sent to the printer or a file, use "E:" as the source.
o G: Graphics Printer
Writeable. This is not built into the Operating System but must be loaded. This is an Epson-compatible printer driver which can easily dump graphics.
o K: Keyboard
Readable. This is just the keyboard. Input from it is not `echoed' back like with the "E:ditor".
o M: "Multi-Mouse"
Readable, writeable? This is not built into the Operating System but must be loaded. This is a handler which runs in the background and accepts input from either a mouse, a joystick or a touch-tablet and displays a mouse pointer on the screen.

o M: "Multiplexer"
Readable, writeable. For Atari's connected to each other via a "Multiplexer" local area network, the "MUX" Operating System replacement provides an "M:" device for computer-to-computer communication.
o P: Printer
Writeable. Send data to this and it will appear on the printer. You can print files (documents, etc.) by using "P:" as the destination. The Atari XL/XE OSes support "P1:" and "P2:", although I believe this usage is rare.
o R: RS232 (COM port)
Readable, writeable, concurrent mode. This is not built in to the Operating System, but is loaded. It supports modems. The Atari 850 Interface has it's "R: handler" 'built-in', which means the Atari also looks for an 850 (or other compatible interface) and receives the "R: handler" code from it. Other interfaces and the Atari 'direct-connect' modems require a file to be loaded which contains the "R:" code. "R1:" and "R2:" is also supported, but also its usage seems rare.
o W: Windowing (screens)
Readable, writeable. This is a graphics 8 graphical windowing driver (rarely used, unfortunately!). It must of course be loaded as well.
o Z: RTime8 Real-time Clock
Readable, writeable. This is also not built in to the OS, but loaded. This is loaded from disk and lets the user access the "RTime8" real time, battery-backed up clock for the Atari 8-bit. (This is a cartridge-based device). I am unaware of any "Z:" clone which let's you set the Atari internal (non-real time, non-battery-backed-up) clock if you do not have an RTime8, although I'd love to see one! [hint!!]
5. How do I print something from DOS?

As stated above, just use the "C"opy command, then use the file you wish to print as the 'source', and "P:" as the 'destination'. Example: "D1:DOCUMENT.TXT,P:"

-- Getting around on the Atari: BASIC --

What does "READY" mean?

Again, this is simply the prompt that Atari BASIC (and most older BASIC's) presents the user when it is in "Immediate" mode.
* Entering a command will cause it to act immediately.
* Entering a line number and then a command will place that line into the current program.
* Entering a line number alone will remove that line from the current program.

* To start a program, use the "RUN" command.
* To erase a program, use the "NEW" command.
* To clear variables, strings and arrays, use the "CLR" command.
* To load a program, use the "LOAD" command followed by a filename (see below). To load and run a program, use the "RUN" command followed by a filename.
* To save a program, use the "SAVE" command followed by a filename.
* To list a program, use the "LIST" command followed by an optional destination device ("D:file.lst", "P:"rinter) and an option start and end set of lines seperated by (a) comma(s).

Where can I learn Atari BASIC?

A (set of) file(s) will be created explaining all of Atari (and Turbo) BASIC's commands and their usage. (A larger file may be produced which will be based on examples provided in the Atari BASIC Reference Manual). (As of August 1, 1995, these particular files do not exist).

How do I quit BASIC?
* Type "DOS" to quit BASIC and return to DOS.
* Type "BYE" to quit BASIC and exit to the OS's "bye" routines (Atari Memo Pad on 400/800's, Atari Rainbow on 1200XL's, and Self Test on other XL's and XE's). (Note: On 1200XL's, use [HELP] to go to the Self Test when the Atari Rainbow appears).
* Reboot with [OPTION] held down to disable BASIC. (For emulator users, remember there are ways to totally disable BASIC.)

Why don't strings work?

Strings must be "dimensioned" like arrays in Atari BASIC. Strings are special character arrays. See the BASIC usage/etc. files mentioned in the answer to question 2. Simply put, to make a string that will accept up to "#" character, use DIM [name]$(#). Example: DIM A$(10) - now A$ can contain between 0 and 10 characters.

How do I make graphics?

Use the "GRAPHICS" command to switch between the following screen modes: (Note: All modes except 0, 9, 10 and 11 have four lines of 40 x 24 x 2 sized text covering the bottom of the screen. Add "16" to the mode number to remove this window (but do not make any PRINTs or PUTs to the standard output otherwise a GRAPHICS 0 screen will appear))

(Note: Add "32" to the mode number to keep the screen from clearing when it appears. One problem, however, all screens overlay each other so unless you only use certain modes at certain times, parts of some screens will become (or start out) with 'garbage' on them.)
* 0: 40 x 24 x 2 text
* 1: 20 x 24 x 5 text
* 2: 20 x 12 x 5 text
* 3: 40 x 24 x 4 graphics
* 4: 80 x 48 x 2 graphics
* 5: 80 x 48 x 4 graphics

* 6: 160 x 96 x 2 graphics
* 7: 160 x 96 x 4 graphics
* 8: 320 x 192 x 4 graphics
* 9: 80 x 192 x 16 luminence-only graphics
* 10: 80 x 192 x 9 graphics
* 11: 80 x 192 x 16 hue-only graphics
* 12: 40 x 24 x 4-colored text
* 13: 40 x 12 x 4-colored text
* 14: 160 x 192 x 2 graphics
* 15: 160 x 192 x 4 graphics

COMMANDS:

Commands available in Atari BASIC for manipulating simple graphics include:
* PLOT x,y - plot a pixel
* POSITION x,y - position cursor
* COLOR c - set drawing color (c=color or character value)
* DRAWTO x,y - draw a line from cursor location (set with "POSITION", "PLOT", "DRAWTO" or "LOCATE")
* LOCATE x,y,r (where r is where result will be stored)
* SETCOLOR c,h,l (c=palette location, h=hue, l=lum)

COLORS:

Note: COLOR command colors are not identical to SETCOLOR command colors:
* COLOR 0 will draw using the background color, set with SETCOLOR 4,hue,lum
* COLOR 1 will draw using color "0", set with SETCOLOR 0,hue,lum
* COLOR 2 will draw using color "1", set with SETCOLOR 1,hue,lum
* COLOR 3 will draw using color "2", set with SETCOLOR 2,hue,lum

Except in GRAPHICS mode 10, where COLORs 0, 1, 2, and 3 must be POKEd into memory locations 704, 705, 706 and 707 (the player/missle graphics color locations). Examples of this will be presented in the BASIC usage files. (Sorry)

How do I make sound on the Atari

Remember, XFormer 2.5 doesn't support sound! (XF3.0 does)
But anyway, in Atari BASIC: SOUND c,p,d,v
* c=channel (0-3)
* p=pitch (0-255)
* d=distortion (0,2,4,6,8,10,12 or 14)
* v=volume (0-15)

The buzzer character is CHR$(253) aka [CONTROL]+[2] (NOT [CONTROL]+[G])

How do I move the cursor and edit?

The Atari "E:" device (standard input/output which is the "editor")
allows the following characters for editing:

Key: AtASCII #: Use:
---------- -------- ----------
Atari none Turn inverse on/off (Atari 400/800 kybds)
Inverse [Triangle] none Turn inverse on/off (Atari XL/XE kybds)
CAPS none Turns caps-mode to lowercase (400/800 OS)
CAPS none Toggles caps-mode from upper to lower (XL/XE)
Sh-CAPS none Turns caps-mode to uppercase (all OSes)
Ct-CAPS none Turns caps-mode to [Control]-[Lock] (all)
Up ([^-]) 28 Move cursor up
Down ([^=]) 29 Move cursor down
Left ([^+]) 30 Move cursor left
Right ([^*]) 31 Move cursor right
Space 32 Move cursor right (overwrites w/Space char)
BackSpace 126 Move cursor left (deletes previous char)
Delete ([ShBkspc]) 156 Deletes a (logical) line (1-3 physical lines)
Insert ([Sh>]) 157 Inserts a physical line
Ct-Delete ([^Bksp]) 254 Deletes char under cursor, pulls rest left
Ct-Insert ([^>]) 255 Inserts space under cursor, pushes rest right
ClearScn ([^<]) 125 Clears screen
Bell ([^2]) 253 Sounds buzzer
TAB 127 Moves cursor to next TABstop
ClrTAB ([^TAB]) 158 Clears any TABstop under cursor
SetTAB ([ShTAB]) 159 Sets a TABstop under cursor
ESC 27 Sets ESCape (next edit char after is shown,
not done, non-edit chars shown (like normal))
RETURN 155 Sends End Of Line (moves cursor to lowerleft
of next line, accepts input)

Note: Inverse characters have values of the normal version of the
characters plus 128. (The only non-viewable inverse character is
inverse-ESC, or what would be the [ESC],[RETURN] combination. The
character exists, but must be set into screen RAM by hand. Oh well, at
least you still have 255 easily viewable characters! [grin])

How do I make the editor characters appear

As shown above, you must have an ESC sent before them.
* When simply entering text, type [ESC] then the edit key and the
character for that edit key should appear.
* When entering text in a PRINT statement, you must have it send an
ESC beforehand, so first type [ESC],[ESC] to make an ESCape
character appear, then type [ESC] then the edit key and the
character for that edit key should appear.
When the PRINT statement is executed, the first ESCape (which you
typed as two [ESC]'s) will make the editor SHOW the following
character (even if it is an edit character), then the character
which you entered (with [ESC] and then the edit key) will make
that character appear. This makes it difficult to align a set of
PRINT statements which make a multi-line picture or menu which

uses viewed edit keys.
It is probably best to have all of the lines in your program with the PRINT statements that can fit visible on the screen, then edit them (without putting any of the ESCape characters in, then when the picture looks like how you want it on the screen, move the cursor to on top of each edit-key character and press [Control]+[>] (Control-Insert). A blank space should appear under the cursor and the rest of the line should move right. Now, type [ESC],[ESC] and an ESCape edit-key character should appear where the blank space was. When you are finished doing that for each line with those PRINTs in it, BE SURE TO ENTER THEM INTO THE PROGRAM BY PRESSING [RETURN] ON EACH OF THOSE LINES! Whew!

Set the memory location "766" to "1" with the command "POKE 766,1" to turn on the no-edit mode (ALL characters except End Of Lines will appear, even ClearScreens!) When you want to go back into normal mode, set the location back to "0" with "POKE 766,0".

What's with the colors changing?

THIS IS THE FIRST EVER SCREEN SAVER! This is called "Attract mode" as was used on the Atari 2600 and Atari 400/800/XL/XE series (and probably on the 5200 and 7800 but I cannot confirm this). When a key hasn't been pressed for 7 or 9 (depending on OS, model, etc) minutes, the screen colors begin changing, thus protecting your TV or monitor from having an image burned on it.
* To turn this mode off, press a key, or, if within a program, use the command "POKE 77,0" at least once every few minutes (IF the screen is active, otherwise turning it off would be kinda useless).
* To turn it on, wait 7 or 9 minutes without pressing a key or having location "77" set to "0", or set location "77" to "128" with "POKE 77,128", voila! instant attract mode!

How do I access 'devices' on the Atari?

The following commands are available to Atari BASIC's (and also variations on these are available in most other Atari languages!):
* OPEN #a,b,c,d$
Opens channel 'a' for access to 'd$' in mode 'b' with auxillary mode 'c'. Channel 'a' must be free or else a 'Channel already open' (129) error will occur. To explain the different "modes", here are simply some examples:
+ OPEN #1,4,0,"K:"
Input from keyboard
+ OPEN #2,8,0,"P:"
Output to printer
+ OPEN #3,12,0,"D:FILE"
Random access to disk
+ OPEN #4,9,0,"D:DATA"
Append-output to disk
+ OPEN #5,13,0,"R:"

Concurrent to RS232 (modem)
+ OPEN #6,6,0,"D:*.TXT"
Directory access to disk (reads directory of "*.TXT" mask)
* CLOSE #a
Closes channel 'a' (freeing it for use)
* GET #a,b
Reads a byte from channel 'a' and stores it in 'b'
* PUT #a,b
Puts byte 'b' onto channel 'a'
* INPUT #a,b$
Reads a string (up to 255 bytes and a REQUIRED 'end of line'
(character 155)) from channel 'a' and stores it in 'b$'
* INPUT #a,b
Reads a string (up to 255 bytes and a REQUIRED 'end of line'
(character 155)) from channel 'a' and stores the numeric value of
it in 'b'
* PRINT #a,[stuff]
Just like the normal BASIC PRINT statement, but sends the
information to channel 'a' (semicolons, comas, and mixed types are
of course allowed).
* STATUS #a,b
Reads the error 'status' of channel 'a' and stores it in 'b'
* XIO a,#b,c,d,e$
General I/O call. This a little complicated and may be expanded
upon in a future revision. Just be aware of the following:
+ a - command
+ b - channel to use (usually must be free)
+ c - auxillary mode 1
+ d - auxillary mode 2
+ e$ - file or device to act upon
Examples:
+ XIO 32,#1,0,0,"D:FILE,OLDFILE" renames file
+ XIO 33,#1,0,0,"D:OLDFILE" deletes file
+ XIO 34,#1,0,0,"D:GAMES" creates a directory in My- &
Sparta-DOS
+ XIO 35,#1,0,0,"D:NEWFILE" locks a file from over-write and
deletion
+ XIO 36,#1,0,0,"D:NEWFILE" UNlocks a locked file
+ XIO 40,#1,4,0,"D:PROG.OBJ" loads and runs a binary file (like
"L" in Atari and MyDOS)
+ XIO 40,#1,5,0,"D:PROG.OBJ" loads a binary file (like "L" in
Atari and MyDOS with the "/N" option)
+ XIO 41,#1,0,0,"D:GAMES" changes default directory that
drive/subdirectory (all calls to "D:" will now occur within
that drive/directory)
+ XIO 254,#1,0,0,"D2:" FORMAT a disk (in Atari DOS 2.5, this is
format 'enhanced', to format 'single' density, use XIO 253)
(in MyDOS, this is format, but not 'enhanced', use:
+ XIO 253,#[channel],1,0,"D[drive]:" for formatting a drive in
enhanced mode).

NOTE: 39 and 40 are the same. Also note the useage of AUX1 in the "XIO 40" example.

-- Getting Atari files to an IBM: --

1. How can I read Atari disks on my IBM?

Note: Someone please give more details or corrections here! Thanks!

If you have double-density Atari disks, you can use the program "Util" on the IBM which can read double-density Atari disks. Please see the Atari 8-bit FAQ for more details.

If you have an Atari 1050 disk drive, you can use the program MULE to copy files, one file at a time, 20k chunks at a time, from the Atari to the IBM. You first must format a 180k disk on your IBM, the run MULE on your Atari to get a file onto the MULE disk, then run MULE on the IBM to get the file onto the IBM. Tedious, isn't it? MULE wasn't meant to be a fully-functional program, just a demo to show that this was even possible.

If you're fortunate to have a Black Box interface on your Atari, you can get an external IBM drive and the Black Box's add-on, the Floppy-Board and simply copy files from your Atari disks or hard drive(s) onto IBM disks via the floppy board, then load them up on your IBM.

2. Ok, I can't do any of that, now what?

You can use SIO2PC, which is a program for IBM's which turns your IBM into a set of Atari disk drives. You need the SIO2PC cable (which you can purchase, assembled or unassembled, or buy parts and build it yourself) and the SIO2PC software (available at UMICH). Connect your IBM to your Atari, load SIO2PC, and then run the program FILE2PC on the Atari to transfer files to the IBM's hard drive. Or instead create a disk image within SIO2PC and copy files from one disk (a real Atari floppy) to another (the SIO2PC image) with the Atari or MyDOS "C"opy command. If you want to extract files out of the SIO2PC disk image file and store them on your IBM's hard drive or floppies as single files, either again use FILE2PC or use S2PC, an IBM program which can extract files from or add files to MyDOS-compatible SIO2PC disk images!

You can use two modems (one on your PC and one on your Atari) to download files from your Atari 8-bit.

If you don't necessarily want files that you already have on your Atari 8-bit, you can download files from the huge collection available at FTP sites and Atari 8-bit supporting bulletin boards and save them onto your IBM.

If you have only one modem, so you can't connect both your Atari 8-bit and your IBM together via modems, you can do it via null-modem, OR you can upload files from your Atari to some bulletin board or account you have access to, and then connect the modem to your IBM and download the files.
3. Is there any easier way to get Disk Communicator (Atari disk image) files to and from SIO2PC disk images or PC Xformer XFD disk images other than using Disk Communicator 3.2 on my Atari! I mean, both files are disk images! They're both on my PC's hard drive! [cry]

(AND NOTE: DiskComm. doesn't like SIO2PC a lot of the time anyway!)

Yes! There's an IBM program out called "DCM2DSK". (Why "DSK" and not "ATR"? To keep people from getting confused with the ATR-8000(?))

There's also C source to a very similar program called "DCMTOATR" which works on PC's (a PC executable version comes in the archive) and Unix and probably any other system with a good C compiler.

-- Where to get or FTP files mentioned in this FAQ: --

+ PC Xformer 2.x can be downloaded via FTP from:
o : ftp://ftp.clark.net/systems/msdos/emulators/
o ftp://atari.archive.umich.edu/atari/8bit/Xf2/
o Branch Always Software's Home Page
(http://www.halcyon.com/brasoft/)
+ PC Xformer 3.0 can be purchased for $29.95 (prices may vary)
from:
o U.S.A.:
American Technavisions
510-352-3787, fax 510-352-9227
B & C Computervisions
408-986-9960, fax 408-986-9968
Mid Cities Computers
310-867-0626, fax 310-920-8933
Rising Star Computers
800-252-2787, fax 513-254-7970
Toad Computers
800-448-8623, fax 410-544-1329
o Germany:
Atari Bit Byter User Club
+49 02366-39623 (same for fax)
KE-Soft
+49 06181 87539, fax: +49 06181 83436
o United Kingdom:
Micro Discount
+44 021 353 5730, +44 021 352 1669
o or directly from Branch Always Software: (USA)
14150 N.E. 20th Street, Ste 302, Belleuve, WA 98007.

1-206-369-5513, fax 1-206-885-5893
e-mail: BraSoft@aol.com
+ Rainbow can be downloaded via FTP from:
o ???
+ Atari800 can be downloaded via FTP from:
o ???
+ ST Xformer can be downloaded via FTP from:
o ???
+ The following programs are availabel at the
"archive.umich.edu" FTP site:
o SIO2PC: atari/8bit/sio2pc/*.* (all files are
SIO2PC/utility files)
o Mule: atari/8bit/Diskutils/mule.com (Atari), mule.exe
(IBM), mule.txt
o Util: atari/8bit/Utilities/myutil.zip (IBM)

-- The End --

AGAIN, PLEASE CHECK OUT THESE OTHER FILES:

+ ATARI 8-BIT FAQ
+ PC XFORMER DOCUMENTS
+ RAINBOW DOCUMENTS
+ ATARI800 DOCUMENTS
+ MYDOS DOCUMENTS
+ SIO2PC DOCUMENTS

THANKS!

Contacts:

+ I (Bill Kendrick) can be contacted at:

o kendrick@zippy.sonoma.edu,
o or on the "comp.sys.atari.8bit" and
"comp.emulators.misc" newsgroups,
o or New Breed Software, 1530 Armstrong Ave. #47, Novato,
CA 94945-2574 USA.

+ Darek Mihocka, the author of PC Xformer and ST Xformer can
be contacted at:

o BraSoft@aol.com,
o or on the "comp.sys.atari.8bit" and
"comp,emulators.misc" and other newsgroups,
o or Branch Always Software, 14150 N.E. 20th Street, Ste
302, Belleuve, WA 98007 USA.

+ Micheal Current, keeper of the Atari 8-bit FAQ files can be
contacted at:

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o mcurrent@carleton.edu,
o or on the "comp.sys.atari.8bit" newsgroup.

+ Chris Lam, the author of Rainbow can be contacted at:

o ???

+ David Firth, the author for Atari800 can be contacted at:

o ???

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PLEASE add questions and report any mistakes or bugs to me as
soon as possible! Thank you!!!
kendrick@zippy.sonoma.edu

10. Re: Atari XE?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-01 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <4c9gp4$13g@link.xs4all.nl>
Source record: 86735

```
c >From: cmwagner@news.gate.net (Chad Wagner)
c >Subject: Re: Atari XE?
c >Date: 13 Nov 1995 06:11:07 -0500
c >
c >I wrote:
c >Which brings us to t subject of OS's. All computers have an
c >>O.S. except the Atari Jaguar (the super game system)
c >
c >The final statement is hard to believe, considering most game consoles have
c >a API, BIOS, or OS (whatever you want to call it). I don't know much about
c >the Jaguar, but I seriously doubt it doesn't have some sort of OS. For
c >common routines, and other things. Such as some sort peripheral interface
c >routine, or some sort of gamepad routine, and probably many cheap built-in
c >video routines, like text on the screen, or something like that.
c >--
c >Chad Wagner

Ye' well, to be honest, I don't know how that works. But I read somewhere
(a long time ago, so I don't remember where.) that the Jaguar has NO
operating system.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

11. Re: Atari BBS`s

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-01 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <4c9gp5$13k@link.xs4all.nl>
Source record: 86736

```
b >From: Bob Klaas <bobkla19@mail.tcd.net>
b >Subject: Re: Atari BBS's
b >Date: 13 Nov 1995 13:25:24 GMT
b >
b >Just found a server for the Internet. What other areas should I
b >get involved?

Don't really know. Depends on what you're interested in. comp.sys.atari.8bit
is the only Classic Atari related group I read. (the other two are
rec.autos.marketplace and the offroad Email list :-) )

b >See you on the IAN Net!

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

12. Wanted: Info. re: printer

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-01 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <4c9gp5$13q@link.xs4all.nl>
Source record: 86737

k >From: kendrick@zippy.sonoma.edu (William Kendrick)
k >Subject: Wanted: Info. re: printers, DDIII, color, etc.
k >Date: 27 Nov 1995 04:17:53 GMT
k >
k >Hello - a week or so ago I hooked up my aunt's new color Epson printer.
k >I'm interested in getting such a beast for my Atari (and my PC might get
k >some use out of it every once in a while, but probably not :)).
k >
k >I want to know:
k >
k > (3) What about color? Would it be worth it? How about writing software
k > FOR the printer to print in color, assuming there is none. Any
k > experience color jet printer users out here in A8 land?

It sure would be nice if we had a utility to dump GIF (or whatever format)
pictures to either a laser or (color) jet printer? In full detail, just like
it would have looked when "Pentium" would have send it to the printer.

BTW I neither have the knowledge nor the printer.

Cu Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

13. Dividing phone numbers

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-01 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <4c9gp6$13s@link.xs4all.nl>
Source record: 86738

```
w >From: winston@merk.com (Winston Smith)v.cs.cmu.edu!das-news2.harvard.edu!spdc
w >Subject: Re: Why those Auction's ?
w >
w >
w > Interesting telephone number: +31-(0)-20-6764584
w >
w > In North America, your number would be divided into: Country Code,
w >State Area Code, Metropolitan Exchange, Local Extension ... and would be
w >read as: +31-(020)-676-4584 ... except that there would be a '1' in
w >place of the '31'. Just out of curiosity, how is a European telephone
w >number subdivided ?

Howdy Winston

I'm not Bernard, but I live in the same country.

In the near future, all of Europe will use the below scheme.

You dail 0 (zero) to get ot of something

If you have a PBX, you dial 0 to get an outside line.
If you want to dial long distance, you dial (another) zero.
If you want to dial international, you dial zero again.

(the + in the phone number mean "insert you international access code here")

31 is the country code for the Netherlands as 1 is for the USA.

020 is the area code for Amsterdam. Since you're calling from outside the
country, you leave off the first zero (you don't want to get "out off"
something, you want to call "into" something.

In the Netherlands, area codes are either three or four digits long (including
that first zero). Area code and subscriber phone number together are
ten digits. (If they would have reduced all area codes to three digits,
they would have had to change the size of the "local area's".)

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

14. Tony R. as in "PARROT" ??

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-01 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <4c9gp6$140@link.xs4all.nl>
Source record: 86739

```
a >From: aramos@cis.ohio-state.edu (anthony daniel ramos)
a >Subject: Announce: Classic Atari Commericials on WWW
a >Date: 27 Nov 1995 12:01:18 -0500
a >
a >Hello, fellow Atari fans...
a >
a >--
a > Tony Ramos : inter\active
a > 1322 W. 7th Ave. Apt A : ramos.15@osu.edu, tony_ramos@fitch.com
a > Columbus, OH 43212 : *** computer-mediated environments ***
a > (614)486-6253 : *** interface ** image synthesis ***

Hey, aren't you the "Parrot" guy?

Been doing any 8 bit developing/writing lately?

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

(I'm gonna send mail this one to Tony via Email and post it on c.s.a.8)

---
* PabQwk 2.0 *
```

15. Desperately "seeking" DUP

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-01 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <4c9gp6$145@link.xs4all.nl>
Source record: 86740

```
k >From: kendrick@zippy.sonoma.edu (William Kendrick)u!kendrick
k >Subject: Re: SIO2PC problem
k >Date: 27 Nov 1995 21:14:02 GMT
k >
k >In case you didn't know, this is also what MyDOS does when it's jumping back
k >into DUP.SYS but can't find it.
k >
k >For example, I boot up. I format my D9: RAMdisk. I write DOS to it (or
k >copy DUP.SYS, but writing from RAM to RAM is quicker than copying from SIO2PC
k >to RAM). When I run a program and then exit to DOS, I just hit BREAK a few
k >times to speed up the cycling process until it eventually tries D9: and
k >BAM! the menu's up on the screen.
k >
k >From then on, it'll try D9:. If for some reason it can no longer find DUP
k >on D9:, it'll start cycling again. It can be annoying ; you kind of think
k >to yourself "just give up!" Then you think "well wait, what ELSE can it
k >do??" :)

I like that feature of MyDOS. It just keeps looking. If you're using 4.53/3
and pressing 1 to tell the Ramdisk handler not to format the RAMdisk while
cold starting (it's nice to have either the USplus OS or the BlackBox by
CSS. I have both. I love both.). This has the nasty side effect that MyDOS
will load DUP.SYS from the default drive instead of the RAMdisk. Next time
MyDOS wants to load DUP.SYS, I just turn some levers and push some buttons
(on 5.25 and 3.5" drive mechs respectively). And if there IS no DUP on any
of the disks, incl. the RAMdisk, you still have time to look of a disk that
has. Both the US+ and the BB/FB also have a menu, go into either and the
disks will stop spinning (and so will your head).

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

16. Lambo printer on Chevy 8

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-01 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <4c9gp8$147@link.xs4all.nl>
Source record: 86741

k >From: kendrick@zippy.sonoma.edu (William Kendrick)u!kendrick
k >Subject: Re: Wanted: Info. re: printers, DDIII, color, etc.
k >Date: 27 Nov 1995 21:15:56 GMT
k >
k >Also, what're the stats (speed, price, price of ink, types of paper you can
k >use, etc.) ? ^^^^^^^^^^^^

Isn't there a way to refill these ink carts?

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

PS a long time ago, when ANALOG and ANTIC still were in business, I saw ads in them for the MacInker. You just somehow inserted you cart (Star NX-1000 kind of cartridge, as used in Matrix printers.) and the MacInker would ReInk the "tape". Anybody ever seen these things. How reliable are they.

BTW I DO realize that the MacInker was ONLY intended for "dot matrix" cartridges, not InkJet or Laser printers. (please if somebody quotes this message and delete part of it. PLEASE MAKE SURE NODOBY GETS THE IMPRESSION I DON'T KNOW THAT THE MACINKER CAN NOT BE USED TO REINK LASER OR JET PRINTERS !!!!!!!!!!!!!!!!!!!!!!!!!!!!

I really hate it when somebody tries to explain something to me after (s)he has only read somebody elses reply to a message of mine, where the first responder has deleted the part in which I try to explain that I DO understand the stuff. Because it's a waste of time, energy and money.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

17. Re: SIO2PC problem

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-01 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <4c9gp8$149@link.xs4all.nl>
Source record: 86742

```
s >From: stefan@ihug.co.nz@ihug.co.nz
s >Subject: Re: SIO2PC problem
s >Date: 29 Nov 1995 13:28:47 GMT
s >
s >If SIO2PC 4.04 is still shareware, why don't you post it here?
s >
s >Stefan

I'm not Steven but, but here is why he shouldn't:

- this is not a binaries group

- it's an "Intel Inside" file, so saying it's HUGE would be an understatement

- it's not Classic Atari compatible.

BTW didn't we have a vote here (and in ST and Amiga groups) about creating
an EMULATORS group.......

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

18. Fonts? What fonts?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-01 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <4c9gp8$14b@link.xs4all.nl>
Source record: 86743

```
c >From: classics@seka.nacs.net ( )et.ins.cwru.edu!wariat.org!nacs.net!classics
c >Subject: Re: Wanted: Info. re: printers, DDIII, color, etc.
c >Date: 28 Nov 1995 19:52:50 GMT
c >
c >I would assume your printer must have these somewhere, as these are also used
c > for extra internal fonts and such.

Maybe they "download" there fonts from the computer.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

19. Happy New year

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-01 00:00:00 UTC
From: the_gaming_guru@usa.pipeline.com
Message-ID: <4c88om$r14@news1.usa.pipeline.com>
Source record: 86744

Figured I should be the first to post it!

What a strange New Year, Two people allmost rammed me while
driving. Went up to the mountain top in east san jose, and heard all the
gunshots in the bay area.

Happy New Year comp.sys.atari.8bit

20. Re: Does anybody use TopD

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-01 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <4c9grj$15p@link.xs4all.nl>
Source record: 86745

R >From: Russ.Gilbert@apk.wariat.org (Russ Gilbert)
R >Subject: Re: Does anybody use TopDos?
R >Date: 29 Nov 1995 23:27:24 -0500
R >
R >(TopDOS user asks about SpartaDOS.)
R >The command line interface is a little convenient. Just type the name
R >of a .com file to run it, instead of L and the full filename. The

You can always use wildcards (? or *) instead of typing in the whole name.
I hate it when I have to remember when to include .com, when I can leave it off
and that if I use a file without extender, I should make this very clear to
SpartaDOS.

I like it when I have "hot keys" instead of having to type ERASE, COPY, DIR
or even DIR D?:

And I do NOT have to use some "eternal" command to just format a disk.

R >principle advantage is the ease of getting around. You can turn BASIC

Ha, Ha, Ha. Are you REALLY talking about SpartaDOS???

Have you ever tried to shorten a textfile? Chop either the first sectors or
take out a bunch?

Ever lost a file/directory entry/hole directory/formatted part of the disk.
And Sparta uses sectors on the first track, so if you accidently format the
wrong disk, you can kiss those files goodby.

R >on and off with TopDOS, but basic on or off is built in to SpartaDOS.
R >Also, as far as I know, SpartaDOS is the only DOS that can run, copy,
R >delete any DOS, not only SPartaDOS, but menu DOSes as well.

It can NOT use double density disks in NON-Sparta format. On single density
it put's a B where it should put an F in the file status byte (first character/
byte in the directory for each file.) This prevents you from (I guess it was)
deleting that file from within other DOSses then SParta.

And then the argument often heard that the byte count on SpartaDOS is much
more accurate then the sector count of other DOSses. Well, other DOSses
tell you EXACTLY how many sectors are used. SpartaDOS tells you how much
"data" bytes a file uses, but every file still has to start at the beginning
of a sector. All the bytes lost between the end of the file and the start of
the next are not mentioned/accounted for. And SpartaDOS doesn't tell you
how many sectors it uses as a sector map. (e.g. a two byte file takes up 512
bytes, SpartaDOS tells you it uses two bytes!!!)

Yes, I'm a MyDOS man. I use SpartaDOS because I have to use it for PabQWK.
I never liked SpartaDOS before I used it. Now that I do use it, I HATE it.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *

21. ST mouse on 8 bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-01 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <4c9grj$15r@link.xs4all.nl>
Source record: 86746

```
m >From: msteve@magnus.acs.ohio-state.edu (Michael Steve)io-state.edu!msteve
m >Subject: Re: ST mouse on 8bit (was Re: 8bit questions)
m >Date: 30 Nov 1995 05:12:00 GMT
m >
m >Depends on your definition of compatible... If I remember the ST mouse uses
m >both trig(0) and trig(1) for its mouse buttons. So as long as you don't mind
m >sacrificing 50% of your button input capability, you can be fine.
m >
m >Though the above is 'configured' for the ST's...
m >
m >But I could be, wrong, I'll need to check...

You are :-)

I bought an ST mouse for my XE's at the annual meeting of the German ABBUC.
Not that I needed it (I know S.A.M. (the german GUI, not the speach software)
and Diamond GOS can use them, but I don't really like either.) I just wanted
one. (silly me)

I just checked:

STICK (0) reads the movement of the mouse
STRIG (0) reads the left button
PADDLE (0) reads the right button

that is if:

- you plug the mouse in port zero
- you "prepare" the mouse. There is a little mod you can do to make the
computer read the right button. I just plugged a resistor into the connector
(mouse cable side) inside the mouse. Between the red and the white wire.
the resistor is 4k7 Ohm (when you press the right button the value should
change from 228 to somewhere below 9. Mine changes to 3.)

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

PS somebody from St.Pokey in the Netherlands (John Maris, aka The Missing Link)
once found out that if you use tables to compare the mouse data too, the mouse
driver doesn't slow the computer down much.

---
* PabQwk 2.0 *
```

22. Re: MUX Cart internal

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-01 00:00:00 UTC
From: mathniss@link.xs4all.nl
Message-ID: <4c9grj$15t@link.xs4all.nl>
Source record: 86747

```
m >From: mathniss@link.xs4all.nl (Mathy Van Nisselroy)
m >Subject: Re: MUX Cart internal
m >Date: 30 Nov 1995 20:17:03 +0100

m >k >James King wrote:
m >k >>Just curious if anybodies ever consider mounting a mux cartridge on the
m >k >>INSIDE of a case.
m >k >
m >k >No, but this is a GREAT idea! :)
m >k >
m >k >-bill!
m >
m >[Brainstormin' mode ON]
m >
m >How about wireless. As in infra Red.
m >
m >[Reality mode ON]
m >
m >I'm on hardware designer
^^
Oops THAT should be NO. I'm NO hardware designer.

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

---
* PabQwk 2.0 *
```

23. 80 Column wanted...

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-01 00:00:00 UTC
From: sandyc@usit.net
Message-ID: <sandyc-0101961713350001@tick.usit.net>
Source record: 86748

I have several Atari's and would like to know how to display 80 columns.
How do I do this?

-Sandy

24. Re: "Pool" disk

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-01 00:00:00 UTC
From: "Ernest.R.Schreurs" <ernest@pi.net>
Message-ID: <4c9sca$ql7@neptunus.pi.net>
Source record: 86749

Some comments were raised concerning the POOLDISK CD. For some odd
reason, this message never appeared here at my Internet provider,
or it was removed very soon after it had been posted.
Fortunately Statz quoted this text below:

>Why is the Pool CD mostly in ATR format?!? I thought it would be "BBS
>ready" CD-ROM for use on a BBS so 8bit users can use the disk. FORCING
>8bit users to need an ST or IBM to decode the software is rather asinine
>and short-sighted. I thought it was going to be files on it that were
>ready to use, but alas, the creators have lost sight about what the
>CD-ROM should have been about. Our club was planning on ordering it, but
>I now have urged them to forget it. It isn't worth our time. It's truly
>a sad day.
>
>The last I looked, Atari 8-bits can use DCM and ARCed files. So far,
>there isn't any ATR conversion that my 8-bit can do, thus making the Pool
>CD totally useless to a large portion of Atari 8-bit users. And I
>thought this was comp.sys.atari.8bit, but it's turning into
>comp.sys.atari8.atr
>
>Sad.
>

There were more people asking us why the CD did not use the DCM format.
The CD was created as a means to backup diskettes to a media that would
not deteriorate. Also, since there are emulators that need software,
the CD uses the ATR format that can be used by the PC-Xformer. Since
the ST version of the Xformer uses XFD format, all files were included
in the XFD format as well. Of course, this also makes the files
available to the 8-bit, since what good is a backup if you cannot access
it, so this CD can be used for the Xformer and for the 8 bit system
itself. It is true that a PC or ST is required in order to read the CD.
SIO2PC has been around for years, so this is a well accepted means of
storing files on a PC-host hard drive. A CD is no different than a hard
drive, so this is a natural choice. Currently an 8bit system cannot
access CD-Roms.
When I posted the announcement, remember that the title for it was over
2000 ATR images for use with Xformer and SIO2PC. Anyone hoping for
something different cannot blame me, this was clear enough.

Having said this, we would have loved to write the CD in a format that
can be used by an 8bit system without a PC. This would require a Black
Box, or a MIO or an IDE interface. Also, it would require lots of driver
software to support the ISO-9660 file format, and the 2048 sector size,
although that could be set to 512. None of these drivers currently

exist. If there is no interesting CD available, no one will ever write these drivers. James King created a CD several months ago. He told me he sold only 10 copies of it. We sold over 50 now. That makes less than 100 users. Who is willing to write a driver for 100 users nowadays? On the other hand, if one of those 100 actually does write a driver, more users will want a CD-rom drive. Now that these CD's exist, it is only a matter of time before these drivers are written. Depending on these drivers, it might make more sense to write CD's for the 8bit in a different format. For now, the ATR format appearantly is preferred over the normal file format that James King used. He was thinking about a second CD, and I have read a message from someone that obtained several old club libraries and he is going to put them on CD too. Our CD was full, so there was no room left for DCM files. If anyone makes a CD, I hope they will consider your comment John.

Writing a CD with files in DCM format is only useful for use on a BBS. We never said the CD was BBS-ready, although I believe there is a program that allows the 8bit to download an XFD file directly from the modem to a floppy disk. But even if the CD would have been made BBS-ready, most of the files should not be in a disk image, but should be on the CD as individual files, not in DCM files. Only bootable games and demos would require the DCM format. There is 250 Mb of ATR files on the CD, and anyone willing to do so can copy stuff off it and convert it to a format that is downloadable. Most BBS systems already have stuff on their BBS in this format though, so this all would not be shocking news. We have copied stuff from BBS'es and converted them to ATR format in order to make these files available on the CD.

We welcome comments on our work. Thanks to everyone that has taken the time to post about the CD, or read all of this. If you have complaints or other comments feel free to E-mail me: ernest@pi.net

Regards, Bo and Ernest Schreurs, the creators of the POOLDISK CD.

25. Cartridge Software

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-01 00:00:00 UTC
From: Bob Klaas <bobkla19@mail.tcd.net>
Message-ID: <4c9per$4vs@news.tcd.net>
Source record: 86750

Cleand out a box and behold the cartridges that I came across.

Buck Rogers Donkey Kong River Raid
Qix Centipede-2ea Missle Command
Rally Speedway Star Raiders Delux Invaders
Ace of Aces=XES software Joust Pole Position
Astroids Computer Chess Telelink I
Assembler Editor Pilot Programing Atariwriter
Music Composer Pac-Man-2ea Chicken
Atari Artist Pengo Jumbo Jet Pilot
Defender KABOOM! Mario Bros=XESys
Micromaestro Castle Hassle Donkey Kong Jr

Anyone wants all or part make offer including postage..

These have no docs just the cartridges..

26. Re: Does anybody use TopD

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-01 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1996Jan01.200928.24685@wariat.UUCP>
Source record: 86751

(No offline reader, so no quotes of Mathy Van N.'s original txt.)
You prefer the 'menu' type DOS. I used 'SmartDOS' for many years prior to going Sparta. Sparta will read, write, delete, rename, protect/unpro., copy, etc. MyDOS, SmartDOS, Top Dos (as far as I know). It has no problem sngl or dbl density with these functions on those menu type DOSes. Sparta's xinit does a lot more than the internal DUP formats. The point I was making was that DUP doesn't have to be loaded, you can do many DOS functions and not touch $2000 to $BFFF. xinit is one function that will use above $2000.
I shorten a text file with a text editor, specifically 'Speed Script' which I keep on MIO ramdisk and can use in less than a second. How do you shorten a text file with MyDOS?
You said that Sparta uses sector 1 and if you format you'll lose all files. How do you recover files after you format with MyDOS?
I try be DOS universal with anything I write and, yes, have a preference for Sparta, but if you like Top or MyDOS I would try to accomodate you with any program I write.
My biggest problem with MyDOS I didn't mention in my original post. MyDOS messes up my MIO RAMdisks if I hit RESET and at odd other times. I mean I have to re-format and load all my regular files onto my MIO RAMdisks when this happens. I have to be careful to turn off the computer and back on to exit from MyDOS DUP and re-boot Sparta. I don't like to turn my computer on and off.
I suspect you aren't mentioning reasons why you prefer MyDOS. I suspect MyDOS functions much better with your BB than Sparta. Bob Puff and ICD had a war going and they, especially Puff, did things to mess up each other's products. I mentioned how MyDOS messes up my MIO RAMdisks. Another 'war' thing was Puff's 'Black Patch' won't run on a ICD US dbler 1050. Another reason I suspect you prefer MyDOS is that you use Turbo BASIC a lot. There is a Sparta compatible Turbo BASIC, but I don't use either very much.
I hope this isn't a critism of Puff. I cannot fathom why Puff would try to be ICD incompatible or why Tom Hunt would write Sparta only programs (actually T. Hunt says he writes stuff for his own use and that's why some programs turn out that way, but I suspect there's more to it.) The last set of programs I wrote turned out to be partly MyDOS incompatible, but that was an accident using an XIO command

of Sparta which can determine what DOS is in a drive. And
finally, I don't intend this as a put down of MyDOS,
Marslett, Puff, certainly not.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

27. how do I fix my 1050?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-02 00:00:00 UTC
From: Cyrus <cyrus@lagrange.amd.com>
Message-ID: <30E96BA6.5159@lagrange.amd.com>
Source record: 86606

I don't want to send it to the graveyard yet so...

I am looking for help on how I can diagnose the problem with my 1050
drive.
I actually have two drives...the other one works. The broken drive
exhibits
the following:

I turn it on and the power light comes on, but no drive movement occurs
and
the drive is not accessible from the atari.

I have narrowed (slightly) the problem down the the board in the drive.
The
drive assembly/mechanism works fine when placed in the good drive. Also
the problem is not in one of the two chips that come with the ICD
doubler
package - I swapped these between the two drives and they work ok.

Are there certain test points on the board that I can probe...would I
need
a logic analyzer or 'scope?

Ack.

Cyrus

28. Re: "Pool" disk

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-02 00:00:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <149296@cup.portal.com>
Source record: 86607

But as long as we're doing a wish list for sio2pc/APE. Here be my problem:
I frequently do upgrades for MS DOS type folks in addition to just regular
junk hunts, figure every drive I have hooked up to my ATR8000 was salvaged
from a clone of one brand of another. So my current wish list includes
setting up one of these old motherboards with nothing but a HD, i.e.
no monitor, keyboard. With SIO2PC I can set this up to mount several
drives, but APE has an into screen with a "press any key to continue"
So... I'm reduced to running sio2pc in this set up. I'm giving serious
consideration to getting rid of some of the clutter I've got. I would
prefer to have maybe a single US Doubler with an automated sio2pc
setup vs this herd of 1050's, ATR, full blown pc, but the sio2pc software
is just not strong enough to stand on its own in this config.

29. MyDOS 4.53 <--> 4.54 (was: re: A message to OS/DOS developers)

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-02 00:00:00 UTC
From: CONRADUS@plearn.edu.pl
Message-ID: <960102.210601.CET.CONRADUS@PLEARN.EDU.PL>
Source record: 86608

```
>>1) All DOSes we tested, i.e. SpartaDOS 3.2g, SpartaDOS X 4.20,
>>MyDOS 4.53 and BWDOS 1.10, when they have been executed, seem to
>>""""""""""
>>force the DUNIT (\2330301) value to \23301. Such action is no

>Isn't MyDOS 4.54 known as the "hard drive" MyDOS because of the use of
>larger sector numbers ?
>Does this make any difference ?

I don't think so.

Bye

Konrad M.Kokoszkiewicz (KMK)
E-mail: conradus@plearn.edu.pl

** Ea natura multitudinis est:
** aut servit humiliter, aut superbe dominatur. (Livius)
******************************************************
```

30. Re: how do I fix my 1050?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-02 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <4cc37k$51j@charm.magnus.acs.ohio-state.edu>
Source record: 86609

```
In article <30E96BA6.5159@lagrange.amd.com>,
Cyrus <cyrus@lagrange.amd.com> wrote:
>I turn it on and the power light comes on, but no drive movement occurs
>and
>the drive is not accessible from the atari.
[...]
>the problem is not in one of the two chips that come with the ICD
>doubler
>package - I swapped these between the two drives and they work ok.

I'm not sure if this will help, but when I had a similar problem, it
turned out I had the doubler chips in the sockets the wrong way.
(upside down/backward/turned around)
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr
```

31. A message to OS/DOS developers (updated)

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-02 00:00:00 UTC
From: CONRADUS@plearn.edu.pl
Message-ID: <960102.195059.CET.CONRADUS@PLEARN.EDU.PL>
Source record: 86610

A message to Operating Systems/Disk Operating Systems developers.
(revision 1.1)

Dear developer!

We are pleased to present you the next version of the preliminary document about our IDE hard drive interface for Atari 130XE (and compatible) computers. Since the last doc has been posted, we decided to improve the Interface's internal software a bit. All previous features and last minute updates have been described below.

As existing Disk Operating Systems aren't able to use all the capabilities we provided, we are kindly asking you to upgrade the latest versions of your work and implement the specific IDE features, those have been described below. The four general problems we found trying to use any of the existing DOSes, are as follows:

1) All DOSes we tested, i.e. SpartaDOS 3.2g, SpartaDOS X 4.20, MyDOS 4.53 and BWDOS 1.10, when they have been executed, seem to force the DUNIT (�0301) value to �01. Such action is not necessary, because the DUNIT is already set by the XL OS, and is obnoxious, because, as a result, the DOS is unable to read its additional files (like DUP.SYS, AUTORUN.SYS, CONFIG.SYS, STARTUP.EXC etc.), when the system has been started from a partition other, than D1:.

2) All the DOSes we tested are unable to read/write 512-byte sectors, so they cannot work in the IDE native mode (see below). The interface provides the emulation mode to handle 256-byte sector operations, but, as a result, the drive is unable to reach its full speed. Especially any writes to the hard drive are very slow. The implementation of the 512 byte allocation units may also be profitable in the future, if we decide to add support for DMA transfers.

3) All the DOSes we tested are unable to handle big partitions (i.e. over 16 MB limit). The implementation of the 512 byte allocation units may solve this problem in a part (the limit would be 32 MB per partition then), but, if you decide to implement big partitions handling, we advise you to consider about using the 24-bit sector addressing in conjunction with the larger allocation units (see below for details).

4) All the DOSes we tested are unable to handle disks D10-D16.

Operating Systems developers please note, that the DDEVIC
and DUNIT values should be set before PBI devices
are initialized.

We hope, that you will take these problems into consideration,
decide to support the features described below and don't hesitate
to send us your comments, if any.

Regards

Konrad Kokoszkiewicz
E-mail: conradus@plearn.edu.pl
S-mail: ul. Tomaszowska 95/37
PL-26-420 Nowe Miasto nad Pilica
POLAND

***

IDE Hard Drive Interface v.1.0
Document version 1.1

Copyright (c) 1995-1996 by Jacek Zuk and Konrad Kokoszkiewicz

Made in Poland

***

The IDE package contains:

1) the IDE interface
2) a power supply
3) a cable to connect the interface with a drive
4) utilities disk with MyDOS 4.53
5) this document

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I. Introduction

Seven years ago, when I first heard about hard drives for the
Atari 8-bit, a 20 MB SCSI device's price was over 600 USD and, of
course, was out of reach for people in a country on the wrong
side of the Iron Courtain, where wages were about 20 USD per
month. The 1050 floppy drive was a dream - what would I say about

the hard one...?

Over the next six years, when the Iron Courtain got rusty, many things have been changed. Among others, we have started earning more money, we have got some new Atari computers and, simultaneously, the prices of hard drives have gone down dramatically... and one day I realised, that it is possible to obtain an IDE hard drive for the beloved 8-bit Atari with very reasonable price! But there still was no documentation and the only one, that I knew, was a theory about writing 'new device' handlers for the XL operating system...

The most important thing on my "way to the hard drive" has happened, when a friend of mine has found a "Technical Reference Manual" for the Caviar WDAC2200. I read this paper very carefully, then went to Jack - a person, who looks to know everything about wires and other strange gadgets, those have been fixed inside and seem to make it work. About a week later Jack said, that there was no objections (contraindications, as we used to say) to build an interface - so the project started.

The last year we spent thinking, talking, building the hardware (Jack), writing the software (me), testing, fixing bugs, catching incompatibilities, and learning, learning, learning. We have discovered a lot of strange things about Ataris and IDE hard drives (some of them have been mentioned below). Finally, we are pleased to present you our results - we tried to make them as professional, as it have been allowed by the limited (2k) ROM space, not very "elastic" operating system and not very great processing power of the Atari 8-bit computer. I hope you will agree, that we did a good job.

II. Capabilities overview

The Interface's internal software provides two modes: native and emulation. The native mode uses a 512 byte physical block as a logical data sector, the emulation mode uses the physical block to store two 256 byte logical data sectors. ALL existing DOSes require the emulation mode to work properly (a DOS, that will be able to use the native IDE mode, is under development).

Maximum drive capacity: 16777215 physical blocks on each device.
Maximum number of partitions: 16
Maximum capacity of a partition: 16777215 logical sectors
Logical sector length: 256 or 512 bytes (larger blocks will be implemented in the future)
Average speed (in kilobytes per second):
Native mode, sequence of sectors (R): 75
Emulation mode, sequence of sectors (R): 43
Emulation mode, back sequence (R): 28
Emulation mode, random sectors (R): 13
Emulation mode, same sector (R): 29

Emulation mode, DOS file (W): 7
Emulation mode, DOS file (R): 36
Booting from any partition (on the standard XL OS)
Write protection capability
8 jumpers to set the device number for the operating system
Sweet 16 compatibility

Note, that ALL existing DOSes limit the partition size to 16 MB
and the maximum number of partitions to 8 or 9.

III. How to make it work (step by step)

1) Make sure, that the power on your computer is turned off.
2) Insert the interface to the connector at the back side of the
computer.
3) Connect the interface and a 3,5" IDE drive with the cable.
Caution: You may damage the drive if the interface cable is not
connected properly. Make sure, that pin 1 on the cable (red line)
is connected to pin 1 on the drive and on the interface (red
dot).
4) Connect the power supply and the drive.
5) Insert the utilities disk into drive 1.
6) Turn on the power on the hard drive and on the computer
holding down the SHIFT key. Make sure, if the drive is spinning
up properly. If not, turn the power off, check the connections
and try again. Note, that some very old drives need A LOT of
power, so our power supply may not be sufficient.
7) Be patient - the Interface waits some seconds when the drive
is spinning up.
8) When the MyDOS is ready to use, execute the FDISK.COM file.
9) A menu should appear. If you see a message like "Device not
found" instead, please turn the power off, check the connection
between the interface and the computer, then try again. Check the
jumper position.
10) Select the "Surface test" from the main menu. Your drive will
be tested for bad sectors. If the test finishes without any
message, the drive is in good condition - no bad sectors have
been found.
11) Select the "Partitioning" from the main menu. "Total" will
indicate you total amount of 512 byte sectors, that have been
found on the drive, "Remain" - total amount of sectors, that
haven't been allocated yet, "Specs" will show a number of
cylinders, heads and sectors per track.
12) Use arrows to select a drive you want to be a partition.
13) Press the RETURN key and type in a number of sectors, that
you want to be allocated to the partition. Note, that it is a
number of real, 512 byte sectors, so if you specify 32767, the
DOS partition will have 65534 logical, 256-byte sectors.
14) Press RETURN to confirm the number of sectors or press ESC
key to cancel.
15) If you want to have more partitions, repeat the last three

steps as many as you want.
16) Press the TAB key and select a partition, that you want to be the BOOT partition. If you are the SpartaDOS X user and you want to have the CONFIG.SYS on the hard drive, the BOOT partition must be D1:, so you should change the physical number of your floppy drive to D2: or another.
17) Press RETURN key to set the BOOT partition.
18) Press the TAB key to move the cursor to the menu at the bottom right corner of the screen.
19) Select the "Opts" option.
20) Select the boot type according to your system configuration:
- "controlled", if you want to boot up MyDOS (or another DOS) from other partition than D1: The interface will take full control over the boot process.
- "pass", if you want to boot up MyDOS (or another DOS) from D1: The interface will pass the control over the boot process to the operating system. Select this option, if you have any troubles with the "controlled" boot up - taking the control over the boot process the interface uses some hints that may not work with some DOSes, cartridges or upgraded (customized) operating systems. You MUST select this option, if you are the SpartaDOS X user.
21) Press ESC to exit the "Options" menu
22) Select the "Write" option to write the new partition table to the drive.
23) Press ESC to return to the main menu
24) Select the "Soft format" option from the menu. The FDISK will attempt to build new directories on the attached partitions. Note, that the SpartaDOS 3.2 does not provide such action - to do it, you must use a separated formatter, like the P_FORMAT.COM.
25) Exit the FDISK.
26) Write the DOS file(s) to the BOOT partition. If you are the MyDOS user, select the "H" option from the DUP menu. If you are the SpartaDOS 3.2 user, copy the DOS to the BOOT partition and use the BOOT command to make the disk bootable.
27) Press SELECT/RESET to cause the cold boot. The DOS will load itself from the drive - the installation process is completed.

Some IDE drives used to clear the BUSY and assert the READY bits in the internal status register *before* the spin-up process is finished - the drive looks to be ready, but isn't ready in fact and cannot execute any commands (very strange, by the way...). To prevent such troubles during power up, the internal software waits about 5 seconds before taking any action with the IDE controller. This delay is not necessary during the cold boot, that has been caused by from the keyboard or via OS entry RESETCD (�E477). In this case the internal software uses a fast initialization method. However, if you turn the power switch off and on very quickly, the initial routines may not recognize this boot process as a real power up. As a result, the boot process will crash. To prevent such problems, after turning the power

off, you should always wait 10-15 seconds before turning it on again. This time should be sufficient to invalidate internal flags, that have been located in RAM.

IV. Keystrokes

SHIFT/RESET disables the drive. The drive will remain spinning, but the partitions will not respond to operating system requests (error 138). To enable it again just press the RESET key.

SELECT/RESET forces the cold boot.

V. Write-protection feature

The IDE hard drive interface provides the write-protection feature to minimize the risk of accidental data damage caused by viruses, damaged software or children. When a partition is locked, there's NO POSSIBILITY to write data to this partition or unlock it by asserting commands, causing a cold boot or turning the power off and on. Damaging a write-protected partition by writing accidental data to random memory locations is also *practically* impossible - the risk is very small.

VI. Executing non-DOS software with the hard drive

Some software, especially games and demos, have their own disk formats and cannot be copied to a partition. However, the IDE software provides limited capabilities to execute such programs.

If you selected the "controlled" hard drive boot when partitioning the drive and your BOOT partition is not the D1:, you may run the non-DOS disk from the floppy drive. To do it, insert the disk into the floppy disk drive then press SELECT and RESET keys holding down the SHIFT key. The internal software of the IDE Interface will pass its initialization routines and your computer will boot up from the floppy. The hard drive will be "invisible" for the system.

If you want to execute such software from the hard drive, you must provide a small partition to use it in such manner. Though the D10-D16 partitions are invisible for existing operating systems and cannot be accessed by DOS, they may be booted as well. When you are partitioning your drive, create a small (up to 520 physical blocks) disk, for example D10:. When you complete the installation and make the drive work, execute the FHCOPY.COM file from the utilities disk, then copy your floppy to the D10:. Now execute the FDISK, select the "Partitioning" option from the main menu, then press the TAB key twice to move the cursor to the menu at the bottom right corner of the screen. Select the "Opts" option, then set the "Drive redirection" to D10:. If the "controlled" boot-up have been selected, you must change it now to the "pass" mode. Write new partition table, exit the FDISK and reboot the system - the non-DOS program will load itself from the

hard drive. To return to the previous configuration, insert the utilities disk to your floppy disk drive, reboot the system holding down the SHIFT key, then execute the FDISK, reset the "Drive redirection" and "Boot type" to their previous state, write the new partition table, exit the FDISK and reboot the system.

VII. Dual drive configuration

The IDE drive interface is able to handle two IDE devices configured as master and slave drives (please refer the drive's manual to connect it and set up properly). However, some drives, when they are configured to work as the slave device, used to wait some seconds before they start spinning. For this reason, the Interface DOES NOT INITIALIZE the slave drive during power up. It would make little sense, because the drive is not spinning (i.e. is not ready) at that time. As a result, the slave drive remains not initialized, even if the boot process has been finished and the system looks to be ready to use.

If the slave drive have finished the spin-up process, there are two ways to make it work properly:
1) assert the ALL RESET command (see next section), or
2) force the system to read a sector from any partition, that have been allocated to the slave drive - if the drive is ready, it will be recalibrated automatically.

Please DO NOT start the operating system from the slave drive partitions.

VIII. Software development information

The IDE drive partitions operate as normal floppy drives or ramdisks and can be accessed via OS DISKINT (�E453) and SIOINT (�E459) routines. To access a partition you should set the DDEVIC (�0300) value to �3x (the first 4 bits are ignored by the Interface's software) and the DUNIT (�0301) to a number of a partition. The proper DUNIT value for the sixteenth partition is �10. All the partitions recognize the following commands:

R - read a sector - this command reads a specified logical sector from a specified partition. It reads ALWAYS THE WHOLE LOGICAL SECTOR, i.e. 256 or 512 bytes, according to the current mode and regardless of the DBYT value. The sector number is a 24-bit value, the most significant byte (now called DAUX3) is located at �0307 (this byte was unused by the XL OS). Sector numbers less than �000001 or greater than maximum sector number for the specified partition are invalid and will cause the error 144.

P - put a sector - writes data to a specified logical sector on a specified partition. There are the same restrictions, as mentioned above. This command will return status 144 when

attempting to execute on a write-protected partition.

W - write a sector - the same, as "P" command.

S - read status block - transfers the 4-byte disk status to the
memory. Bits of the first byte are as follows:
7 - not used by the hard drive
6 - write protection enabled
5 - double density drive (always 1)
4 - master ready (usually 1)
3 - slave ready
2 - not used by the hard drive
1 - not used by the hard drive
0 - not used be the hard drive
NOTE: if you disconnect a drive without resetting/reconfiguring
your system, the bits 3 and 4 will remain in their previous
state. To update internal status information, you should assert
the ALL RESET command (see below).

The second byte provides reversed (eor'ed with $FF) value of the
IDE controller error register. Bits are as follows:
7 - BBD - Bad block detected
6 - ECC - Error correction code (uncorrectable error)
5 - NUL - unused, always 1
4 - IDNF - ID not found (target sector could not be found)
3 - NUL - unused, always 1
2 - AC - Aborted command
1 - TK0 - Track 0 error (unable to find a valid track 0)
0 - DAMNF - Data address mark not found
The normal (default) value of this byte is $FF. The next byte has
a dummy value $E0. The last byte of the status block holds the
number of retries for the software IDE handler in ROM.

N - read configuration - reads the 12-byte PERCOM block to the
memory. The values returned by a partition are as follows:
0 - number of tracks (always 1)
1 - Interface's software revision number ($10 = 1.0)
2 - total number of logical sectors, the middle byte
3 - total number of logical sectors, the low byte
4 - total number of logical sectors, the high byte
5 - additional information:
bit 3 - IDE hard drive partition (always 1)
bit 2 - double density drive (always 1)
bit 1 - 8 inch floppy disk drive (always 0)
6 - number of bytes per logical sector, high byte
7 - number of bytes per logical sector, low byte
8 - unused, always $FF
9 - value $49
10 - value $44
11 - value $45
The last three bytes contain an identifier of the hard drive type

("IDE").

�E6 - sleep drive - stops the drives and deactivates their internal controllers. This command needs the number of ANY partition stored to the DUNIT (�0301).

�E7 - all reset - resets and recalibrates both hard drives. It is the only way to exit the Sleep mode. This command needs the number of ANY partition stored to the DUNIT (�0301).

�EC - identify drive - transfers the 512 bytes of data, that specify the drive's parameters. The fields are as follows (F = fixed value, V = variable, R = reserved, should be zero):
0 - vendor specific information, bits are as follows:
15 - 0, reserved for non-magnetic devices (F)
14 - vendor specific (F)
13 - vendor specific (F)
12 - vendor specific (F)
11 - vendor specific (F)
10 - vendor specific (F)
9 - vendor specific (F)
8 - vendor specific (F)
7 - removable media device, if 1 (F)
6 - removable controller and/or device, if 1 (F)
5 - vendor specific (F)
4 - vendor specific (F)
3 - vendor specific (F)
2 - vendor specific (F)
1 - vendor specific (F)
0 - reserved (R)
2 - number of cylinders (F)
4 - reserved (R)
6 - number of heads (F)
8 - vendor specific
10 - vendor specific
12 - number of sectors per track (F)
14 - vendor specific
16 - vendor specific
18 - vendor specific
20-39 - serial number, ASCII characters (F)
40 - vendor specific
42 - vendor specific
44 - number of ECC bytes transferred on LONG operations (F)
46-53 - firmware revision, ASCII characters (F)
54-93 - controller model number, ASCII characters (F)
94 - numbers of sectors/interrupt R/W multiples, bits:
15-8 - vendor specific
7-0 - �00 = READ/WRITE MULTIPLE not implemented (F)
�01-�FF = maximum number of sectors that can be transferred per interrupt on READ/WRITE MULTIPLE commands (F).

96 - reserved (R)
98 - capabilities, bits:
15 - reserved (R)
14 - reserved (R)
13 - 1 = standard standby timer values are supported
0 = standby timer values are vendor specific (F)
12 - reserved (R)
11 - 1 = IORDY supported (F)
0 = IORDY may be supported (F)
10 - 1 = IORDY can be disabled (F)
9 - 1 = LBA supported (F)
8 - 1 = DMA supported (F)
7-0 - vendor specific (F)
100 - reserved (R)
102 - PIO data transfer cycle timing (F)
104 - DMA data transfer cycle timing (F)
106-511 - reserved
All values are in standard low/high convention. Some parameters
are defined as a string of ASCII characters. For the string
"Copyright", the character "C" is the first byte, "o" is the
second byte etc. When such fields are transferred, the order of
transmission is:
- the 1st character ("C") is on bits 15 through 8 of the 1st word
- the 2nd character ("o") is on bits 7 through 0 of the 1st word
- the 3rd character ("p") is on bits 15 through 8 of the 2nd word
- the 4th character ("y") is on bits 7 through 0 of the 2nd word
etc.
Note, that the DMA transfers, although may be supported by the
drive itself, may not be supported by the current version of the
interface's hardware. IDENTIFY DRIVE command needs the number of
partition stored to the DUNIT (�0301).

�EE - force media change - forces the interface to re-read the
partition table from the drive. This command needs the number of
any partition stored to the DUNIT (�0301).

```
All other commands will cause error 139 (negative acknowledge).
Note, that the software does not provide a FORMAT DISK command -
it hasn't been implemented to prevent an accidental data damage.
The drive must be formatted using the FDISK program.
```

Operating system developers should note, that the internal
software of the IDE Interface sets the DUNIT (�0301) to the BOOT
partition number during boot up.

The Interface's internal software uses the internal RAM area at
�34-�3A. The PDVMSK (�0247), PDVRS (�0248) and DCB variables
(especially DAUX3 �0307) should be used only in their proper
functions (please DO NOT use them as temporary data registers!).

```
IX. Error messages
```

You can get the following error reports from the IDE drive:

138 - Timeout error - attempting to read or write data to a partition, that is physically allocated to the slave drive, while the slave drive is busy, not ready or does not exist at all. It may occur, if you disconnect the slave drive without reconfiguring your system or attempt to reset any drive while it is not present. It may also indicate a damaged partition table - please reboot your system. If this action doesn't cause any effect, you must use the FDISK to repair the partition table. See also section VII. - "Dual drive configuration".

139 - Invalid command

144 - Device done error:
1) the software attempted to write data to a write-protected partition.
2) the software attempted to read or write data outside of the limits, those are valid for the partition.
3) there is a bad sector on the partition. Please assert the "S" command to get the value of the internal IDE error register.

X. Known incompatibilities

1) 400/800 OS - no support for PBI devices
2) Q-MEG OS 3.2 - no support for PBI devices
3) some demos for unknown reason

Some programs are executed by a call to the RESETWM routine (�E474). It usually does not cause any troubles, but, if they occur, try to run the software holding down the SHIFT key. The RESETWM call will disable the hard drive then.

Some programs, especially non-DOS games (like the GOONIES, for example), have their-own serial routines to load data from the disk. Such software usually do not support PBI devices, so it will be impossible to run from the hard drive (see section VI.).

XI. Future extensions

Although we are thinking our work has been finished for now (because all our plans became reality), looking to the future we are providing to implement some addtional features. They can be divided in two separated sections:

1) software extensions (based on the same Interface's hardware)

a) More partitions. Though the OS provides 16 as maximum number of physical units for each SIO device, the hard drive is not a SIO device and there's no necessity to send a device identifier (DDEVIC) and a device's number (DUNIT) together as one CDEVIC value. So, DOSes would be able to access partitions higher than 15 just with a number of partition stored directly to the DUNIT byte (DDEVIC = �3x, DUNIT = �20 --> partition 32). For now, only

one (the sixteenth) partition can be used in this manner, but
generally there's no objection to address up to 256 partitions.
The only limitation is the partition table's size. Due to limited
space, the Interface will probably never handle more partitions,
than 26 (A: - Z:).

b) Larger devices. There's no objection to use a 32-bit absolute
sector addressing. It wouldn't make partitions larger, but you
would have more 8 GB partitions at the same drive ('only' 1 at
the moment). The 32-bit absolute sector addressing should be
enough for everyone, as even newest EIDE devices have only 20
bits to select a logical sector number...

c) Larger allocation units (clusters). Will be implemented, if
necessary.

d) Faster transfers. They may be reached by the software
improvement in two ways:

- LBA mode. Newest EIDE devices have the LBA (Logical Block
Addressing) mode - there's no necessity to calculate a cylinder,
head and sector number from a logical sector address. The
Interface's arithmetical routines are very fast, but no routine
is always faster, than a fast routine...

- 816 mode. The Interface's software may use separated 65c816
routines to do things faster, but it would require '816-oriented
operating system (interrupts!).

2) Hardware improvements

a) DMA transfers. We are working on it.

Konrad M.Kokoszkiewicz (KMK)
E-mail: conradus@plearn.edu.pl

** Ea natura multitudinis est:
** aut servit humiliter, aut superbe dominatur. (Livius)
****

32. Who wrote Preppie?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-02 00:00:00 UTC
From: 71333.2241@compuserve.com
Message-ID: <4cc6ck$na1@dub-news-svc-6.compuserve.com>
Source record: 86611

Can anyone out there remind me the name of the guy that wrote Preppie
and Preppie 2. He also wrote a really neat Scramble type game with a
submarine and the name of that escapes me too..

A friend and I were both Atari 800 programmers 10 years ago and we got
reminiscing, and the answer to this one has been driving us crazy.
All we can remember is it is Russ something.

Thanks in advance

--Steve

33. Re: how do I fix my 1050?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-02 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <4ccb3t$1d6@blackice.winternet.com>
Source record: 86612

> Cyrus <cyrus@lagrange.amd.com> writes:
> I don't want to send it to the graveyard yet so...
>
> I am looking for help on how I can diagnose the problem with my 1050

I am VERY reluctant to start anything here but I'll try:

> I turn it on and the power light comes on, but no drive movement occurs
> and
> the drive is not accessible from the atari.

I assume that this means that the Head does not 'Seek' AND
that the drive motor does not come on.

> drive assembly/mechanism works fine when placed in the good drive. Also
> the problem is not in one of the two chips that come with the ICD
> doubler
> package - I swapped these between the two drives and they work ok.

Are the jumpers on both PCA's set the same? Assuming that both
ROM's are ICD USD EPROMs, the jumpers should be: J2; J4; J5; J7.

>
> Are there certain test points on the board that I can probe...would I
> need
> a logic analyzer or 'scope?
>
Yes and no. Have you reseated all the socketed chips? Just work
a small screwdriver or tweezers under them and lift them a little bit and push them
all back into place.
What it sounds like is that the 6507 is not running. In the past what
I have found is things like a constant RST (Reset - Clear) for one reason or
another. If the 6810 RAM is bad it can cause the same problem. Bad Clock
signal. Oh yes, the 12 Volt regulator or the diodes in the Voltage Doubler
curcuit.
You see, if it isn't one of the main chips that are socketed, you
need to use a O'Scope and a schematic and probe around. Not Test Points,
but on certain pins as shown on the schematics. A little bit of a 'Witch Hunt'.
I believe American TechnaVision sells, or used to sell a complete
set of the main socketed chips for about $5 to $10, excluding the ROM. Don't
know if they still carry it or not.

I hope this helps, Rich Mier

34. Re: "Pool" disk

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-02 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <DKKtIJ.KnB@freenet.carleton.ca>
Source record: 86613

(Rick_Michael_Cortese@cup.portal.com) writes:
> But as long as we're doing a wish list for sio2pc/APE. Here be my problem:
> I frequently do upgrades for MS DOS type folks in addition to just regular
> junk hunts, figure every drive I have hooked up to my ATR8000 was salvaged
> from a clone of one brand of another. So my current wish list includes
> setting up one of these old motherboards with nothing but a HD, i.e.
> no monitor, keyboard. With SIO2PC I can set this up to mount several
> drives, but APE has an into screen with a "press any key to continue"
> So... I'm reduced to running sio2pc in this set up.

I really should not expect people to actually read that users manual
I wrote I guess :)

There is a command like switch for registered users like yourself to BYPASS
THE STARTUP SCREEN. Try APE /? to see a listing of command line options if
the manual is not an option ;)

Steve 'I think i made the users manual too complete' Tucker

35. FS: Atari stuff (UPDATE)

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-02 00:00:00 UTC
From: Ant <ant@titan.fullerton.edu>
Message-ID: <Pine.SOL.3.91.960102153044.29031B@titan>
Source record: 86614

I'd just like to let all those who sent me email on the misc Atari hardware and unlisted software I have for sale that I did receive your email, and am reviewing my many options.

To those who requested a list of software - perhaps I did not make this clear in my first message. There are literally HUNDREDS, if not over a thousand disks here. I'm not about to spend all day typing out a list, or all week testing to see what actually works. Sorry, but I think you can understand my reluctance.

Also, to anyone who offered me less money for an item than it would cost to mail it, please try again. It may be cheap, but it isn't free! :D

Also, please do not offer less for the Atari 1040ST than an Atari 1200xl is worth. I could sell the Atari monitor alone to an Amiga owner for at least $50.

More responces are welcome. Here is the list again for anyone who missed it:

```
Qty Description
-----------------------------------------------------------------
3 Disk Drive 810
1 Disk Drive: Percom Data w/ PS
4 Disk Drive: 1050
10 Power Supplies for disk drives, dattasettes, and Atari 800's
2 TV/Game Switch boxes
17 Data cables
3 Parallel printer interface
2 Video to TV converters
2 Video to monitor cables
2 RCA cables for TV
1 16k memory module for 800
3 Datasette 1010
2 Computer power supplies
4 Atari 800 computers
2 Daisywheel printer 1027
1 Atari 800XL computer
3 Atari 850 serial interface
1 Atari 600XL computer
2 Atari 1200XL computer
1 Indus GT disk drive
2 Atari 410 datasettes with p/s and data cable
1 Modem 1030 w/ p/s
2 Hayes smartmodem power supplies (no modem though)
```

1 Atari 1040ST complete system (computer, disk drive, mouse, MONITOR,
cables, and software.)

And then there are mounds of disks, catridges, and manuals. Most is for
the 8bit systems, but there is a box full of Atari ST software too.

, Ant@ecs.fullerton.edu | The Bugsoft Org. featuring: Color 64's Version
OOQ Nature Reserve BBS | 128 and Centipede BBS' and the ComLink network
"" 714-828-7296 | "We turn bugs into features!"

36. Re: Does anybody use TopD

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-02 00:00:00 UTC
From: bbingham@haven.ios.com
Message-ID: <4cafa6$ijp@news.ios.com>
Source record: 86615

Mathy Van Nisselroy (mathniss@link.xs4all.nl) wrote:

: Yes, I'm a MyDOS man. I use SpartaDOS because I have to use it for PabQWK.
: I never liked SpartaDOS before I used it. Now that I do use it, I HATE it.

Ouch! But there is power in them there sector maps! Note and Point were a
royal pain in the butt in Atari/Mydos. Sector/Offset Yuk! It can also be
said that MYDOS and ATARI DOS do not count bytes used to maintain the
file information as belonging to the file. That is, the bytes in the
directory listing itself.

It is a simple matter to determine the number of sectors in a sector map.
At most there are (reported file bytes)/(bytes per sector)/(126 DD or
62 SD). There may be less if it is a SPARSE file.

Ah now there is something that neither Atari or Mydos have. Sparse file
allocation. If you point way past the end of a file and write. The
reported filesize goes up as if it were zero padded all the way there!
But in reality, the sector maps are maintained with 0 entries meaning,
pseudo empty sector. Saving Lots of REAL disk space.

Well I'm glad you like QWK anyhow. To bad the complexity of Sparta is
such a bear. Writing a utility to truncate files doesn't sound that bad.

TTYL
Bill

37. Re: help!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-02 00:00:00 UTC
From: bbingham@haven.ios.com
Message-ID: <4cae9q$ijp@news.ios.com>
Source record: 86616

DEBORAH COOLEY (cooley@nevada.edu) wrote:
: Is there a good hard disk recovery file out there on the net? My drive
: has gone into a tailspin and crashed. the directories are all garbled.
: I tried using CLEANUP.COM on it, and it said the directory cannot be
: read, and that I need to use DISKRx.COM. I have that but don't have docs
: for it so it wouldn't really do me much good. Are there any good
: recovery files out there? I'm in trouble. 400+ files might go down the
: drain unless i can get a recovery program.
:
: please help..thanks

Sounds to me like your boot sectors got hit hard! If you know some simple
info about your drive, I can definately help ya.

First, what kind of setup are you running? Black Box/MIO/KP/BLT ?

That's just for curiousity actually..

Ok, now the bad news. There are no truely wonderful recovery programs.

However, We can fix this disk right up.

If:

You know how many sectors the drive has partition has
(from MIO/Black Box menu)

And you know that Cleanup didn't trash your disk even further.

And you are willing to do a tiny bit of sector editing with Disk Rx

Then:
On sector 1 of the partition in question:
Starting from Byte 0 -> Byte 127

Byte 9 and 10 (ie the 10th and 11th entries in the sector map) are
the Number of the sector which Maps the MAIN Directory.

It's my theory that atleast these bytes are messed up, probably more.

To find out that sector number:

Divide the number of sectors on the partition by 8.

This gives you the number of bytes needed to flag free sectors
in the bit map sectors which will directly follow the boot sectors
on your Hard Drive.

So now, Divide the number from above by your sector size (256).

Now you know how many Bit Map Sectors Sparta Dos needed to
flag free sectors.

Byte 15: (ie the 16th entry in the sector map) contains this number.
If it doesn't. Put it there now! (If you have to use the evil
Disk Rx Documentation do so now.)

Assuming that you had no bad sectors from sector 4 -> 4+ that number above.
Sector 4 is the starting position of these Bit Map Sectors we just counted.

Bytes 16 and 17 hold this number (17th and 18th position in the sector map)
(17th position gets the 4, 18th gets a 0. Ie low byte, high byte.

Now 4+ the number of Bit Map Sectors, should be, the place where
Sparta Dos originally placed your Main Directory.

We will now put that number in bytes 9 and 10 (entries 10 and 11)
(the 10th entry gets the number, the 11th gets a 0)
(thats because at most there are 32 sectors defining 65536 sector flags)
(and 4 + 32 = 36, which is less than 256 and therefore the low byte.)
(the high byte is a zero, since the number isn't greater than 255)

Ok, Byte 31: (ie 32nd entry in sector) should be 0. Indicating 256 byte
sectors.

Bytes 13 and 14 (the 14th and 15th entries) get the number of sectors
on the disk. So divide the number of sectors by 256. Put that number
in the 15th entry. Subtract from the number of sectors, the number
we just put in the 15th entry * 256. And place this new number
(which mathematicians call a modulus or remainder) into the 14th entry.

OK! Now you should be able to exit DISK RX and DIR Dx: the damaged
drive. If not, sorry I tried my best.

Bill

38. FS: SHAMUS (Atari 8bit cart) $5, shrinkwrapped

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-02 00:00:00 UTC
From: rpribish@wheel.ucdavis.edu
Message-ID: <4caqpp$o79@mark.ucdavis.edu>
Source record: 86617
Cross-posted to: misc.forsale.non-computer,rec.games.video.classic,rec.games.video.marketplace,comp.sys.atari.8bit

```
For Sale (or trade for Atari 2600 carts):

SHAMUS, a cool action adventure game on cartridge by Synapse
for the Atari 8-bit computers. Shrinkwrapped! $5 plus $1 shipping.

Thanks, Reinhard
```

39. Re: "Airball" game

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-02 00:00:00 UTC
From: Hidoplog World Wide Web Sheen <hplace@tiac.net>
Message-ID: <30EA10A8.2C28@tiac.net>
Source record: 86618

```
>> Has anyone played the Airball cartridge, and if so, what did >
>> you think

I've played Airball on an 800xl. It does have nice graphics, all tan
beige sandstoney like you remember. You (the leaking ball) are a nice
blue with a purpley edge. As I recall, though, the music is incessant
and is yet another thing that will aggravate (in addition to the fact
that its IMPOSSIBLE to win. . . :-)
```

40. Re: Pabqwk 2.0

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-02 00:00:00 UTC
From: bernard@twilight.xs4all.nl
Message-ID: <bernard.07b1@twilight.xs4all.nl>
Source record: 86619

Hello Deborah,

In a message of 30 Dec 95 Deborah wrote to All:

DC> From: cooley@nevada.edu (DEBORAH COOLEY)

DC> Anywhere on the net where i can get Pabqwk 2.0? My copies both got
DC> trashed. I don't think umich has it..

If you can't get it over there I can send you a UUencode mail with
PabQWK 2.0, I run a PRO BBS here in the Netherlands....

```
_
/_) |/
/_)ernard |\ok ////
( o o )
+--------------------------oOO--(_)--OOo-------------------------+
| PMN : 17:200/100.3 DAN : 55:100/121.3 WARP : 137:8/103.3 |
| NLA : 14:102/100.3 GFX : 98:101/100.3 FIDO : 2:280/315.3 |
| ERO : 68:311/416.3 AMY : 39:150/200.3 AGA : 171:103/200.3 |
| Internet : bernard@twilight.xs4all.nl |
+-----------------------------------------------------------------+
.-------------------------------------------------------------------------.
| -=> The TWiLiGHT Zone BBS <=- -=> +31-(0)-20-6764584 <=- -=> 24 Hrs <=- |
| -=> Modules Heaven! <=- -=> 9600 to 28800 Baud <=- -=> /\MIG/\ Only <=- |
`-------------------------------------------------------------------------'
-- Via Xenolink 1.98, XenolinkUUCP 1.1
```

41. Checking out a different address

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-02 00:00:00 UTC
From: ricortes@bbs.mocten.com
Message-ID: <wqy4gD2w165w@bbs.mocten.com>
Source record: 86620

```
Sorry, just a test really to see if my mocten account is
functioning.
Rick

--
Rick Cortese
internet: ricortes@bbs.mocten.com uucp: ...!sgiblab!mocten!ricortes
```

42. Re: Who wrote Preppie?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-02 00:00:00 UTC
From: moellerw@noc.tor.hookup.net
Message-ID: <4cd0aa$jo9@noc.tor.hookup.net>
Source record: 86621

In article <4cc6ck$na1@dub-news-svc-6.compuserve.com>,
Steve Saxon <71333.2241@compuserve.com> wrote:
>Can anyone out there remind me the name of the guy that wrote Preppie
>and Preppie 2. He also wrote a really neat Scramble type game with a
>submarine and the name of that escapes me too..
>
>A friend and I were both Atari 800 programmers 10 years ago and we got
>reminiscing, and the answer to this one has been driving us crazy.
>All we can remember is it is Russ something.
>
>Thanks in advance
>
>--Steve
>

The person who wrote Preppie was Russ Whetmore...sp? I think I spelled his
name wrong

^^ ^^^ ^^ System Reset! BBS ^^ ^^^ ^^

^^ ^^^ ^^ 160 Megs Online! ^^ ^^^ ^^

^^ ^^^ ^^ Running 24 Hours using ^^ ^^^ ^^

^^ ^^^ ^^ BBS Express! Professional ^^ ^^^ ^^

^^^ ^^^ ^^^ USF Net, IAN Net, Atari ST ^^^ ^^^ ^^

^^^ ^^^ ^^^ and 400/800/XL/XE ^^^ ^^^ ^^^

^^^^^ ^^^ ^^^^^ support!!!!!! ^^^^^ ^^^ ^^^^^

^^^^^^^ ^^^ ^^^^^^^ 905-544-6162 ^^^^^^^ ^^^ ^^^^^^^

^^^^^ ^^^ ^^^^^ 300-14.4 V32.bis ^^^^^ ^^^ ^^^^^^

43. FS: 16 foot Atari Extension Cords

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-02 00:00:00 UTC
From: rpribish@wheel.ucdavis.edu
Message-ID: <4carjj$o79@mark.ucdavis.edu>
Source record: 86752
Cross-posted to: alt.atari.2600,rec.games.video.classic,rec.games.video.marketplace,comp.sys.atari.8bit

```
Imagine playing you Atari from across the room!

These cords have a male and female 9-pin connection
on either end and are 16 feet in length.

$7 for one or $12 for two, shipping included
```

44. "Airball" game

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-02 00:00:00 UTC
From: jseaver@bigwpi.WPI.EDU
Message-ID: <4c9v8d$afo@bigboote.WPI.EDU>
Source record: 86753

I found a copy of this game for the MS-DOS machines on the bargain racks for $5 the other day, so I picked up a copy. Having spent the last few days being driven up the wall (do you need to build a model to map this thing properly?), I remembered that Atari put this thing out as an XEGS catridge.

Has anyone played the Airball cartridge, and if so, what did you think of it? I seem to remember it having a nice sandstone-y look to it which, while not as bright as the VGA graphics, looked quite groovy. Also, playing Airball with a CX40 (or trackball!) would have to be less aggrivating than either keyboard or PC joystick controls, and the sound would HAVE to be better.

Also, about what are B&C, American Techna-Vision, TOAD, etc., currently asking for one? And just what are the cross and candle for?

--
Jason Seaver: jseaver@wpi.wpi.edu |"Is this a good thing, Bull?"
WPI Student and fan of Atari, |"No, Axl, it's a continuous employment
Taz-Mania and SeaQuest 2032. | thing - and that's better than good!"
Boy, can I pick 'em or what? | -Taz-Mania, "Taz Babies"

45. Re: 80 Column wanted...

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-02 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <4ca15e$aqv@news.xmission.com>
Source record: 86754

Sandy Clark (sandyc@usit.net) wrote:
: I have several Atari's and would like to know how to display 80 columns.
: How do I do this?
:

I have an extra XEP80 for sale.. This device will allow you to display a
full, clean 80 column display.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

46. Re: "Pool" disk

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-02 00:00:00 UTC
From: RLCOLLI@IBM.NET
Message-ID: <WIT6wksjYhpS088yn@IBM.NET>
Source record: 86755

In article <4c79qp$l7h@nuke.csu.net>,
kendrick@zippy.sonoma.edu (William Kendrick) wrote:
>Ooops - but APE has a problem which SIO2PC doesn't have. APE gives you
>"PC Mirror" mode. This gives you access to your MSDOS filesystem as though
>it were an Atari disk. Thing is, MSDOS has (I believe) a 512 file limit
>for directories, whereas MyDOS has a 64 file limit (and Sparta 128 files).

Actually, under MSDOS, only the root directory has a limit of 512
files, subdirectories can have an unlimited number of files in them
(well, limited to how much disk space you have!!).

--

Ryan 'Gozar' Collins rlcolli@IBM.NET

"You can count on others, but its better to use your own fingers and toes"

---

47. Re: "Airball" game

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-03 00:00:00 UTC
From: swallace@dmv.com
Message-ID: <4ccso7$m63@eagle.dmv.com>
Source record: 86622

Jason John Seaver (jseaver@bigwpi.WPI.EDU) wrote:
: I found a copy of this game for the MS-DOS machines on the bargain
: racks for $5 the other day, so I picked up a copy. Having spent the last
: few days being driven up the wall (do you need to build a model to map this
: thing properly?), I remembered that Atari put this thing out as an XEGS
: catridge.

: Has anyone played the Airball cartridge, and if so, what did you think
: of it? I seem to remember it having a nice sandstone-y look to it which,
: while not as bright as the VGA graphics, looked quite groovy. Also, playing
: Airball with a CX40 (or trackball!) would have to be less aggrivating than
: either keyboard or PC joystick controls, and the sound would HAVE to be
: better.

: Also, about what are B&C, American Techna-Vision, TOAD, etc.,
: currently asking for one? And just what are the cross and candle for?

: --
: Jason Seaver: jseaver@wpi.wpi.edu |"Is this a good thing, Bull?"
: WPI Student and fan of Atari, |"No, Axl, it's a continuous employment
: Taz-Mania and SeaQuest 2032. | thing - and that's better than good!"
: Boy, can I pick 'em or what? | -Taz-Mania, "Taz Babies"

48. Re: FS: 16 foot Atari Extension Cords

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-03 00:00:00 UTC
From: cenobyte@cis.net
Message-ID: <DKMH7C.2tw@bcl.net>
Source record: 86623
Cross-posted to: alt.atari.2600,rec.games.video.classic,rec.games.video.marketplace,comp.sys.atari.8bit

rpribish@wheel.ucdavis.edu (Reinhard Pribish) wrote:

>Imagine playing you Atari from across the room!

>These cords have a male and female 9-pin connection
>on either end and are 16 feet in length.

>$7 for one or $12 for two, shipping included

Once can also use any Sega Genesis extension cables, and with a little
creativity hook up most remote control Genesis controllers...

Genesis controllers work fine also, the B button fires..

49. Atari 8-Bit Computers: Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-03 00:00:00 UTC
From: faqserv@athena.mit.edu
Message-ID: <atari-8-bit/faq_820653530@rtfm.mit.edu>
Source record: 86624
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/faq
Posting-Frequency: monthly

Welcome to the comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group!

Atari 8-Bit Computers

Frequently Asked Questions List

Revised 30-Nov-95

Additions/suggestions/comments/corrections are needed! Please send to:

URL:mailto:mcurrent@carleton.edu
UUCP: ...!umn-cs!ccnfld!mcurrent
Cleveland Free-Net: aa700

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The Atari 8-Bit Computers Frequently Asked Questions List was created to
provide answers to many commonly asked questions found in the Internet's
comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group. It is in
a constant state of development, and comes with no guarantees. If you
see any problems, I need to hear from you!

--- Where to get the latest copy of the 8-bit Atari FAQ List ---

The home of many FTP archive sites, automatically updated monthly:
URL:ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/faq

The World Wide Web hypertext version, automatically generated monthly:
URL:http://www.smartpages.com/faqs/atari-8-bit/faq/faq.html
URL:http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/faq/faq.html

WWW "flat hypertext" versions, automatically generated monthly:
URL:http://www.cs.ruu.nl/wais/html/na-dir/atari-8-bit/faq.html
URL:http://www.lib.ox.ac.uk/internet/news/faq/archive/atari-8-bit.faq.html

Usenet newsgroups where this FAQ list is automatically posted monthly:
URL:news:comp.sys.atari.8bit URL:news:comp.answers URL:news:news.answers

You can also get the latest version by e-mail.
URL:mailto:mail-server@rtfm.mit.edu , message says:
send usenet/news.answers/atari-8-bit/faq
```

quit

Finally, you can always ask me for a copy at URL:mailto:mcurrent@carleton.edu

---

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0.1) Table of contents

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12.3) What do I need to connect a hard drive to my 8-bit Atari?
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General Interest
13.1) What's the best DOS for the Atari?
13.2) What hardware has Atari created in the 8-bit computer line?
13.3) What are the power-supply requirements for my Atari components?
13.4) What are the pinouts for the...?
13.5) What BBS software can be used on the Atari?
13.6) What version of Atari BASIC do I have?
13.7) What are the Standards for Used 8-Bit Stuff?

Other Documents of Interest
14.1) What vendors, developers, or publishers support the 8-bit Atari?
14.2) Where is my nearest 8-bit Atari BBS?
14.3) Where is my nearest 8-bit Atari user group?
14.4) How do I use my new or emulated Atari?
14.5) What prominent Atarians are reachable by e-mail?

Subject: 1.1) What is an Atari 8-bit computer?

In order of their release, the Atari 8-bit computers include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, and the XE Game System. The 400/800 models were first shown publicly in November 1978 and first sold in 1979. The final machine, the XE Game System, was released in 1987. Atari Corp. officially dropped all remaining support of their 8-bit computer line on January 1, 1992.

The following text was written by Chris Crawford and appears in De Re Atari (Atari#APX-90008), a book published and copyright by Atari, Inc., 1981-1982. It has been very slightly modified here for generality.

"The internal layout of the Atari 8-bit computer is very different from other systems. It of course has a microprocessor (a 6502), RAM,

ROM, and a (PIA). However, it also has three special-purpose (LSI) chips known as ANTIC, GTIA, and POKEY. These chips were designed by Atari engineers primarily to take much of the burden of housekeeping off of the 6502, thereby freeing the 6502 to concentrate on computations. While they were at it, they designed a great deal of power into these chips. Each of these chips is almost as big (in terms of silicon area) as a 6502, so the three of them together provide a tremendous amount of power. Mastering the Atari 8-bit computers is primarily a matter of mastering these three chips.

ANTIC is a microprocessor dedicated to the television display. It is a true microprocessor; it has an instruction set, a program (called the display list), and data. The display list and the display data are written into RAM by the 6502. ANTIC retrieves this information from RAM using direct memory access (DMA). It processes the higher level instructions in the display list and translates these instructions into a real-time stream of simple instructions to GTIA.

GTIA is a television interface chip. ANTIC directly controls most of GTIA's operations, but the 6502 can be programmed to intercede and control some or all of GTIA's functions. GTIA converts the digital commands from ANTIC (or the 6502) into the signal that goes to the television. GTIA also adds some factors of its own, such as color values, player-missle graphics, and collision detection.

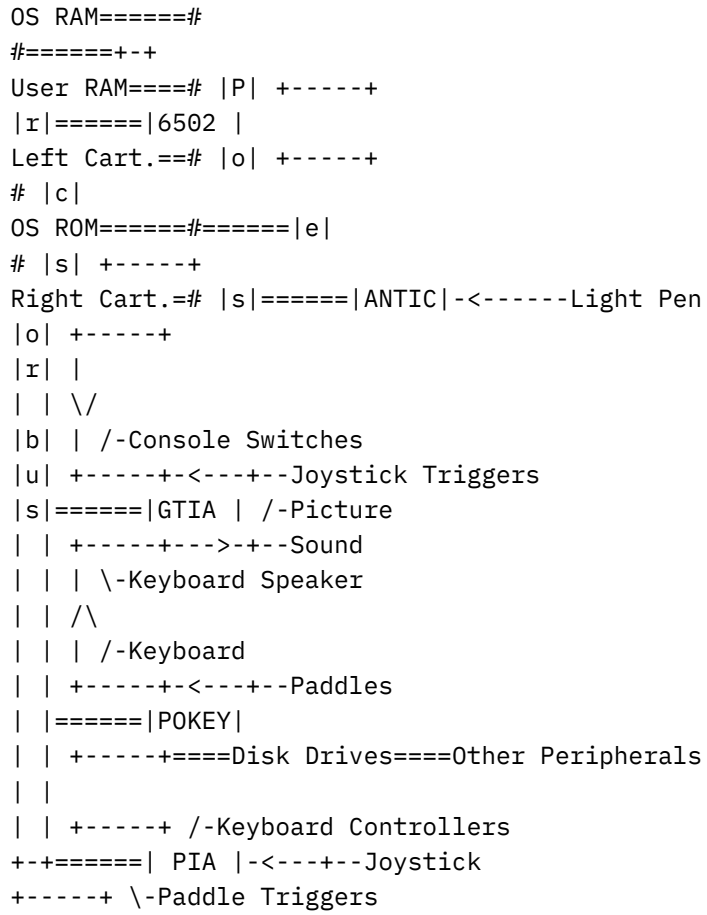
POKEY is a digital input/output (I/O) chip. It handles such disparate tasks as the serial I/O bus, audio generation, keyboard scan, and random number generation. It also digitizes the resistive paddle inputs and controls maskable interrupt (IRQ) requests from peripherals.

All four of these LSI chips function simultaneously. Careful separation of their functions in the design phase has minimized conflicts between the chips. The only hardware level conflict between any two chips in the system occurs when ANTIC needs to use the address and data buses to fetch its display information. To do this, it halts the 6502 and takes control of the buses."

The 130XE and XEGS contain a small additional LSI called FREDDIE, a RAM address multiplexor. According to URL:mailto:sup8pdct@closer.brisnet.org.au (James Bradford), "Freddy is a type of memory controller. It takes the address and clock from the CPU and multiplexes it with the appropriate timings and signals to use DYNAMIC memory. Freddy also buffers the system clock crystal and divides it down then feeds that to GTIA. The XEGS has a freddy but it doesn't have the extended RAM. Even if it did, you would still need the chip that does the REAL bank switching. It is a small 16-pin chip (Atari/Best Electronics catalog number CO25953: rev9/page 42). It gets RAS from freddy, the bank select bits from PIA, A14, A15 and the 6502 halt signal to control which bank of 8 chips RAS goes to. A14 and A15 then go to freddy for the address range of the extra memory bank (or normal address range with no bank switching). The ANTIC/6502 select bits in combination with the 6502 halt line, control the switching of the PIA bank number bits to A14/A15 and which bank of memory RAS goes to. Why people say freddy does the bank switching is

beyond me. An 800XL can look like a 130XE with that 16-pin chip installed
(That's right NO freddy) and an extra 8 RAM chips."

Hardware Arrangement



Beginners at using the 8-bit Atari platform may wish to contact Bill
Kendrick, URL:mailto:kendrick@sonoma.edu , for his Newbie/Emulator FAQ.

The following is taken from Bill's Newbie/Emulator FAQ.
Graphics:
The Atari has maximum resolution of 320 x 192 (standard, non-overscanned
screen) x 2 colors. 160 x 192 x 4, 160 x 192 x 2, 160 x 96 x 4,
160 x 96 x 2, 80 x 48 x 4, 80 x 48 x 2, 40 x 48 x 4 graphics are also
supported. 40 x 24 x 256-character (128 normal, 128 inverse, character
set indirection available) text mode is standard (2 colors).
40 x 24 x 128-multi-colored-character (4 colors per character allowed,
the other 128 characters have 4th changed into a color 5) and
40 x 12 x 128-multi-colored-character screen modes are available.
GTIA graphics support 80 x 192 x 16 shade-only, 80 x 192 x 16 hue-only,
and 80 x 192 x 9 color screen modes.
Graphics Modes Summarized:
Mode Horiz.xVert.xColors text/graphics
0 40 x 24 x 2 text
1 20 x 24 x 5 text

2 20 x 12 x 5 text
3 40 x 24 x 4 graphics
4 80 x 48 x 2 graphics
5 80 x 48 x 4 graphics
6 160 x 96 x 2 graphics
7 160 x 96 x 4 graphics
8 320 x 192 x 2 graphics
9 80 x 192 x 16 luminence-only graphics
10 80 x 192 x 9 graphics
11 80 x 192 x 16 hue-only graphics
12 40 x 24 x 4-colored text
13 40 x 12 x 4-colored text
14 160 x 192 x 2 graphics
15 160 x 192 x 4 graphics
Normal (bordered), narrow (underscanned), and wide (overscanned) screen
modes are available.
Screen modes can be mixed (by lines) down the screen using the Display
List (a program which is executed by the ANTIC graphics chip every
screen refresh (60 times per second on real NTSC Ataris).
Fine scrolling (both vertical and horizontal) can be enabled on any
line on the screen.
All other screen attributes (color, player/missile horizontal position,
screen width, player/missile/playfield priority, etc.) can be ajusted
at any point down the screen via a "Display List Interrupt."
Four 8-bit wide, 128 or 256 byte high single color players, and four
2-bit wide, 128 or 256 byte high single color missiles are available.
A mode to combine the 4 missiles into a 5th 8-bit wide player is also
available, as is a mode to XOR colors or blacken out colors when players
overlap (good for making three colors out of two players!) Players
and missiles have adjustable priority and collision detection.

Sound:
Four voices of 8-bit pitch-resolution, 4-bit volume-resolution,
8-distortion sound can be produced. 2 voices (1 and 2, and/or 3 and 4)
can be combined to make 16-bit pitch-resolution. Also 4-bit volume-only
modes can be enabled for digitally sampled sound replay.
A fifth "voice" is produced by the internal speaker on Atari 400/800's
(for keyclick and buzzer) and in the XL's and XE's this was
(fortunately!) rerouted through the normal audio output, and the
keyclick can be disabled.

According to Doug Neubauer (by way of URL:mailto:finneganj@delphi.com (James
Finnegan), here is the team that originally designed the Atari 400/800:
<quote>

The A800 VLSI hardware guys include:
Jay Miner - Creator and System architect, VSLI manager
Steve Mayer - Also one of the creators (from the grass valley group)
Joe Decuir - Antic and system and creator
A french guy (whose name I forget) - Antic logic designer
George McLeod - CTIA and GTIA logic design

Doug Neubauer - Pokey logic design
Mark Shieu - Pokey chip design
Steve Stone - Pokey layout design
Steve Smith - Technician for antic and gtia
Delwin Pearson - Technician for Pokey

There were a number of other people whoses names I have forgotten.
I have lost touch with most of them.

<end quote>

[I'd like more system spec's here.]

Subject: 2.1) What is comp.sys.atari.8bit?

If you have Usenet newsgroup access you can access this discussion group through URL:news:comp.sys.atari.8bit . This is an unmoderated newsgroup for discussion about the 8-bit Atari 400/800/XL/XE computing platform. All postings to comp.sys.atari.8bit automatically appear in the Info-Atari8 Digest and in INFO-A8.

comp.sys.atari was split into comp.sys.atari.8bit and comp.sys.atari.st in approximately 1986. To the best of my knowledge, there is no charter for comp.sys.atari.8bit, presumably because the custom of drafting charters for new newsgroups did not exist at that time.

comp.sys.atari.8bit is archived by the INFO-A8 list server.

Subject: 2.2) What is comp.sys.atari.announce?

URL:news:comp.sys.atari.announce is the moderated Usenet newsgroup for news items and announcements related to all Atari computing platforms. This is a low-volume, high-signal newsgroup, useful for reaching the widest possible audience when making 8-bit Atari announcements. Moderated by Yat Siu from URL:mailto:lexicor@world.std.com .

Subject: 2.3) What is comp.sys.atari.advocacy?

URL:news:comp.sys.atari.advocacy is the unmoderated Usenet newsgroup for advocating for or against the various Atari computing platforms. If you enjoy making comparisons between Atari 8-bit and other computing platforms, this is the place to do it.

Subject: 2.4) What is comp.sys.atari.programmer?

URL:news:comp.sys.atari.programmer is the unmoderated Usenet newsgroup for topics in programming on the various Atari computing platforms, including the Atari 8-bit.

Subject: 2.5) What is comp.emulators.misc?

URL:news:comp.emulators.misc is the unmoderated Usenet newsgroup for the discussion of emulating computing platforms on other computing platforms. All emulator discussion that does not involve the Apple][, the Commodore 64, or the WINE MS-Windows emulator (which each have their own emulator groups) may be found on comp.emulators.misc.

Subject: 2.6) What is comp.emulators.announce?

URL:news:comp.emulators.announce is the moderated Usenet newsgroup for news items about emulating one computing platform on another. This is a low-volume, high-signal newsgroup, useful for reaching the widest possible audience when making 8-bit Atari emulator announcements. The moderator may be contacted at URL:mailto:emulators-request@qualcomm.com .

Subject: 3.1) What is the Info-Atari8 Digest?

If you have Internet e-mail access you can access this discussion group through the Info-Atari8 Digest.

The Info-Atari8 Digest originates from

URL:mailto:atari8@netcom.com

Subscription requests should be sent to the above address with the subject:

SUBSCRIBE | UNSUBSCRIBE (that is, one or the other)

The first line of the body of the letter should be the person's full name followed by his/her mailing address. For example:

Mike Todd snyder10@convex1.tcs.tulane.edu

To contribute to discussion threads in the Info-Atari8 Digest, or to start a new thread, send your posting to:

URL:mailto:comp.sys.atari.8bit-news@newsbase.cs.yale.edu

Postings sent in this way automatically appear on comp.sys.atari.8bit and in INFO-A8.

Note that any posting sent to atari8@netcom.com will NOT be cross-posted to comp.sys.atari.8bit, so don't send your posting there. The Moderator hopes to correct this in the future.

The Info-Atari8 Digest is archived by the INFO-A8 listserver.

Recent copies are also kept at URL:ftp://ftp.kendall.mdcc.edu/pub/atari/info-a8/ (147.70.146.36) by Jason Duerstock.

The Info-Atari8 Digest Moderator is Mike Todd,
URL:mailto:snyder10@convex1.TCS.Tulane.EDU .

Subject: 3.2) What is INFO-A8?

If you have BITNET or Internet e-mail access you can access this
discussion group through INFO-A8.

The BITNET subscription commands are:
tell listserv at marist register <your real full name>
tell listserv at marist subscribe info-a8

The Internet subscription command is:
URL:mailto:listerv@vm.marist.edu where the message says
subscribe info-a8 <your real full name>

To contribute to discussion threads in INFO-A8, send your posting to

URL:mailto:comp.sys.atari.8bit-news@newsbase.cs.yale.edu

Postings sent in this way automatically appear on comp.sys.atari.8bit and in
the Info-Atari8 Digest.

Any postings sent to info-a8@vm.marist.edu or to INFO-A8@MARIST will not reach
comp.sys.atari.8bit, so don't send your postings there.

You may leave the list at any time by sending a "SIGNOFF INFO-A8" command
to LISTSERV@MARIST, or by sending a message to
URL:mailto:listserv@vm.marist.edu that says "unsubscribe info-a8". Please
note that this command must NOT be sent to INFO-A8@MARIST or to
info-a8@vm.marist.edu.

---The archive of comp.sys.atari.8bit, the Info-Atari8 Digest, and INFO-A8---

You can obtain a list of the available archive files by sending an "INDEX
INFO-A8" command to LISTSERV@MARIST or by sending a message to
URL:mailto:listserv@vm.marist.edu that says "index info-a8". These files can
then be retrieved by means of a "GET INFO-A8 filetype" command, or by
using the database search facilities of LISTSERV. Send an "INFO DATABASE"
command for more information on the latter.

Recent copies are also kept at
URL:ftp://ftp.kendall.mdcc.edu/pub/atari/info-a8/ (147.70.146.36) by Jason
Duerstock.

The INFO-A8 Moderators are:
HARRY@MARIST (A Harry Williams)
URL:mailto:ravi@mcnc.org (Ravi Subrahmanyan)
URL:mailto:billw@score.stanford.edu (Bill Westfield)

INFO-A8 was created on December 9, 1986.

Subject: 3.3) How can I retrieve files from FTP sites by e-mail?

There are several general-purpose FTP mail-servers. These may be used to retrieve any files available from anonymous FTP sites on the Internet.

1) mailto:ftpmail@decwrl.dec.com with no subject line, and two-line body with line 1 help and line 2 quit

2) mailto:ftpmail@grasp.insa-lyon.fr (body: help) Please, European users only.

3) mailto:bitftp@pucc.princeton.edu (body: help or ftplist for a list of anonymous ftp sites)

Of the mail-servers listed here, I recommend this "BITFTP" server. To help you get started using it, try this example of retrieving files from the Merit/Umich Software Archives (through the barnone.citi.umich.edu mirror site). Send a message to bitftp@pucc.princeton.edu that says exactly:

```
ftp barnone.citi.umich.edu
user anonymous
cd /afs/umich.edu/group/itd/archive/atari/8bit
dir
cd Telecomm
dir
get ft80v037.txt
get icet.txt
binary
get ft80v037.arc
get icet.arc
quit
```

4) mail BITFTP@DEARN or to mailto:BITFTP@vm.gmd.de (body: help or ftplist for a list of anonymous ftp sites) (Europe only)

Subject: 3.4) How can I post to Usenet newsgroups by e-mail?

From the internet-services/access-via-email FAQ, maintained by "Doctor Bob" Rankin.

Mail the text of your post to:

```
group.name@news.demon.co.uk
group.name@dispatch.demon.co.uk
group.name@bull.com
group.name@cass.ma02.bull.com
group.name@paris.ics.uci.edu
group.name@crs4gw.crs4.it
group.name@berlioz.crs4.it
group.name.usenet@canaima.Berkeley.EDU
group.name-news@newsbase.cs.yale.edu
```

For example, to post to comp.sys.atari.8bit, you might send your message to:

comp.sys.atari.8bit-news@newsbase.cs.yale.edu

Be sure to include an appropriate Subject: line, and include your real name and e-mail address at the close of your note.

Subject: 3.5) How can I access the World Wide Web by e-mail?

Swiped from the WWW FAQ, which is maintained by mailto:boutell@netcom.com (Thomas Boutell), here is how to access a web page by email:

mailto:server@mail.w3.org (preferred) or to mailto:listserv@info.cern.ch (older address) containing the following single line. (What you put on the subject line doesn't matter; blank is OK. This line should go in the text of the message.) You will receive as a reply a simple page intended to help you learn more about the Web.

send http://www.earn.net/gnrt/www.html

Subject: 4.1) What is the University of Michigan Archive?

The University of Michigan (UMich) Software Archives hold a huge number of files for many computing platforms, including the Atari 8-bit computers. For more information:

Jody Lenn, mailto:lenn@atari.archive.umich.edu (8-bit Atari files)
Mickey Boyd, mailto:boydm@atari.archive.umich.edu (the entire Atari Archive)
Michael Dautermann, mailto:myke@umich.edu (the entire UMich Software Archives)

Downloading

There are numerous methods available for downloading files from the UMich Archive. The Archivists request you use these mechanisms in this order of preference:

1) The number one way to get into the UMich archives is via AFS. If you have AFS, all our files are kept in the directory "/afs/umich.edu/group/itd/archive". If you have AFS, PLEASE USE IT! Specifically, use:

URL:file:///afs/umich.edu/group/itd/archive/atari/8bit/

2) Gophering to gopher.archive.umich.edu and looking under the "Software Archives" choice. Specifically, use:

URL:gopher://gopher.archive.umich.edu:7055/11/atari/8bit/

There are also mirror Gopher servers:
URL:gopher://wuarchive.wustl.edu:70/11/systems/atari/umich.edu/8bit/
URL:gopher://sunsite.doc.ic.ac.uk:70/1/0-Most-Packages/atari/umich/8bit/
URL:gopher://gopher.orst.edu:70/11/g-i-s/computer/zftparea/mirrors/archive.umich.edu/atari/8bit

3) The WWW interface is fine, at this point. http://www.umich.edu/~archive/
Specifically, use:

URL:http://www.umich.edu/~archive/atari/8bit/

A mirror web site:
URL:http://sunsite.doc.ic.ac.uk/computing/systems/atari/umich/8bit/

4) FTPing to atari.archive.umich.edu and looking in the "8bit" subdirectory.
Specifically, use:

URL:ftp://atari.archive.umich.edu/atari/8bit/

The atari.archive.umich.edu FTP site is chronically overloaded, but there are
several mirror sites which are all updated from the home site regularly:
URL:ftp://wuarchive.wustl.edu/systems/atari/umich.edu/8bit/
URL:ftp://sunsite.doc.ic.ac.uk/computing/systems/atari/umich/8bit/
URL:ftp://info2.rus.uni-stuttgart.de/afs/umich.edu/group/itd/archive/atari/8bit/
URL:ftp://ftp.orst.edu/pub/mirrors/archive.umich.edu/atari/8bit/
URL:ftp://barnone.citi.umich.edu/atari/8bit/ (<-- RECOMMENDED)
URL:ftp://ftp.kendall.mdcc.edu/pub/atari/umich.edu/8bit/
URL:ftp://ftp.toad.net/pub/umich/8bit/

Brief FTP tips:
- user name is "anonymous"; password is your e-mail address
- Remember to set file type to BINARY when downloading non-text files
(.arc, .com, .dcm, etc.) by FTP.

5) E-Mail <-> FTP gateways. See the section of this FAQ list entitled "How can
I retrieve files from FTP sites by e-mail?"

Uploading

General uploading tips:
- No uploads may be made to the Archive's mirror sites.
- Please also upload a short text file describing what your upload is. You
might also suggest what permanent 8bit subdirectory you'd like your file to
end up in.
- Note that the 8bit/New directory is "write-only."

1) upload via AFS:
Just copy files into file:///afs/umich.edu/group/itd/archive/atari/8bit/New/

2) upload via FTP:
FTP to atari.archive.umich.edu, cd into "8bit/New", and upload your files.

Brief FTP tips:
- user name is "anonymous"; password is your e-mail address
- Remember to set file type to BINARY when downloading non-text files
(.arc, .com, .dcm, etc.) by FTP.

3) upload via E-Mail:
Simply uuencode the file, (please split it into parts of 60 K or less)
and mail the result to mailto:lenn@atari.archive.umich.edu (Jody Lenn). Please
name the parts in the subject line. This is really helpful as the parts

usually don't arrive in the proper sequence. Also, please include a message labeled "file transmission," containing a short description of the file, etc. Shar files are also acceptable, but uuencoded is preferred.

Subject: 4.2) What is the Boston Archive?

Here's an 8-bit Atari FTP site located at Boston University. It is maintained by Adam Bryant, mailto:adb@albert.bu.edu . This site seems to have seen no uploads for years, but there are some files here that aren't on any of the other sites. [IS THIS SITE LOST? - 10/13/95]

ftp://cs-ftp.bu.edu/PC/ATARI (128.197.13.20)

Subject: 4.3) What is the PVV Archive?

This is a mid-sized Atari FTP site maintained by Eyvind Bernhardsen, mailto:eyvind@lise.unit.no . PVV stands for ProgramVareVerstedet, or The Software Workshop, a student society at the University of Trondheim, Norway.

ftp://nova.pvv.unit.no/pub/Atari/8bit (129.241.36.207)

Uploads go to ftp://nova.pvv.unit.no/incoming/atari/8bit; Eyvind moves them to the appropriate directory. Please include a .readme file with each upload, so people know what they're downloading.

Subject: 4.4) What is the ClarkNet Archive?

This smallish 8-bit Atari FTP site is maintained by Kevin Atkinson, mailto:kevina@clark.net .

ftp://ftp.clark.net/pub/atari (168.143.0.2)

Write to Kevin for uploading instructions.

A mirror of the ClarkNet Archive, kept by Jason Duerstock: ftp://ftp.kendall.mdcc.edu/pub/atari/clark.net/ (147.70.146.36)

Subject: 4.5) What is the Gatekeeper's Archive?

This small FTP site offers most of the resources provided on the Atari 8-Bit Home Page. Kept by mailto:ipoorten@cs.vu.nl (Ivo van Poorten, The Gatekeeper).

ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit (192.31.231.43)

Subject: 4.6) What is the QACE Archive?

The Queensland Atari Computer Enthusiasts have a fairly large FTP site. It is located in Australia and is the local internet sight of Super Products. Contact James Bradford, URL:mailto:sup8pdct@closer.brisnet.org.au for more info.

URL:ftp://203.4.149.98/8bit

Subject: 5.1) What is the Cleveland Free-Net Atari SIG?

The Cleveland Free-Net is the hub system of the NPTN, the National Public Telecomputing Network. It can be accessed by any of the following: telnet://freenet-in-a.cwru.edu, telnet://freenet-in-b.cwru.edu, or telnet://freenet-in-c.cwru.edu (129.22.8.32 or 129.22.8.51).
Type "go atari" to reach the Atari SIG.

Those who add their names to the Atari SIG user directories are automatically members of the official Atari user group C.A.I.N. - Central Atari Information Network.

The Cleveland Free-Net Atari SIG publishes the CAIN Newsletter, maintains the CAIN Home Page on the WWW, and keeps the "Who's Who in the Atari Community E-Mail Directory" listing. Send correspondence and press releases to mailto:xx004@cleveland.freenet.edu (Atari SIG).

Subject: 5.2) What is the Youngstown Free-Net Atari SIG?

Youngstown Free-Net (Youngstown, Ohio USA)
telnet://visitor@yfn.ysu.edu (192.55.234.27)

Type "go atari" to reach the Atari SIG. Write to mailto:xx140@yfn.ysu.edu for more information.

Subject: 5.3) What is the National Capital Free-Net Atari Users SIG?

National Capital Free-Net (Ottawa, Canada)

Internet access to NCF is via

telnet://guest@freenet2.carleton.ca (134.117.1.39) type "go atari" at any menu
telnet://guest@freenet3.carleton.ca (134.117.1.22) type "go atari" at any menu
gopher://gopher.ncf.carleton.ca and choose:
'National Capital Freenet (NCF) Information by Gopher'
http://www.ncf.carleton.ca/freeport/sigs/computer/atari/menu/

This is the Atari computer(*) users special interest group.

Select the Bulletin Board for the latest Atari related news on the SIG
To get information on the other options select the menu option in question and read the ABOUT message.

For more information, please contact Jack Kitowicz (ac382) on the
National Capital FreeNet. Comments & Suggestions for improvements to the
Atari SIG are always welcome.

Subject: 5.4) What is the Victoria Free-Net Atari Computer Users SIG?

Victoria Free-Net (Victoria, Canada)

telnet://guest@freenet.victoria.bc.ca (199.60.222.1)

type "go atari" at any menu

Facilitators: Gord Hooper (mailto:ua558@freenet.victoria.bc.ca)
Ted Skrecky (GCACE Librarian)
(mailto:ud264@freenet.victoria.bc.ca)

The aim of this SIG is to assist Atari Computer users. We can provide
assistance with XL/XEs, STs, and Falcons, whether you are a new or
experienced user.

Subject: 5.5) What is the Closer To Home BBS?

Kept by mailto:Dave.Blears@closer.brisnet.org.au (Dave Blears), this is a
BBS in Australia which supports the 8-bit Atari.

telnet://guest@closer.brisnet.org.au (203.4.149.97)

Subject: 5.6) How can I access the World Wide Web by Telnet?

This section swiped from the WWW FAQ, which is kept by
mailto:boutell@netcom.com (Thomas Boutell).

An up-to-date list of these is available on the Web as
http://info.cern.ch/hypertext/WWW/FAQ/Bootstrap.html and should be
regarded as an authoritative list.

telnet://telnet.w3.org
A telnettable browser provided by the W3 coalition.

telnet://www@www.cc.ukans.edu
Offers Lynx, a full screen browser which requires a vt100
terminal. Log in as www. Does not allow users to "go" to
arbitrary URLs, so GET YOUR OWN COPY of Lynx and install it on
your system if your administrator has not done so already. The
best plain-text browser, so move mountains if necessary to get
your own copy of Lynx!

telnet://www@www.njit.edu
(or telnet 128.235.163.2) Log in as www. A full-screen browser
in New Jersey Institute of Technology. USA.

telnet://www@www.huji.ac.il
A dual-language Hebrew/English database, with links to the rest
of the world. The line mode browser, plus extra features. Log
in as www. Hebrew University of Jerusalem, Israel.

telnet://sun.uakom.cs
Slovakia. Has a slow link, only use from nearby.

telnet://www@info.funet.fi
(or telnet 128.214.6.102). Log in as www. Offers several
browsers, including Lynx (goto option is disabled there also).

telnet://www@fserv.kfki.hu
Hungary. Has slow link, use from nearby. Login is as www.

Subject: 7.1) What WWW pages support the 8-bit Atari?

This should be a complete list of WWW pages supporting the 8-bit Atari.

8-bit Vendor/Developer home pages are listed in the Vendor/Developer list, not
here.

Atari 8-Bit Computers FAQ and Vendor/Developer Lists
Michael Current, mailto:mcurrent@carleton.edu
http://www.smartpages.com/bngfaqs/comp/sys/atari/8bit/top.html

Atari 8-Bit Home Page
Ivo van Poorten, mailto:ipoorten@cs.vu.nl
http://pmwww.cs.vu.nl/home/ipoorten/Atari.8bit.Homepage/index.html

Atari 8-Bit Resort
Marek Tomczyk, mailto:Marek.Tomczyk@stud.uni-karlsruhe.de
http://www.uni-karlsruhe.de/~un55/8bit.html

Big Atari 8bit Home Page
Tomasz Tatar, mailto:tatar@student.uci.agh.edu.pl
http://student.uci.agh.edu.pl/~tatar/Atari/hp.html

Central Atari Information Network
Cleveland Free-Net Atari SIG, mailto:xx004@cleveland.freenet.edu
http://ace.cs.ohiou.edu/personal/mleair/cain.html

Some Atari 8-bit Stuff
Rob Funk, mailto:funk+@osu.edu
http://er4www.eng.ohio-state.edu/~funkr/Atari/

CompuCat WWW
Neal Kinney, mailto:nkinney@netcom.com
ftp://ftp.netcom.com/pub/nk/nkinney/html/compucat.html

Classic Computer and Video Game Systems
http://www.gate.net/~cmwagner/atari8.html

Atari XL/XE
ACF, mailto:wwg28@rzserv2.fh-lueneburg.de
http://rzserv2.fh-lueneburg.de:8080/Atari_2

Atari Boise User Group
ABUG, whittam@primenet.com
http://www.primenet.com/~whittam/atari.html

Atari Computer Enthusiasts of Columbus
mailto:rwarenz@freenet.columbus.oh.us
gopher://gopher.freenet.columbus.oh.us/11/specialinterestgroups/Atari%20Computer%20Enthusiasts%20of%20Columbus

NorthWest Phoenix Atari Connection
John Collins, Club Webmangler, mailto:bosco@host.yab.com
http://www.yab.com/~bosco/

Queensland Atari Computer Enthusiasts
James Bradford, URL:mailto:sup8pdct@closer.brisnet.org.au
http://203.4.149.98/atari/atari.html

Toronto Atari Federation
Stephen Christian, URL:mailto:schrist@io.org
http://www.io.org/~schrist/taf.html

Subject: 7.9) What IRC channels discuss the 8-bit Atari?

#Atari8 - Just for 8-bit Atari users!

#classic - Classic Games and Systems Collectors.

Subject: 8.1) What is the CAIN Newsletter?

The Central Atari Information Network Newsletter is the monthly online magazine of the Cleveland Free-Net Atari SIG. The editor is Mark Leair of the Atari SIG. 8-bit computers support is provided by Michael Current and Craig Lisowski. For information, write to the Atari SIG at mailto:xx004@cleveland.freenet.edu .

Subject: 9.1) What's this UUEncoding stuff (.uu, .uue files) all about?

UUEncode/UUdecode is a UNIX utility that will convert a binary file into 100% printable ASCII characters, so that the file may be posted or e-mailed anywhere a text message can go. The 8-bit Atari is perfectly capable of UUEncoding/UUdecoding as well. On the archives:

Uudecode 1.2a by John Sangster - very functional.
filenames: Archivers/uudecode.bas, Archivers/uudecode.doc

Yet Another UU-coder by John Dunning - both decoding/encoding.
filename: Archivers/yau.arc

Uudecode.com, Uuencode.com by ??? - "newer, cleaner, easier to use."
filename: Utilities/uue.arc

Dumas UU-coder by John Dunning
filename: Cc65/dumasuu.arc

Subject: 9.2) What is an .arc file?

A file with the extender .arc has been archived in a standard manner that is common in the MS-DOS world. This is done to make the file shorter, so it takes up less space on your disk and it takes less time to transfer between computers. The archives contains several 8-bit Atari archivers fully compatible with this standard, including:

Super Un-Arc 2.3, Super Arc 2.0 by Bob Puff - highly recommended.
filenames: Archivers/superarc.arc - both Super Un-Arc & Super Arc
Archivers/suprarc2.arc - Super Arc
Archivers/supunarc.com - Super Un-Arc
Archivers/supunarc.uue - Super Un-Arc

Subject: 9.3) Okay, how about a .dcm file?

A .dcm file is a format unique to the 8-bit Atari which is used to convert entire disk images into files. To work with .dcm files you'll need:

Disk Communicator 3.2 by Bob Puff.
filenames: Archivers/dskcom32.arc or Archivers/diskcomm.arc (same thing!)

Subject: 9.4) What is an .xmo file?

.xmo stands for XMODEM. The idea was that the file was not plain text, but was a binary file. As a binary file, it had to be downloaded using a file transfer protocol such as XMODEM. The use of ".xmo" as a filename extender was popular once, but has been discouraged for years.

Subject: 10.1) What 8-bit Atari emulators exist for other computing platforms?

These are the four emulators that are usable.

1) ST Xformer 3.0, from Branch Always (see companion Vendor/Developer List for complete contact info). A freeware 8-bit Atari emulator for the Atari ST.
Net location?

2) PC Xformer 3.2, from Branch Always (see companion Vendor/Developer List for complete contact info). The 8-bit Atari emulator for DOS/Windows/OS/2. Versions 2.0, 2.5, 2.52 are freeware; 3.0 was the first commercial version; 3.2 is the latest commercial version; 4.0 for Windows 95 is coming soon.

The following further info on PC Xformer provided by Bill Kendrick,
mailto:kendrick@sonoma.edu . Contact him for his Newbie/Emulator FAQ.

2.0 emulates an Atari 800. It requires about 300K of
free memory, 320x200x256 (MCGA/VGA/SVGA) graphics, and a 286 CPU.
It does not support ROM files, disk image swapping within the
program, player/missile graphics collision detection, sound,
PC joystick support, modem/printer support, but is free.

2.5 is the replacement for 2.0. It emulates either an Atari 800
or an Atari 800XL. It requires about the same as 2.0. It does
support ROM files and the PC speaker is used to emulate the old
Atari 400/800 internal speaker clicks. It is also free.

3.0 is the first commercial release. It emulates an Atari 800,
800XL, or 130XE (128K RAM; I heard it was to do 320K but I think
that was reduced). It requires a 386 and 512K of memory. It
supports Sound Blaster, player/missile graphics collision detection,
modem/printer and PC joystick support. It
comes with a disk with the software, an ammendum to the printed
documents, and a bunch of Atari 8-bit software (example programs:
demos/games, and a few useful utilities). It supports disk swapping
through a (currently) simple menu.

All versions support .XFD (Xformer disk) format disk images, and
all versions of PC Xformer support SIO2PC disk images (.ATR's).

PC Xformer 3.0 comes with a 36-page printed manual and reference.
It includes appendicies explaining graphics, sounds, colors, BASIC,
subdirectory paths (for MSDOS which in turn explains SpartaDOS/MYDOS),
a quick keyboard reference, ATASCII characters (all 128 drawn out),
the Atari editor, error codes, file IO (commands, devices, XIO calls)
as well as giving breif information on how to contact other Atari
users, common file extenders, and it includes a LARGE glossary
explaining Atari BASIC / TurboBASIC XL commands, Atari computer
terms, and general computer terms.

filename: Xf2/xf25.zip

Of importance to PC Xformer users is:
DcmToDsk, freeware by Jason Duerstock. It converts most .DCM files into
SIO2PC .ATR's for use with SIO2PC and PC Xformer.
filename: Sio2pc/dcm2dsk2.zip

3) Rainbow, by Chris Liam, for the Apple Macintosh
URL:mailto:lamcw@aston.ac.uk
URL:http://www.aston.ac.uk/~lamcw/emulators.html

4) Atari Emulator for Unix and Amiga, by David Firth
Latest version: 0.1.8
URL:mailto:david@signus.demon.co.uk
URL:ftp://ftp.demon.co.uk/pub/emulators/Atari800-0.1.8.tar.gz
(158.152.1.44)

Subject: 11.1) What are the best terminal emulators available?

Here are some of the more popular PD/freeware/shareware terminal
programs available.

BobTerm 1.22, shareware by Bob Puff
Emulates: VT52
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: XMODEM, YMODEM, FMODEM
Autodial: Yes
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Feature-filled; excellent for BBSing
filename: Telecomm/bterm12.arc

Kermit-65 3.7, PD by John R. Dunning
Emulates: VT100
Text: 40 columns in gr.0; 80 col. in gr.8; 80 col. w/ XEP80 (sort of)
File Xfer: Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Excellent VT100 emulation; rock-solid Kermit Xfers
filenames: Telecomm/k65v37.arc - latest version
Telecomm/k65doc.arc - documentation
Telecomm/k65src.arc - source code

OmniCom by CDY Consulting
Emulates: VT100
Text: 80 columns in gr.8
File Xfer: XMODEM, Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Combination VT100, XMODEM, Kermit; buggy at file Xfers
filename: Telecomm/omnicom.arc

VT850 B1, shareware by Curtis Laser
Emulates: VT100/VT102 (plus complete VT220 keymap)
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Excellent at VT100 on the XEP80; 1200bps top speed
filename: Telecomm/vt850b1.arc

FlickerTerm 80 0.37, freeware by LonerSoft (Clay Halliwell)
Emulates: VT100, IBM ANSI
Text: 80 column via a special Graphics 0 screen (no hardware req'd)
File Xfer: None

Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Fastest and most complete VT100 emulation; readability a minus
filename: Telecomm/ft80v037.arc

Ice-T 2.0 XE (requires 128K) or 1.1 by IceSoft (Itay Chamiel)
Emulates: VT100
Text: 80 column via a fast-scrolling graphics 8 screen
File Xfer: XMODEM download
Autodial: Yes (2.0 XE) or No (1.1)
Backscroll buffer: Yes--8 screens (2.0 XE) or One screen (1.1)
Capture-to-disk: Yes--up to 16K (2.0 XE) or No (1.1)
Summary: Excellent for high-speed VT100 emulation
Beta-test versions of both available from mailto:bruck@brachot.jct.ac.il

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Subject: 11.2) Can I read/write 8-bit Atari disks on an IBM-PC?

There are several programs that allow an MS-DOS system to work with an
Atari-format diskette. The following require a DOS and disk drive on the
Atari end capable of the SS/DD 180K format:

ATARIO by Dave Brandman w/ Kevin White - Reads SS/DD 180K Atari disks.
filename: Diskutils/atario21.arc

SpartaRead by Oscar Fowler - Reads SS/DD 180K SpartaDOS disks.
filename: Diskutils/sr.arc

UTIL by Charles Marslett - Reads/Writes SS/DD 180K Atari disks. Use MyUTIL!
filename: Diskutils/dskutil.arc
(Older versions are contained in pcxfer.arc, util.arc, and ataridsk.arc)

MyUTIL by Charles Marslett with Mark Vallevand, and
SpartaDOS disk utility by Mark Vallevand
filename: Diskutils/myutil.zip
includes best version of UTIL for read/write of SS/DD 180K Atari disks,
plus Mark's SpartaDOS disk utility v0.1e

Here's some advice on using the above utilities from mailto:hans@umd5.umd.edu
(Hans Breitenlohner):

There are two technical obstacles to interchanging disks between
DD Atari drives and PC drives.

1. The Atari drive spins slightly slower (280-some rpm instead of 300 rpm).
If you format a disk on the Atari, then write sectors on the PC, it is
possible that the header of the next physical sector will be overwritten,
making that sector unreadable. (The next physical sector is usually
the current logical sector+2). The solution to this is to format all
disks on the PC.
(Aside: Does anybody know how this problem is handled on the
XF551? Is it also slowed down?)

2. If the PC drive is a 1.2M drive there is the additional problem of the track width. The following is generally true in the PC world:
- disks written on 360k drives can be read on either drive
- blank disk formatted and written on 1.2M drives can be read on either kind
- disks written on a 360k drive, and overwritten on a 1.2M drive, can be read reliably only on a 1.2M drive.
- disks previously formatted on a 360k drive, or formatted as 1.2MB, and then reformatted on a 1.2M drive to 360k, can be read reliably only on a 1.2M drive.
(all this assumes you are using DD media, not HD).

Solution: Use a 360k drive if you can. If not, format disks on the Atari for Atari to PC transfers, format truly blank disks on the PC for PC to Atari transfers.

While the above work with SS/DD 180K Atari-format disks, the following combination of utilities can be used to work with SS/SD 90K Atari-format disks, and is currently the best bet for reading SS/ED 128K Atari-format disks.

AnaDisk 2.07, shareware by Sydex - Reads/Writes "any" 5.25" diskette
filenames: Xf2/anad207.zip, Xf2/anadisk.txt
Deana by Nate Monson - converts AnaDisk dump files from Atari format
filenames: Xf2/deana.com, Xf2/deana.txt

Explanation --> According to mailto:preston.f.crow@dartmouth.edu ,
"As best as I can figure it out, if your PC drive happens to read FM disks (I'm not sure what the criteria for that is), then you can read single density disks on your PC by dumping the contents to a file with AnaDisk, and then using Deana.com to convert the dump file into a usable format.
For enhanced density disks, Anadisk generally only reads the first portion of each sector, but it demonstrates that it is possible for a PC drive to read enhanced density disks."

Subject: 11.3) Can I read/write MS-DOS disks on an 8-bit Atari?

a) Mule by Rick Cortese - Read/Write 180K MS-DOS disks with an Atari 1050 drive or equivalent. Very limited.
filenames: Diskutils/mule.arc, Diskutils/mule.exe, Diskutils/mule.txt

b) SIO2PC, described elsewhere in this FAQ List (section 12.4), can be used to read/write to a hard drive connected to an MS-DOS system. This can also be a very effective file-transfer solution.

c) The XF551 3.5" Upgrades from Computer Software Services (see the companion vendor/developer list) allow the Atari XF551 disk drive to read 720K 3.5" MS-DOS disks.

d) The Floppy Board, the add-on to the Black-Box from Computer Software Services (see the companion vendor/developer list), allows both low

density (360K 5.25", 720K 3.5"), and, in the case of the Deluxe Version, high density (1.2M 5.25", 1.44M 3.5") external MS-DOS-standard floppy drives to be used on the Atari. A utility is included to read/write MS-DOS formatted floppies in all supported densities.

Subject: 11.4) How do I transfer files using a null modem cable?

This section by mailto:cb541@cleveland.Freenet.Edu (James R. Gilbert)

A: Simply put, you need a terminal program and an RS 232 port on each computer. The RS 232 ports need to be connected together using a 'null modem cable'.

For up to 4800 bps, no flow control lines need be connected. Just cross the transmit and receive lines and join the grounds together. (Transmit is pin #2, receive is pin #3 and ground is pin #7 on the 25-pin port.)

The right hand pin on the 'long' side of a female 'D' connector is #1. There are 13 holes on this 'long' side, 12 holes on the 'short' side. The numbers go from #1 on the right to #13 on the left on the 'long' side and from #14 to #25 from right to left on the 'short' side. #25 is closest to being under #13. A male connector is the mirror image of this.

Most terminal programs allow a null connection, without a carrier detect. Notably, '850 Express!' does not.

A convenient way to make a null modem cable, up to about 30 feet long, is to use two female DB25 connectors and some three or more conductor cable. Using the two DB25 female connectors allows unplugging your modem and plugging in the null modem cable. This also avoids the confusion of the wide variety of serial port jacks on different computers. Almost all computers connect into the modem via a DB25 connection.

The SIO port on the Atari cannot be used directly. An 850 Interface Module, P:R:Connection, Multi I/O, Black Box (by Computer Software Services) or similar device that provides an RS232 port must be used.

On the Atari, the port is a female DB9. So you need a male DB9 to male DB25 modem cable to connect to your modem. So why not use this cable as your null modem cable as well?

For higher speed connections, above about 9600 bps on the 8-bit, you need the flow control lines. You also need a Multi I/O or Black Box, which use the PBI (parallel bus),

then you can go higher than 9600 bps.

Following are pin assignments for a DB25 pin RS 232 C
port.
13 1
o o o o o o o o o o o o o
o o o o o o o o o o o o
25 14

(Above is female, male is mirror image.)

1. Protective Ground 12. Select Alternate Rate
2. Transmit Data 15. Transmit Clock (sync)
3. Receive Data 17. Receive clock (sync)
4. RTS (Request to Send) 20. Data Terminal Ready
5. CTS (Clear to Send) 22. Ring indicator
6. Data Set Ready 23. Select Alternate Rate
7. Signal Ground 24. Transmit Clock
8. Carrier Detect

A high speed cable would need not only pins 2 and 3 crossed
but also pins 4 and 5 as well as 6 and 8. Or better
yet, make a true 25 wire, straight through cable and use
a commercial null modem. A commercial null modem is
just a small device with the correct lines already
crossed.

(DTE = Data Terminal Equipment, i.e., your computer.
DCE = Data Communications Equipment, i.e., your modem.)

Subject: 12.1) What 5.25" floppy disk drives are available?

Major contributors to this section:
mailto:Krishna@max.tiac.net (Glenn M. Saunders)
mailto:tatar@student.uci.agh.edu.pl (Tomasz M. Tatar)
mailto:sup8pdct@closer.brisnet.org.au (James Bradford)
mailto:conradus@plearn.edu.pl (Konrad M. Kokoszkiewicz)

==> Atari 810
SS SD 19.2Kbps standard

==> Happy 810
SS SD Warp speed

==> Atari 1050
SS SD/ED 19.2Kbps standard

==> Happy 1050
SS SD/ED/DD Warp speed US Doubler/19.2 and 52k. track
buffering

==> Super Archiver 1050
SS SD/ED/DD Ultra Speed 50+K

==> Speedy 1050
SS SD/ED/DD 78K mode (European) used w/ Bibo-DOS (Compy Shop)

==> SuperMax 1050
SS SD/ED/DD 19.2k and 52k (ultra speed)
by Super Products. Compatiable with SuperDOS and US Doubler

==> Lazer 1050
SS SD/ED/DD Another Happy clone; Compatible w/ US Doubler

==> Atari XF551
SS/DS SD/ED/DD 38K burst mode usable only with SpartaDOS X,
SuperDOS 5.1, TurboDOS, DOS XE, and patched SpartaDOS 3.2. XF DS system now
considered "standard".

==> CSS XF551
SS/DS SD/ED/DD US Doubler compatible. Updates drive to work
better and faster. Also 3.5" upgrade available

==> Percom RFD4x-Sy
where: x=0 -> a single-sided drive
x=4 -> a double-sided drive
y=1 -> a single-drive unit
y=2 -> a dual-drive unit

==> Percom AT88-Sy[PD]
where: y=1 -> a single-drive unit
y=2 -> a dual-drive unit
PD -> equipped with a built-in parallel printer port

==> Trak ATD1
SS SD

==> Trak ATD2
SS SD/DD
Built in Diagnostics. Track indicator. Write protect switch. Built in
parallel printer interface. 2k printer buffer (expandable). Optional
Turbo software on Eprom.

==> Trak AT-1
SS SD/DD Slave

==> Indus GT
SS SD/ED/DD Synchromesh mode usable with SpartaDOS X and
DOSXL only.

==> Astra Double-D?
SS/DS SD/DD? standard /LEDs and such

==> Rana 1000
SS SD/ED/DD standard /LEDs and such can format disks on a
stand alone basis

==> TOMS 720
double head disk drive, 5.25", with mounted interface Centronics,
chips: CPU 8085, WD2797, PIA 8255 (for handle Centronics), 32 KB ROM, 8 KB RAM
ROM contains: OS of drive, MYDOS 4.50 and some utilities (copy, format, etc.)
ROM is seen by computer as drive D1: (if drive is open), and D3: (when drive
has number D1:) or D4: (when drive has number D2:). It makes possible load DOS
from ROMdisk during booting system.
Formats of disks:
- SS/SD - 40 tracks, 18 sects, 128 bytes = 90 KB
- SS/ED - 40 tracks, 26 sects, 128 bytes = 130 KB
- SS/ED - 40 tracks, 18 sects, 256 bytes = 180 KB
- SS/ID - IBM S-9 - 40 tracks, 9 sects, 512 bytes = 180 KB
- DS/DD - 40 tracks, 18 sects, 256 bytes = 360 KB
- DS/QD - 80 tracks, 18 sects, 256 bytes = 720 KB
- DS/ID - IBM D-9 - 40 tracks, 9 sects, 512 bytes = 360 KB
Transmition modes:
- normal - 19200 bps
- Turbo - 70000 bps
- Ultra Speed - 70000 bps
Also tracks buffering.

==> AS SN-360
double head disk drive, 5.25", CPU 8051, controler WD2797
19200 bps
Available formats:
- SS/SD - (FM) single sided, single density - 90 KB
- SS/ED - (MFM) single sided, enhanced density - 130 KB
- SS/DD - (MFM) single sided, double density - 180 KB
- DS/DD - (MFM) double sided, double density - 360 KB

==> TOMS 710
(The newest polish disk drive and probably the best one)
Similar to TOMS 720, one more format:
- double sided, 80 tracks, IBM (720 KB)
Transmition modes:
- standard 19200 bps
- TOMS Turbo (loaded from ROMdisk if drive is open) - 67000 bps
- Ultra Speed (QMEG-OS, SpartaDOS) - 67000 bps
Also tracks buffering.
ROMdisk contain:
- MYDOS 4.50
- COPY
- INIT
- TURBO - turn on/off TOMS Turbo mode
- BASIC - turn on/off Atari Basic
- AUTORUN.SYS - ramdisk
- README
Also TOMS Navigator instead of DUP.SYS. It is program similar to Norton
Commander on PCs.
IBM-ST copier on additional disk.

==> LDW Super 2000
SS SD/ED/DD 19200 bps or 38000 bps
CPU Z80A, ROM 4 KB, RAM 256 B. Some difficulties with ED

==> LDW CA-2001
SS SD/ED/DD 19200 bps or 38000 bps
CPU Z80A, ROM 4 KB, RAM 256 B. Some difficulties with ED

==> LDW CA-2002
SS/DS SD/ED/DD 19200 bps, 70000 with SpartaDOS
CPU 8040, ROM 4 KB, RAM 256 B

==> Floppy board various
Any standard very fast parallel
DOS-transparent. Requires Black Box. DS system configurable for
XF Percom or ATR style

==> HDI various
Any standard very fast SIO? European

==> SWP ATR-8000
Any standard standard except 1.2 meg and unique DS system
(HD) nice Z80 CP/M system in which CP/M drive acccess is parallel only
thus faster.

==> Atari 1450XLD drives
DS SD/ED DD? standard, requires DOS4. unusual DS system
Only prototypes exist.

==> KARIN MAXI
Double head disk drive 360 KB/5,25" or 720 KB/3,5", controller WD 1772.
Available formats:
= standard SS/SD 90 KB
= standard SS/ED 130 KB
= standard SS/DD 180 KB
= 'cylindric' DS/DD 360 KB (XF-551 uncompatible)
= 'cylindric' DS/QD 720 KB (TOMS-compatible; 720 KB drives only)
Any other capabilities depend on a special software.
Transmission mode:
- parallel: real speed 11.25 kilobytes per second with DOS or 22.5 kilo-
bytes per second with special track-copier.
Notes:
Because of the 1772-registers available in 6502 i/o pages ($D100),
the KARIN MAXI drives look full-programmable.
Preferred systems: My-DOS, SDX.

==> XFD-601B
Double head 360 KB/5,25" disk drive. Controller WD 1772, CPU 8051.
Available formats:
- standard SS/SD 90 KB
- standard SS/ED 130 KB
- standard SS/DD 180 KB
- standard DS/DD 360 KB (XF-551 compatible)
Transmission modes:

- normal 19200 bps
- Top Drive 1050 70000 bps
- Indus GT (synchromesh) 70000 bps (GTSYNC.COM and INDUS.SYS are not necessary; full-compatibel with the SDX)
- Ultra Speed 70000 bps (full-compatible with the older SpartaDOS)

Notes:
Customized sector skew. In fact, the XFD-601B is a original clone of the XF-551.

==> XFD-602B
The two XFD-601B drives in the one unit.

Subject: 12.2) How can I use 3.5" floppy disks with my 8-bit Atari?

to be written. volunteers?

- Amdek
- XF551 upgrades
- Floppy Board

==> Atari XF521
3.5" system Unreleased

Subject: 12.3) What do I need to connect a hard drive to my 8-bit Atari?

original by mailto:Krishna@max.tiac.net (Glenn M. Saunders)

Corvus ? 10 megabytes Fast but still relatively slow I/O, kludge through joystick ports for 800. Rare
Supra/K-P N/A various Some limitations on drive type and size and total number of drives in sys.
FTe Multi I/O various 256 byter per sector restriction. 256K and 1 meg ramdisk models. Printer and modem, modem will handle 19.2K bps
CSS Black Box various Will handle all SCSI drives. Allows 9 drive access for MYDOS. Currently the only modem interface with CTS/RTS hardware flow control. 19.2K ready.
SWP ATR-8000 unknown limits Rare daughterboard for hard drives. I/O is probably fairly slow on this baby and there may be DOS restrictions.

==> IDE/AT-BUS hard disk (still under construction)

Subject: 12.4) How can I use an IBM-PC as a storage device for my Atari?

Original by Dave Paterson, mailto:d.paterson2@genie.geis.com

SIO2PC is a cable and software combination that lets you use your PC as up to 4 drives for your 8-bit. Drives can be SD, ED, DD or custom sizes up to 16 megs. SIO2PC also lets you redirect the printer output to your PC printer or to a file on the PC. High speed drives are emulated (a la US Doubler).

All these functions are transparent at the Atari end; you never notice the difference between SIO2PC and regular drives, except that the SIO2PC drives are faster than any others (except Ramdisks and PBI interface drives).

SIO2PC 3.19i is shareware by Nick Kennedy.
filename: Sio2pc/sio319i.exe

Of importance to SIO2PC users is:
DcmToDsk, freeware by Jason Duerstock. It converts most .DCM files into SIO2PC .ATR's for use with SIO2PC and PC Xformer.
filename: Sio2pc/dcm2dsk2.zip

Subject: 13.1) What's the best DOS for the Atari?

This is a matter of opinion, but general consensus is that all 8-bit Atari users should treat themselves to either MYDOS or SpartaDOS to appreciate the power of the system. MYDOS is modelled after Atari DOS 2.0S/2.5, but provides subdirectory and hard-drive support. SpartaDOS is a completely different command-line DOS modelled after MS-DOS, though it is perfectly capable of reading all Atari DOS and MYDOS disks. SpartaDOS 3.2g is disk-based; SpartaDOS X 4.22 is cartridge-based and includes many additional features. SpartaDOS is available from Fine Tooned Engineering (see companion vendor/ developer list); MYDOS 4.53 is freeware from Wordmark Systems (Charles Marslett and Bob Puff). There are two versions of MYDOS 4.53, one uses 3 digit sector numbers where possible, known as 4.53/3; the other, known as 4.53/4, uses 4 digits minimum.

It is recommended that all 8-bit Atari users own at least DOS 2.5 for complete compatibility with existing software, and then choose either SpartaDOS or MYDOS as they see fit. DOS 2.5, MYDOS and SpartaDOS are all available on the archives.
filenames: Os/dos25.arc (DOS 2.5)
Fte/fte32g.arc (SpartaDOS 3.2)
Os/mydos453.dcm (MYDOS - latest version)
Os/mydos45m.arc (MYDOS - latest complete doc's)

Subject: 13.2) What hardware has Atari created in the 8-bit computer line?

Computers:
400 Personal Computer (1979) 8-16K, membrane keyboard, 400/800 OS
800 Personal Computer (1979) 8-48K, two cartridge slots, 400/800 OS
1200XL Home Computer (1982) 64K, early XL OS, F1-F4 keys, 4 LEDs
600XL Home Computer (1983) 16-64K, BASIC, PBI, XL OS
800XL Home Computer (1983) 64K, BASIC, PBI, XL OS
65XE Personal Computer (1985) same as 800XL minus PBI
130XE Personal Computer(1985) same as 65XE with 128K plus ECI
800XE Personal Computer(1987?)~same as 130XE but 64K. Mostly eastern Europe.
XE Game System (1987) same as 65XE plus Missle Command, detach keybd

Peripherals:
410 Program Recorder -Japan and Hong Kong versions
810 Disk Drive -SS/SD 90K with DOS 1 or DOS 2.0S,MPI&Tandon vers.
820 Printer -40 col.
822 Thermal Printer -40 col.
825 80-Column Printer -req. 850
830 Acoustic Modem -300 baud req. 850, with Telelink I software
835 Direct Connect Modem -300 baud, with Telelink II software
850 Interface Module -4 9-pin serial, 1 15-pin parallel ports, beige &
black metal versions
1010 Program Recorder -Sanyo and Chelco versions
1020 Color Printer -40 col.(80 by command) print/plot in 4 colors
1025 80-Column Printer -7-pin dot matrix
1027 Letter-Quality Printer-80 col. letter quality =Mann-Tally Riteman LQ
1029 Printer -7-pin dot matrix, same as Commodore MPS-801
1030 Direct Connect Modem -300 baud, with ModemLink software
1050 Disk Drive -SS/ED 128K with DOS 3 or DOS 2.5
1064 -64K RAM module for 600XL
XC11 Program Recorder
XC12 Program Recorder
XM301 Modem -300 baud, with XE Term software
XMM801 Printer -80 col. Ribbon: Mannesman/Tally MS80
XDM121 Printer -80 col.letter quality. Ribbon: Silver Reed CF130
XF551 Disk Drive -DS/DD 360K with DOS XE
XEP80 Interface Module -80 col. video display and DB25 parallel port
SX212 Modem -1200 baud, rarely with SX-Express! package

Atari 8-bit vaporware computers: (note some are more vaporous than others)
1200 1200XL internally, many slight cosmetic differences
800XLF late 800XL with a redesigned motherboard, & FREDDY (from the XE's)
1250XLD Earlier concept of the 1450XLD
1400XL 800XL plus modem, speech synth.(looks like a 1200XL)
1450XL Earlier concept of the 1450XLD
1450XLD 1400XL plus 5.25" floppy drive
65XEP 65XE plus 3.5" floppy drive, 5" green monitor
65XEM 65XE plus AMIE sound chip

Atari 8-bit vaporware peripherals:(note some are more vaporous than others)
815 Dual Disk Drive -2 x SS/DD 180K with DOS 2.0D
1090 XL Expansion System-for PBI, CP/M/MS-DOS/Apple II compatible
XM128 -12" green monitor w/ built-in 80-column card

XC1411 -composite 14" color monitor
XF521 -5.25" floppy drive - 1050 compatible, in XE style
XTM201 -non-impact printer
XTC201 -non-impact color printer

Subject: 13.3) What are the power-supply requirements for my Atari components?

As with the rest of this FAQ list, please let me know if any of this information conflicts with the units you have. I'm also not sure how much of this section is valid outside North America. If it's not valid where you are, I need to hear from you!

The most important information is the voltage (in volts) required, and whether you need a transformer (AC output) or an adapter (DC output). The power (in watts) and current (in amperes) specifications of the original equipment as presented here should be regarded as minimum values. Higher-than-specified power and current capacities are entirely usable, and often preferable because such supplies run cooler and last longer.

Relevant law of physics:
Power (in watts) = current (in amps) * voltage (in volts)

9 V AC 5.4 VA (600 mA) Atari#CO62195 transformer:
1030

9 V AC ???? VA (??? A) Atari#CO61516 transformer:
1010
9 V AC 15.3 VA (1.7 A) Atari#CO14319 transformer:
400,800,822,850,1010,1200XL,256K FTe MIO
9 V AC 18 VA (2.0 A) Atari#CA014748 transformer:
400,800,810,822,850,1010,1200XL,256K FTe MIO
9 V AC 18 VA (2.0 A) Atari#CA016804 transformer:
400,800,810,822,850,1010,1200XL,256K FTe MIO
9 V AC 31 VA (3.4 A) Atari#CO17945 transformer:
400,800,810,822,850,1010,1200XL,1020,1050,XF551,256K FTe MIO
9 V AC 50 VA (5.6 A) Atari#CA017964 transformer:
400,800,810,822,850,1010,1200XL,1020,1050,XF551,256K FTe MIO

9.5 V AC 40 VA (4.2 A) Atari#CO61636 transformer:
1027

24 V AC 3.6 VA (150 mA) Atari#CA016751 transformer:
830

5 V DC 1.0 A (5.0 W) Atari#CO70042 adapter:
65XE,XE Game System
5 V DC 1.5 A (7.5 W) Atari#CO61982 adapter:
600XL,800XL,65XE,130XE,XE Game System
5 V DC 1.5 A (7.5 W) Atari#CA024814 adapter:
600XL,800XL,65XE,130XE,XE Games System

5 V DC ??? A (??? W) Atari#CO81982 adapter:
XL/XE

6 V DC 300 mA (1.8 W) Atari#??????? adapter:
"410P"

9 V DC 500 mA (4.5 W) Atari#CO16353 adapter:
XEP80,SX212,2600
9 V DC 500 mA (4.5 W) Atari#CA014034 adapter:
XEP80,SX212,2600

9.3 V DC 1.93 A (18 W) Atari#CO18187 adapter:
Indus GT,1 Meg FTe MIO,5200
11.5 V DC 1.95 A (22 W) Atari#CA019141 adapter:
Indus GT,5200

5 V / 12 V DC 1.1 A (5.5 W / 13.2 W) Atari#CO62297 adapter:
1400XL,1450XLD

These draw their power from the SIO +5 V:
XM301 (60 mA),XC12;FTe P:R: Connection

Draws power from the 600XL PBI:
1064

These have built-in power supplies (plug directly into the wall):
410,815,820,825,1025,1029,XMM801,XDM121

The power supply requirements for the following are still needed:
??? V DC ???? A (???? W) Atari#CA060535 adapter:
835

XC11 program recorder (no brick needed -> internal or SIO source?)

Subject: 13.4) What are the pinouts for the...?

Serial I/O (SIO) Port (all machines):
2 4 6 8 10 12
1 3 5 7 9 11 13
1. Clock Input 8. Motor Control
2. Clock Output 9. Proceed
3. Data Input 10. +5V/Ready
4. Ground 11. Audio Input
5. Data Output 12. +12V (400,800 only. 1400XL/1450XLD?)
6. Ground 13. Interrupt
7. Command

Cartridge Slot ("Left" slot on all machines; "Right" slot on 800 only):
A B C D E F H J K L M N P R S
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
1. ~S4(Left) R/~W late(Right) A. RD4(Left) B02(Right)
2. A3 B. GND

3. A2 C. A4
4. A1 D. A5
5. A0 E. A6
6. D4 F. A7
7. D5 H. A8
8. D2 J. A9
9. D1 K. A12
10. D0 L. D3
11. D6 M. D7
12. ~S5(Left) ~S4(Right) N. A11
13. +5V P. A10
14. RD5(Left) RD4(Right) R. R/~W
15. ~CCTL S. B02

Enhanced Cartridge Interface (ECI) (130XE and 800XE only):
A B C D E F H
1 2 3 4 5 6 7
A. Reserved 1. ~EXSEL
B. ~IRQ 2. ~RST
C. ~HALT 3. ~D1XX
D. A13 4. ~MPD
E. A14 5. Audio
F. A15 6. ~REF
H. GND 7. +5V

Monitor Jack (all but 400, North American 600XL, XE Game System):
3 1
5 4
2
1. Composite Luminance (not on 600XL)
2. Ground
3. Audio Output
4. Composite Video
5. Composite Chroma (not on 800XL,1200XL; grounded on 600XL)

Power Adapter Plug (all but 400,800,1200XL,1400XL,1450XLD):
7 6
3 1
5 4
2
1. +5V
2. Shield
3. Ground
4. +5V
5. Ground
6. +5V
7. Ground

Controller Port (4 on 400/800, 2 on all others):
1 2 3 4 5
6 7 8 9

1. (Joystick) Forward Input
2. (Joystick) Back Input
3. (Joystick) Left Input
4. (Joystick) Right Input
5. B Potentiometer Input
6. Trigger Input / Light Pen Input. Port 4 only on 400
7. +5V
8. Ground
9. A Potentiometer Input

Parallel Bus Interface (PBI) (600XL and 800XL only):
1 3 5 7 9 11 13 15 17 19 21 23 25 27 29 31 33 35 37 39 41 43 45 47 49
2 4 6 8 10 12 14 16 18 20 22 24 26 28 30 32 34 36 38 40 42 44 46 48 50
1. GND ground 2. External select
3. A0 Address output 4. A1
5. A2 6. A3
7. A4 8. A5
9. A6 10. GND
11. A7 12. A8
13. A9 14. A10
15. A11 16. A12
17. A13 18. A14
19. GND 20. A15
21. D0 Data (bidirectional) 22. D1
23. D2 24. D3
25. D4 26. D5
27. D6 28. D7
29. GND 30. GND
31. Phase 2 clock output 32. GND
33. NC Reserved 34. Reset output
35. (IRQ) Interrupt request 36. Ready input
37. NC 38. External decoder output
39. NC 40. Refresh output
41. Column address output 42. GND
43. Math pack disable input 44. Row addr strobe
45. GND 46. Latch read/write out
47. NC (+5V on 600XL only) 48. NC (+5V on 600XL only, used to power 1064)
49. Audio input 50. GND

R1: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. Data Terminal Ready (DTR, Ready Out)
2. Carrier Detect (CRX, In)
3. Send Data (out)
4. Receive Data (In)
5. Signal Ground
6. Data Set Ready (DSR, Ready In)
7. Request to Send (RTS, Out)
8. Clear to Send (CTS, In)

R2: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive Data
5. Signal Ground
6. DSR

R3: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive
5. Signal Ground
7. RTS
8. -8 Volts

R4: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. Send Data +
3. Send Data -
7. Receive Data +
9. Receive Data - (20 mA)

P: Parallel port (850 Interface Module):
8 7 6 5 4 3 2 1
15 14 13 12 11 10 9
1. Data Strob
2. D0
3. D1
4. D2
5. D3
6. D4
7. D5
8. D6
9.
10. Data pins pull up +5V
11. Ground
12. Fault
13. Busy
14. -
15. D7

P: Parallel port (XEP80 Interface Module):
13 12 11 10 9 8 7 6 5 4 3 2 1
25 24 23 22 21 20 19 18 17 16 15 14
1. Strobe
2-9. Parallel Data
10. Not Used

11. Busy
12-17. Not Used
18-25. Ground

Subject: 13.5) What BBS software can be used on the Atari?

This section by mailto:winston@merk.com (Winston Smith)

Here is the run down of ATARI 6502 8-BIT BBSes that I am aware of:

o A.M.I.S. BBS -- The A.C.E. Message Information Service.
This BBS was written in BASIC by the Atari Computer
Enthusiasts computer club (was it the Michigan chapter?). It included
designs for a ring-detector. You needed a sector editor and had to
allocate message space by hand, hex byte by hex byte.

o FoReM BBS -- Friends of Rickey Moose BBS.
At the time, there were a lot of BBSes around
called things such as "FORUM-80" and "BULLET-80", ergo the name. FoReM BBS
was the first truly RBBS-like BBS for the ATARI 8-bit. It was programmed
in BASIC and was somewhat crashy. I think that this is the
great-grandparent of the FOREM-XE BBSes that survive today.

Matt Singer, mailto:msinger@oe.fau.edu writes:
FoReM BBS derived from an early AMIS. When multiple message areas were
added the name was extended to FoReM 26M. Then, When OSS released BASIC
XL the program was rehacked and called FoReM XL... Bill Dorsey wrote most
of the Assembler routines (where is he now?).

o ABBCS -- The ANTIC Bulletin Board Construction Set.
The user design of the ABBCS was very good. It sported
features such as intra-line editors. Unfortunately, the coding of the
ABBCS was really poor. You could practically blow on your keyboard and
crash this BBS. The BBS would sometimes crash several times a day.

o NITE-LITE BBS -- Paul Swanson's BBS with RAM disk.
Paul Swanson was a programmer from the Boston,
Massachusetts, USA, area. I'm not sure whether his BBS for the
Atari 8-bit has been placed into the public domain or not. This BBS was
the first to support a RAMdisk, which Paul Swanson called a "V:" device
for "virtual disk". This BBS was written in Atari BASIC and required a
joystick hardware "dongle" device. This was notable as being one of the
first Atari 8-BIT BBSes that could actually go for a week without having
to be rebooted. Pointers to the message base were kept in an Atari "very
long string" (for which Atari BASIC is famous). The BBS would only have
problems (for the most part) if this string became corrupted.

o ATKEEP -- An Atari 8-bit version of CITADEL BBS.
I believe that AT-KEEP, like FOREM-XE, requires the use of
the commercial BASIC XE cartridge to run. This BBS program was very
popular around Louisiana, USA, from what I understand.

o Benton's SMART BBS -- BBS written in BASIC by Marco Benton.
This program is written entirely in BASIC. It
expects to be running under a SpartaDOS environment. This was a problem
until very recently, when the disk-based version of SpartaDOS was
re-released as shareware. This BBS program uses a "modem clock string"
rather than an R-Time 8 cartridge in order to retrieve the current time.
It also comes with an Atari BASIC game door called "Sabotage".

o FOREM-XE -- FOREM using BASIC XE.
This version of FOREM BBS requires the commercial BASIC XE
cartridge in order to run. It is in the public domain and can import and
export messages from the Atari PRO! BBS EXPRESS-NET (7-bit text only,
control ATASCII graphics are reserved for message data-structure bytes).
FOREM-XE BBS is still currently in use as we speak, and may be reached via
the PRO! EXPRESS-NET as long as the cross-networking "transnet" is still in
effect.

o The BBS Express -- PRO! BBS demo program.
This is the public domain version of EXPRESS!-BBS,
which is the Keith Ledbetter companion project of the EXPRESS!-TERM
terminal program of days gone by. I am not familiar with this program. I
think that it is written in Action! and only supports XMODEM Checksum
transfers. I have never called or seen this program demonstrated.

o OASIS JUNIOR III -- OASIS BBS demo program.
OASIS JUNIOR III is the --ALL MACHINE LANGUAGE--
demo version of the OASIS BBS program. OASIS is very crash-resistant and
comes with a "dial out" screen so that the Sysop can use the BBS as a
terminal program to call and fetch files without having to bring the BBS
down and reload a terminal program. OASIS supports "Door programs" which
it refers to as "OASIS PAL modules". This OASIS demo module comes with an
excellent message system. The OASIS file system is one of the most
complicated that I have ever seen. It consists of "file libraries" with
suites of "file types". There is quite a bit of overhead involved in
performing a download (which may be a good thing, as it discourages file
hogs). There is a commercial version of OASIS called "OASIS IV" that
performs networking. There was an OASIS network between Boston,
Massachusets, USA and Murfreesboro(SP?), Tennessee, USA. Occasionally word
of the OASIS IV developers reaches the network from New Zealand or Canada.

o Frank Walters BBS -- I know nothing about this BBS except that Frank
Walters wrote it.

OASIS IV, CARINA, and BBS-EXPRESS-PROFESSIONAL! are all commercial
programs. I haven't heard anything about OASIS IV and CARINA for a while,
but PRO!-BBS is still a viable commercial enterprise last that I had heard.

Subject: 13.6) What version of Atari BASIC do I have?

At the READY prompt, enter "? PEEK(43234)"

If the result is: You have Revision:
162 A
96 B
234 C

Subject: 13.7) What are the Standards for Used 8-Bit Stuff?

Developed by mailto:b.poehland@genie.geis.com (Ben Poehland)

When selling used 8-bit Atari equipment in the comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group, please consider describing the condition of the materials you are selling using these standards. This will go a long way toward preventing potentially highly-contentious misunderstandings. Usage is voluntary, but recommended.

LN (Like New)-- Item is pristine, unused, w/all manuals & original packaging materials.
EC (Excellent Condition)-- Item is little used, good working order, physically clean, may have a very few minor cosmetic blemishes, w/original manuals.
GC (Good Condition)-- Item is in good working order but slightly soiled, contains worn parts or minor scratches/dings that betray heavy service or old age, w/original manual or copied manuals.
FC (Fair Condition)-- Item in working order but missing manuals/accessories; heavily worn/soiled or cosmetically damaged.
BC (Basket Case)-- Item does not work, is damaged/butchered, missing manuals & accessories etc., but contains salvageable parts.

Subject: 14.1) What vendors, developers, or publishers support the 8-bit Atari?

See the "Atari 8-Bit Computers Vendors and Developers List." The latest version may be obtained in the following locations, among many others:

ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/vendev
http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/vendev/faq.html
news:comp.sys.atari.8bit news:comp.answers news:news.answers
mailto:mail-server@rtfm.mit.edu , message says:
send usenet/news.answers/atari-8-bit/vendev
quit

You can also ask me for a copy at mailto:mcurrent@carleton.edu

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Subject: 14.2) Where is my nearest 8-bit Atari BBS?

Rick Detlefsen is presently compiling a new comprehensive Atari computers bulletin board systems list. Contact him by any of the following for more information:

Rick Detlefsen Compuserve:74766,1561
Genie:R.DETLEFSEN
Internet: mailto:74766.1561@compuserve.com

Or by Mail: ATARI BBS LIST
C/O RICK DETLEFSEN
8207 BRIARWOOD LANE
AUSTIN, TX 78757-7642

Subject: 14.3) Where is my nearest 8-bit Atari user group?

Rick Detlefsen is presently compiling a new comprehensive Atari computers user groups list. Contact him by any of the following for more information:

Rick Detlefsen Compuserve:74766,1561
Genie:R.DETLEFSEN
Internet: mailto:74766.1561@compuserve.com

Or by Mail: USER GROUP SURVEY
C/O RICK DETLEFSEN
8207 BRIARWOOD LANE
AUSTIN, TX 78757-7642

Subject: 14.4) How do I use my new or emulated Atari?

"The Unofficial Atari 8bit New User, Emulator Help FAQ" is maintained by mailto:kendrick@sonoma.edu (Bill Kendrick). Bill and his FAQ are excellent sources for information on basic usage of the 8-bit Atari, and for information on the 8-bit Atari emulators for PC's and Mac's.

Subject: 14.5) What prominent Atarians are reachable by e-mail?

The "Who's Who in the Atari Community E-Mail Directory" listing includes people involved in all of the Atari computing and gaming platforms. This file is maintained by Len Stys, SIG Manager of the Cleveland Free-Net Atari SIG. Write to mailto:xx004@cleveland.freenet.edu (Atari SIG) or see: http://ace.cs.ohiou.edu/personal/mleair/whos_who.html

---
End of atari-8-bit/faq
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50. Re: Atarti 400/800XL etc. for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-03 00:00:00 UTC
From: richs@interlog.com
Message-ID: <4cd3qq$983@steel.interlog.com>
Source record: 86625

Sorry, I did mean ATARI and not ATARTI !

Cheers !

Richard.

~~~~~~
Richard Smith - a Limey living in Toronto, Canada
richs@interlog.com http://www.interlog.com/~richs
Compendium of Britishisms http://www.interlog.com/~richs/phrases.html
~~~~~~

51. Atarti 400/800XL etc. for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-03 00:00:00 UTC
From: richs@interlog.com
Message-ID: <4cd3nm$983@steel.interlog.com>
Source record: 86626

Does anybody know of anybody selling Atari equipment e.g. 400/800/XL
etc. in Canada, preferably in the Toronto area ?

If so, please let me know.

Cheers !

Richard.

~~~~~~
Richard Smith - a Limey living in Toronto, Canada
richs@interlog.com http://www.interlog.com/~richs
Compendium of Britishisms http://www.interlog.com/~richs/phrases.html
~~~~~~

52. Re: Who wrote Preppie?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-03 00:00:00 UTC
From: Chet Chudasama <CChudasama@sc9.intel.com>
Message-ID: <4cdeg4$bd8@inews.sc.intel.com>
Source record: 86627

71333.2241@compuserve.com (Steve Saxon) wrote:
>Can anyone out there remind me the name of the guy that wrote Preppie
>and Preppie 2. He also wrote a really neat Scramble type game with a
>submarine and the name of that escapes me too..
>
>A friend and I were both Atari 800 programmers 10 years ago and we got
>reminiscing, and the answer to this one has been driving us crazy.
>All we can remember is it is Russ something.
>
>Thanks in advance
>
>--Steve
>

Russ Wetmore wrote both Preppie & Preppie II, he also wrote Sea Dragon
a submarine Scramble type game. All of which are excellent!

Chet

53. Re: Atari 800XL help

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-03 00:00:00 UTC
From: sandyc@usit.net
Message-ID: <sandyc-0201962214530001@tick.usit.net>
Source record: 86628

In article <30E3B395@syrinx.dyess.af.mil>, halliwee@ts436.dyess.af.mil
(Halliwell E Sra 436TS/TAC) wrote:

> On Tue, 26 Dec 1995, Mike Madigan said:
I get the message, REQUIRES 48K MEMORY, REMOVE
> > CARTRIDGE AND REBOOT. This is strange since I have no cartridge in the

As I remember it, you hold down one of the keys, OPTION I think, when you
turn the machine on. Just have the disk in the drive.

-Sandy

54. Re: 80 Column wanted...

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-03 00:00:00 UTC
From: sandyc@usit.net
Message-ID: <sandyc-0201962212330001@tick.usit.net>
Source record: 86629

James,

I saw the XEP 80 mentioned in the Atari FAQ. I'm interested.

-Sandy

55. Old Scott Adams titles?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-03 00:00:00 UTC
From: followel@cris.com
Message-ID: <30e95526.6714555@news.cris.com>
Source record: 86630

I've been trying to get my hands on some old Adventure
International titles. I'd be willing to purchase them, but, can't seem
to find anyone who sells them. I've tried all the Atari 8 bit houses
and resellers (that I know of) and still haven't had any luck.
I'm not sure if these are still commercial or not or who owns
the rights. I'd heard that they'd been entered into the public domain
(at least Adventureland and Pirate Adventure have). Anyway, i've got
Atari (& PC) versions of the original 12 text adventures (in .xfd
format too!). I'd be willing to trade for some of the one's I'm
missing. I'd love to get the S.A.G.A. adventures (graphic versions of
the original 12), Buckaroo Banzai, Sorcerer of Claymorgue Castle,
Saigon The Final Days, any of the three QuestProbe adventures (Hulk,
Spiderman or Fantastic Four), Stone of Sisyphus, or any others I'm
forgetting.
I'd also be interested in PC or Apple][versions of the above
mentioned titles.
Also, does anyone remember how to turn off the terrible script
text and revert to the Atari character set in the original 12 text
adventures? I seem to remember there being a way to do this, but can't
remember how. Thanks for any help.
If anyone knows where I may be able to purchase these, then,
by all means, fill me in. Otherwise, I'd be willing to trade to get my
collection completed.

Sincerely,
- Byron Followell
followel@cris.com

56. Re: ST mouse on 8 bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-03 00:00:00 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <4ce9f6$8m5@cd4680fs.rrze.uni-erlangen.de>
Source record: 86631

mathniss@link.xs4all.nl (Mathy Van Nisselroy) writes:

>I bought an ST mouse for my XE's at the annual meeting of the German ABBUC.
>Not that I needed it (I know S.A.M. (the german GUI, not the speach software)
>and Diamond GOS can use them, but I don't really like either.) I just wanted
>one. (silly me)

Well, if you don't like our SAM with the mouse, how about Mine Sweeper? ;-)

--
Harald Schoenfeld (IRC Nick: Equinoxe) | Nuclear war against nature:
hs@undine.physik.uni-erlangen.de | France and China finally united

57. Re: Who wrote Preppie?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-03 00:00:00 UTC
From: clay@supra.com
Message-ID: <4cedf9$4ko@v_mail.supra.com>
Source record: 86632

In article <4cc6ck$na1@dub-news-svc-6.compuserve.com>
71333.2241@compuserve.com (Steve Saxon) writes:

> Can anyone out there remind me the name of the guy that wrote Preppie
> and Preppie 2. He also wrote a really neat Scramble type game with a
> submarine and the name of that escapes me too..

I believe it was Russ Wetmore (sp?). Good game. Was the sub game
Seawolf? (I can picture playing it, and the ad in ANALOG, but the name
is also slipping my mind... :-)

-Clay

Clayton N. Cowgill Supra Corporation clay@supra.com
Product Development Manager http://www.supra.com

"My opinions. Not Supra's. Not Diamond's. Mine, mine, mine!"

58. AtariWriter for 800

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-03 00:00:00 UTC
From: rife@moffitt.usf.edu
Message-ID: <4ce2m8$495@mother.usf.edu>
Source record: 86633

I am looking for a copy of AtariWriter for an Atari 800. Can
anyone help? Thanks.

59. Re: Old Scott Adams titles?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-03 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <DKM77s.KBq@freenet.carleton.ca>
Source record: 86634

Byron Followell (followel@cris.com) writes:
> I've been trying to get my hands on some old Adventure

> Also, does anyone remember how to turn off the terrible script
> text and revert to the Atari character set in the original 12 text
> adventures? I seem to remember there being a way to do this, but can't
> remember how. Thanks for any help.

I would assume you can just look in the executable file for a refrence to
the CHBASE register. Something like STA $2F4 (756). Its the MSB
of the new character set.

Just comment this command out with NOP's ($EA).

Steve

60. What happened to Adv. Int'l?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-03 00:00:00 UTC
From: sydtech@skypoint.com
Message-ID: <4ced38$b8t@stratus.skypoint.net>
Source record: 86635

Whatever happened to Scott Adams and Adventure International? As everyone here knows, they wrote a series of excellent games (text adventure, arcade, etc) for a variety of machines back in the late 70s/early 80s, and then seemed to disappear off the face of the planet.

What happened to these guys? Where's Scott Adams?

Thanks,
Scott

61. Re: Who wrote Preppie?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-03 00:00:00 UTC
From: Michael Ellis <michael@anest4.anest.ufl.edu>
Message-ID: <4ceg6d$cj2@no-names.nerdc.ufl.edu>
Source record: 86636

I believe it was either Russ Wetmore (spelling?) or Sparky Starks.

Hope this helps.

-Michael Ellis

62. SALE-ATARI 800 w/ SOFTWARE

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-03 00:00:00 UTC
From: bobhharris@aol.com
Message-ID: <4cfdtd$99b@newsbf02.news.aol.com>
Source record: 86637

Need the space and must get rid of the 800, program recorder, accessories,
cartridges(12), tapes and manuals.
If interested in the entire lot, I will e-mail you the complete list.
Make an offer.
bobhharris @aol.com

63. Derik Mihocka at Branch Software not answering mail.

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-03 00:00:00 UTC
From: bigrex@primenet.com
Message-ID: <4cfeic$kc6@nnrp1.news.primenet.com>
Source record: 86638

I have left several messages on Branch Software's WWW Page requesting an upgrade as a paid registered user to upgrade my software to the the latest rev. via his FTP site. I sent my registration card in about 2 weeks ago.

I guess this is a question as to whether Derek usually ignores requests by all his paying customers.
--
Bigrex@Primenet.com
(Bob Nixon)

64. Re: Who wrote Preppie?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-03 00:00:00 UTC
From: larrysilv@earthlink.net
Message-ID: <4ccqis$sgh@argentina.it.earthlink.net>
Source record: 86639

In article <4cc6ck$na1@dub-news-svc-6.compuserve.com>,
71333.2241@compuserve.com says...
>
>Can anyone out there remind me the name of the guy that wrote Preppie
>and Preppie 2. He also wrote a really neat Scramble type game with a
>submarine and the name of that escapes me too..
>
>A friend and I were both Atari 800 programmers 10 years ago and we got
>reminiscing, and the answer to this one has been driving us crazy.
>All we can remember is it is Russ something.
>
>Thanks in advance
>
>--Steve
>
I can't remember his name, but the Scramble game was "Sea Dragon" (which
would speak the title over and over again)

65. Re: "Airball" game

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-03 00:00:00 UTC
From: swallace@dmv.com
Message-ID: <4cctss$m63@eagle.dmv.com>
Source record: 86640

Stephen G. Wallace (swallace@dmv.com) wrote:

Jason,

I've never played Airball but the last B&C catalog I have (11/3/4) lists
the cartridge for $24.95 (# ATC164). B&C's phone is 408-986-9960.

Steve

66. Re: Who wrote Preppie?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-03 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <4cch8e$i8g@dartvax.dartmouth.edu>
Source record: 86641

A:
Preppie!
by Russ Wetmore
(c) 1982 by Adventure International
A division of Scott Adams, Inc.
Box 3435, Longwood, FL 32750

At least that's what the game says. I'll bet the PO Box is dead now.

--PC

In <4cc6ck$na1@dub-news-svc-6.compuserve.com> 71333.2241@compuserve.com (Steve Saxon) writes:

>Can anyone out there remind me the name of the guy that wrote Preppie
>and Preppie 2. He also wrote a really neat Scramble type game with a
>submarine and the name of that escapes me too..

>A friend and I were both Atari 800 programmers 10 years ago and we got
>reminiscing, and the answer to this one has been driving us crazy.
>All we can remember is it is Russ something.

>Thanks in advance

>--Steve

--
"And he [Christopher Robin] respects Owl, because you can't help respecting
anybody who can spell TUESDAY, even if he doesn't spell it right; but spelling
isn't everything. There are days when spelling Tuesday just doesn't matter."
-- _The House at Pooh Corner_ by A.A. Milne

67. Re: FS: Atari stuff (UPDATE)

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-03 00:00:00 UTC
From: clisowsk@condor.mcs.kent.edu
Message-ID: <4cd3qp$78q@ns.mcs.kent.edu>
Source record: 86642

Ant (ant@titan.fullerton.edu) wrote:
: Also, please do not offer less for the Atari 1040ST than an Atari 1200xl is
: worth. I could sell the Atari monitor alone to an Amiga owner for at
: least $50.
[...snip...]
: 1 Atari 1040ST complete system (computer, disk drive, mouse, MONITOR,
: cables, and software.)

Hmm, I guess I must have gotten a good deal the other week when I
bought a 1040ST complete system (computer, disk drive, mouse, SC1224 Monitor,
cables, basic software, and "Rainbow" TOS 1.4) for a grand total of $50.
The ST is a fun secondary system, but its a real pain in the ass
when you only have 1 floppy drive and want to download. No real way to swap
floppies, so one has to setup a ramdisk.
Anyways, to stay somewhat on this groups topic: Does anyone have
any experience with 8bit emulators or Cross compilers/assemblers for the ST?
Seems as if all the focus as of late is on 80x86 8bit goodies.

--Craig http://nimitz.mcs.kent.edu/8bit.html
--
"We the willing, lead by the ungrateful, are doing the impossible with nothing.
We have done so much, with so little, for so long that we are now qualified to
do anything with nothing."

68. Re: Who wrote Preppie?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-03 00:00:00 UTC
From: dkoster@terminus.com
Message-ID: <4cd2l1$9hu@mycogen.terminus.com>
Source record: 86643

In article <4cc6ck$na1@dub-news-svc-6.compuserve.com>, Steve Saxon waxes philosophically about...
>
>Can anyone out there remind me the name of the guy that wrote Preppie
>and Preppie 2. He also wrote a really neat Scramble type game with a
>submarine and the name of that escapes me too..
>
>A friend and I were both Atari 800 programmers 10 years ago and we got
>reminiscing, and the answer to this one has been driving us crazy.
>All we can remember is it is Russ something.
>
>Thanks in advance
>
>--Steve
>
Russ Wetmore, also the author of the excellent HomePack(sp), a combined word processor/spreadsheet/comm program. Russ, if you're out there, thanks!

I can't explain why I remembered this. Maybe it has something to do with the fact I've been through countless STs and PCs, yet my XE is nestled in it's original box not 15 feet away.
--
David N. Koster | "Hydrogen - a light, colorless gas
dkoster@terminus.com | that, given enough time, leads to
Vandenberg Air Force Base CA | people." - Unknown

69. Re: HD interface for 800?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-03 00:00:00 UTC
From: rsalerno@linet01.li.net
Message-ID: <4cenkv$2n0@linet02.li.net>
Source record: 86644

Rick, thanks for the reply. I'm considering an SIO2PC-based setup, but I'm not crazy about the idea about having another entire PC hooked up to the 800 - desktop real estate y'know (coffee table real estate <g>?). On the other hand, it appears to be a popular solution which means support and help would be more readily available compared to a roll-your-own project.

However, the idea of a compact (possibly crammed into the 800's case?), dedicated HD is appealing to me. I can get a ~150mb 3.5" IDE or SCSI drive fairly cheaply, which is big enough to contain *ten* copies of every Atari program I have.

So let me ask: What is an MIO and what is a Black Box? Does this setup work with an 800? (NOT an 800XL). How does it integrate into the the Atari OS (patch? MyDOS upgrade? etc...), and do the OS changes needed to access the HD affect compatibility in any way?

Thanks,
Russ rsalerno@li.net

PS Tried to email you but got a message saying your account was suspended?!?!

> Russ; it is still pretty much roll your own, unless you want to part with
> a lot of bucks.
> Used MIOs sell for about $100 even w/o a drive & a Black Box will run you
> about $200. What has become the favorite work around is to just buy a
> cheap clone & build an SIO2PC cable. I've bought complete 8088 based clones
> complete with hard drive & monitor for $40 & ATs are only about $30 more.
> If you already have a pc you can use for storage, you can get off for as
> little as $10 or so + the registrations fees for the shareware of course.
> Email me if you want the plans.
> Rick

70. unix2atr - help! where is the working version?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-03 00:00:00 UTC
From: Cyrus <cyrus@lagrange.amd.com>
Message-ID: <30EB11AF.F5E@lagrange.amd.com>
Source record: 86645

I have a program in my directory called unix2atr.c that was written by Preston Crow. Supposedly it will take a unix directory and create an atari disk image in ATR format. I have had no luck using it and I can't remember where I downloaded it from. Is there a new version out there?

Also, what's the best place to start looking for information concerning a memory upgrade for my ATARIs (800/800XL/130XE)?

Cyrus

71. Pabqwk 2.0

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-03 00:00:00 UTC
From: DAG.HUGDAHL@f47.n282.z1.fidonet.org
Message-ID: <5bc_9601040106@flight.org>
Source record: 86646

Quoting From: cooley@nevada.edu (DEBORAH COOLEY)

DC>Anywhere on the net where i can get Pabqwk 2.0? My copies both got
DC>trashed. I don't think umich has it..
DC>
I would be happy to put it up if I could, but right now my Internet
access in only retrieve. :(

-Dag-

dag.hugdahl@flight.org

---
* PabQwk 2.0 #23 * Damnit Jim, I'm a programmer, not a doctor!
---------------------------- -//- ----------------------------
Internet: DAG.HUGDAHL@f47.n282.z1.fidonet.org
| FlightLine data.612.544.5118 <> note: the views of this |
| Aviation & FlightSim Resource <> user are strictly his own. |
---------------------------- -//- ----------------------------

72. Re: Who wrote Preppie?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-03 00:00:00 UTC
From: MIS0160@MVS.UDEL.EDU
Message-ID: <19960103103400MIS0160@MVS.UDEL.EDU>
Source record: 86647

In article <4cc6ck$na1@dub-news-svc-6.compuserve.com>,
71333.2241@compuserve.com (Steve Saxon) writes:

>Can anyone out there remind me the name of the guy that wrote Preppie
>and Preppie 2. He also wrote a really neat Scramble type game with a
>submarine and the name of that escapes me too..
>
>A friend and I were both Atari 800 programmers 10 years ago and we got
>reminiscing, and the answer to this one has been driving us crazy.
>All we can remember is it is Russ something.
>
>Thanks in advance
>
>--Steve
>
I believe the name was Russ Whetmore (or maybe Wetmore). As I remember
he also did the HOMEPACK from Batteries Included (anyone remember this?)

73. Atari 800 for sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-03 00:00:00 UTC
From: not@here.com
Message-ID: <4cf3q3$jus@nntp.crl.com>
Source record: 86648

I have an Atari 800, Rana disk drive, tape drive, cables and power supplies, but I have not found any software except 3 cartriges: Atari Basic, Star Raiders, and Centipede. I also have all the docs and a few books. All or part to best offer (good home only).

please e-mail me at bigpj@ix.netcom.com

74. For Sale XEP80 and Voice Master

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-04 00:00:00 UTC
From: talmage@expert.cc.purdue.edu
Message-ID: <4cfkp3$h77@mozo.cc.purdue.edu>
Source record: 86649

```
for sale:

XEP80 no power supply or software
Voice Master - no software

all for $8 plus shipping

if interested reply to talmage@expert.cc.purdue.edu

Mike
```

75. Re: Old Scott Adams titles?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-04 00:00:00 UTC
From: followel@cris.com
Message-ID: <30eb5cb8.14545654@news.cris.com>
Source record: 86650

On Wed, 3 Jan 1996 16:59:52 GMT, ai123@FreeNet.Carleton.CA (Steven J. Tucker) wrote:

>Byron Followell (followel@cris.com) writes:
>> I've been trying to get my hands on some old Adventure
>
>> Also, does anyone remember how to turn off the terrible script
>> text and revert to the Atari character set in the original 12 text
>> adventures? I seem to remember there being a way to do this, but can't
>> remember how. Thanks for any help.
>
>I would assume you can just look in the executable file for a refrence to
> the CHBASE register. Something like STA $2F4 (756). Its the MSB
> of the new character set.
>
>Just comment this command out with NOP's ($EA).
>
>Steve

Thanks for offering the help, but, I'm not looking for any kind of hack. There was a special command or keystroke that would disable the script character set and that is what I'm looking for. Thanks again.

Sincerely,
- Byron Followell
followel@cris.com

76. Re: unix2atr - help! where is the working version?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-04 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <4cfmsv$gdj@dartvax.dartmouth.edu>
Source record: 86651

In <30EB11AF.F5E@lagrange.amd.com> Cyrus <cyrus@lagrange.amd.com> writes:

>I have a program in my directory called unix2atr.c that was written by
>Preston Crow. Supposedly it will take a unix directory and create an
>atari disk image in ATR format. I have had no luck using it and I can't
>remember where I downloaded it from. Is there a new version out there?

Try:
ftp://ftp.cs.dartmouth.edu/pub/crow/Atari/

Unfortunately, the program isn't completed--it doesn't set up the boot
sectors or sector bitmaps correctly, so don't try to boot from the
image or write to it. Other than that, it should work fine if you're
using MyDos.

--PC
--
We're sorry, the .sig you have selected has been deleted or is no longer in
service. If you think you have read this .sig in error, please disconnect
and try your news reader again. Thank-you.

77. Re: POOL DISK

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-04 00:00:00 UTC
From: kendrick@cs.sonoma.edu
Message-ID: <199601040732.XAA12265@zippy.sonoma.edu>
Source record: 86652

Subject: Re: "Pool" disk
Newsgroups: comp.sys.atari.8bit
References: <4c1ktl$3je@news.yab.com> <4c28k8$qf8@ren.cei.net>
<4c9sca$ql7@neptunus.pi.net>
Distribution:
X-Newsreader: TIN [version 1.2 PL2]
X-Newsreader: TIN [version 1.2 PL2]

Ernest.R.Schreurs (ernest@pi.net) wrote:

: Box, or a MIO or an IDE interface. Also, it would require lots of driver
: software to support the ISO-9660 file format, and the 2048 sector size,
: although that could be set to 512. None of these drivers currently

That'd be cool (setting the sector size to 512 or even 256 or 128, if
possible!)

<snip>

: 100 users. Who is willing to write a driver for 100 users nowadays?
: On the other hand, if one of those 100 actually does write a driver,
: more users will want a CD-rom drive. Now that these CD's exist, it is

Exactly. :) Cool.

: only a matter of time before these drivers are written. Depending on
: these drivers, it might make more sense to write CD's for the 8bit in a
: different format. For now, the ATR format appearantly is preferred over

Well, APE has DCM->ATR conversion built-in, so SIO2PC users are happy.
PC Xformer, Rainbow, and Atari800 are all "in-progress" programs, so it's
not like there's NO CHANCE for support of DCM or some other new format...

<snip>

: Writing a CD with files in DCM format is only useful for use on a BBS.
: We never said the CD was BBS-ready, although I believe there is a program
: that allows the 8bit to download an XFD file directly from the modem to
: a floppy disk. But even if the CD would have been made BBS-ready,

(This program should be hacked to support ATR!!! :))

: most of the files should not be in a disk image, but should be on the CD
: as individual files, not in DCM files. Only bootable games

Again. Here's were APE is the best of the disk-image-using bunch. PC Xformer
and Rainbow allow "one at a time" file insertion into the emulator. Of
course, getting "Unix2Atr" (does it exist?) could help somewhat, but the

"PC Mirror" mode that APE adds which nothing else (except "Atari800" with its "H:" device allowing access to a Unix directory) is what the other programs NEED!

<snip>

Take care. I'll have to check this CD out myself some day soon. :)

Any extensive list of "what's on the CD" out there?

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick/

78. Re: Who wrote Preppie?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-04 00:00:00 UTC
From: sshifter@ophelia.waterloo.net
Message-ID: <4cfv94$ek6@ophelia.waterloo.net>
Source record: 86653

```
: In article <4cc6ck$na1@dub-news-svc-6.compuserve.com>,
: 71333.2241@compuserve.com says...
: >
: >Can anyone out there remind me the name of the guy that wrote Preppie
: >and Preppie 2. He also wrote a really neat Scramble type game with a
: >submarine and the name of that escapes me too..

"You won't believe what we hace done to Wadsworth this time..."

"Preppie! II - By Russ Wetmore"

I just looked in an `83 Antic. Christ, there's the "Can a computer
make you cry?" EA ad in here. There's an ad for a $488 SSSD 5-1/4"
drive. Does anyone know what the Indus GT cost when it came out?

Hmm...
```

79. building the sio2pc interface

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-04 00:00:00 UTC
From: Cyrus <cyrus@lagrange.amd.com>
Message-ID: <30EC122F.DB9@lagrange.amd.com>
Source record: 86654

Ok, I'm on a roll now...let see here...

I am trying to build the sio2pc interface and have come up with a few questions concerning the parts used in the design. Nick Kennedy suggests using a schottky diode. Does it really matter if I use a schottky diode or a regular diode?

Has anyone built the version of the interface that uses the 74LS00 part?

Questions, questions..

Thanks in advance.

Cyrus

80. Re: Rainbow emulator

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-04 00:00:00 UTC
From: lamcw@aston.ac.uk
Message-ID: <DKnr07.CM5@aston.ac.uk>
Source record: 86655

circle <circle@basenet.net> wrote:

;Could someone fill me in on the deal with Rainbow??
;I have archied in on it and came up with some 8k textfile, and the
;only other file I am aware of is the email reader they use one
;delphi.

;I am using the xformer3.2 and 3.31 and hav e found them to be
;satisfactory to excellent , but my curiosity has been aroused
;by some comments ive read about the rainbow product.
;thanks ahead of time for the info.

You can find Rainbow at

http://www.aston.ac.uk/~lamcw/emulators.html

or

ftp.amug.org in info-mac/app

Rainbow is, of course, a Apple Mac application :)

An update for all existing Rainbow shareware owners will
be announced in a few weeks time. It will include
better sound and a fast full screen view.

Cheers,

Chris.

81. Re: Derik Mihocka at Branch Software not answering mail.

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-04 00:00:00 UTC
From: jeffk914@groucho.roc.servtech.com
Message-ID: <30ec5aa7.70839051@news.servtech.com>
Source record: 86656

On 3 Jan 1996 19:38:04 -0700, bigrex@primenet.com (Bob Nixon) wrote:

>I have left several messages on Branch Software's WWW Page requesting an
>upgrade as a paid registered user to upgrade my software to the the latest
>rev. via his FTP site. I sent my registration card in about 2 weeks ago.
>
>I guess this is a question as to whether Derek usually ignores requests by
>all his paying customers.

I also sent in a request at least a month ago, to upgrade to version
3.3. I bought version 3.2 right after it was released, and sent in a
registration card a couple weeks before requesting the upgrade. I've
been a little disappointed with the response time, and would rather
see time being spent on getting the overdue 4.0 (W95 version) finished
instead of upgrading 3.x.

| Jeff Kyle jeffk914@groucho.roc.servtech.com |
| Rochester, NY "Katarina" 1975 Porsche 914 |
| http://www.servtech.com/public/jeffk914 |
| Car pictures, TMBG MIDI archive, and more! |
| "No One Knows My Signature." |

82. Re: Old Scott Adams titles?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-04 00:00:00 UTC
From: jeffk914@groucho.roc.servtech.com
Message-ID: <30ec5c3a.71242534@news.servtech.com>
Source record: 86657

On Thu, 04 Jan 1996 04:52:13 GMT, followel@cris.com (Byron Followell) wrote:

> Thanks for offering the help, but, I'm not looking for any
>kind of hack. There was a special command or keystroke that would
>disable the script character set and that is what I'm looking for.
>Thanks again.

Well, you got me curious enough to dig out the instruction sheet for my original cassette of Adventureland (wow, that's old!)... The command is to this "A" for the regular Atari character set, and "B" for the "Adventure Script", as they call it. I seem to recall that it gives you the blue background, too, which isn't real attractive, IMHO.

For what it's worth, AI officially described Adventureland as a "Compu-novel". :)

I've got about half of the adventures, I wouldn't mind completing the collection some day...

| Jeff Kyle jeffk914@groucho.roc.servtech.com |
| Rochester, NY "Katarina" 1975 Porsche 914 |
| http://www.servtech.com/public/jeffk914 |
| Car pictures, TMBG MIDI archive, and more! |
| "No One Knows My Signature." |

83. Re: #atari8 reminder

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-04 00:00:00 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <010496122650Rnf0.79b6@stingray.manawatu.gen.nz>
Source record: 86658

Would it be possible to list a time relative to GMT please? I have trouble remembering how many hours I'm ahead of everyone here in New Zealand, but have no trouble relating that to GMT (I just look at my e-mail headers...) All those time zones in the US are a nuisance =8-]

Richard.

84. Re: AR - Statutes of Limitation on Copywright?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-04 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <v01510101ad1240857673@[137.22.11.55]>
Source record: 86659

Back on 19 Dec 1995 (yes I'm that far behind), sysop@hitec.com wrote:

>Does anyone here with any legal savvy know if Alternate Reality: The City
>still >falls under the Software
>Protection/Anti-Piracy laws since Datasoft went the way of the dodo?
>There >have been quite a few people
>that want the cracked copy I have, to replace damaged disks/use on their
>>emulators/whatever... but I do not
>wish to incur the almighty wrath of the SPA (yuk). I would appreciate any
>>insight. Thanks.

No such thing as a statute of limitation on copyright. Basic copyrights last 50 years at the barest minimum, no danger of Atari-related copyrights expiring soon.

As far as I know AR: The City is still protected by copyright. Who owns the copyright at this point is not clear. Datasoft may have disappeared, but I thought it was bought-out by someone else (could it have been EA?). If so, the rights to AR could have been transferred as well. Even if Datasoft did go out of business all by itself, the rights to their software wouldn't necessarily revert back to the author(s); that would depend on the initial agreement between the author and the publisher. My speculation is that in most cases such arrangements were not in place, but only the authors and the publishers really know.

People generally don't frown on replacing damaged disks with copied ones; if you've bought the product, you're permitted to make yourself a backup copy anyway. If you get copy from elsewhere and copy it back onto an original disk, it's as good as new.

Getting copies of software that you never bought in the first place for use on an emulator is another matter entirely. This is one of the reasons I don't get excited by the emulators: they've created a whole new market for the pirate software distributors to exploit.

Also, please note that the title in question, Alternate Reality: The City, is still sold, new, in box, by American Techna-Vision, (510) 352-3787.

85. Re: Derik Mihocka at Branch Software not answering mail.

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-04 00:00:00 UTC
From: oscar@primenet.com
Message-ID: <4cgtph$2d7@nnrp1.news.primenet.com>
Source record: 86660

In article <4cfeic$kc6@nnrp1.news.primenet.com>,
Bob Nixon <bigrex@primenet.com> wrote:
>I have left several messages on Branch Software's WWW Page requesting an
>upgrade as a paid registered user to upgrade my software to the the latest
>rev. via his FTP site. I sent my registration card in about 2 weeks ago.

If it makes you feel any better, I've yet to receive a reply myself. It's
been well over 2 weeks...

--

Oscar Fowler
oscar@primenet.com | oscar@cs.arizona.edu | oscar@rightfax.com
http://www.primenet.com/~oscar

86. FS:Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-04 00:00:00 UTC
From: mez@newshost.li.net
Message-ID: <4ch3si$obm@linet02.li.net>
Source record: 86661

I have a nice Atari 800XL, with a cassette drive and two games, Legionaire and Andromeda Conquest. The computer works fine. I hardly ever used it. Looks like brand new. I haven't tested the cassette drive in a long time, but I believe it works ok.

I still have the original box for the computer, and I believe the manual. All cables, power supply, TV adapter included.

If anyone is interested, please make an offer.

Thanks,

Michael

87. Re: "Pool" disk

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-04 00:00:00 UTC
From: bbingham@haven.ios.com
Message-ID: <4ch0o6$qio@news.ios.com>
Source record: 86662

bosco@yab.com wrote:
: need to be decoded in the first place! Encoding on a PC is easy.
: Decoding on an Atari 8-bit is IMPOSSIBLE! So, the designers of the CD

Now that is a blatant lie! I can decode .ATR images on my 8-bit with no problem! Getting them from CD to the 8-bit is the Bear!

88. Re: CART-CLONE ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-04 00:00:00 UTC
From: rsalerno@linet01.li.net
Message-ID: <4chad5$4jq@linet02.li.net>
Source record: 86663

>> Turn on CART CLONE and press any key
>>
>>I was wondering if this means that CART-CLONE is a hardware device
>>that plugs into the cartridge port in addition to the software I
>>received. Anyone have any experience with this product?
>>
>> Thanks, ...Howard

The CART-CLONE is a cheap knockoff of the Pill, and yes, it plugs into
the cart slot. It was made by Gardner Computing, a slime outfit if
there ever was one.

89. Re: Who wrote Preppie?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-04 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.91.960104230816.14583A-100000@moose.erie.net>
Source record: 86664

On 4 Jan 1996, Mike Pelletier wrote:

> I just looked in an `83 Antic. Christ, there's the "Can a computer
> make you cry?" EA ad in here. There's an ad for a $488 SSSD 5-1/4"
> drive. Does anyone know what the Indus GT cost when it came out?

I paid $350 for mine when they first came out. (1983, I think!)

90. Dealers?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-05 00:00:00 UTC
From: "Jack H. Lee" <102337.2577@CompuServe.COM>
Message-ID: <4chvq7$4nm$1@mhade.production.compuserve.com>
Source record: 86665

I know this has been discussed many times before, but...

What Atari 8-bit dealers are still around? I need to get a new
disk drive, now that both of my 1050s have kicked the bucket after
many years of service. Are places like American Technivision
still around? What is the average going prices these days?
Certainly not too expensive, I hope. <g>

Thanks.

91. Re: Favorite Synapse Games

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-05 00:00:00 UTC
From: "Jack H. Lee" <102337.2577@CompuServe.COM>
Message-ID: <4ci09v$4nm$2@mhade.production.compuserve.com>
Source record: 86666

I feel quite nostalgic reading some of previous messages. "Blue Max" is still one of my all-time favorite games. I was still playing it as of a few months ago, before my 1050 finally bit the dust. Oh, well. The sequel never did much for me except reboot the computer and play something else. <g>

Other favorites, as mentioned before -- "Pharoh's Tomb," "Ft. Apocalypse" (although the sound/graphics were just a wee bit under their standards) and others that I can't think of right now...

92. Re: Who wrote Preppie?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-05 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <4cjnrs$nmg@blackice.winternet.com>
Source record: 86667

> Dennis McGuire <mcguired@moose.erie.net> writes:
>
>
> On 4 Jan 1996, Mike Pelletier wrote:
>
> > I just looked in an `83 Antic. Christ, there's the "Can a computer
> > make you cry?" EA ad in here. There's an ad for a $488 SSSD 5-1/4"
> > drive. Does anyone know what the Indus GT cost when it came out?
>
>
> I paid $350 for mine when they first came out. (1983, I think!)
>
>>
I paid $329 for my first one, on special at the time.

93. SH204? SF204?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-05 00:00:00 UTC
From: Cyrus <cyrus@lagrange.amd.com>
Message-ID: <30ED4B6D.5AD6@lagrange.amd.com>
Source record: 86668

I don't know what the proper name is for this unit (hard drive?), but
is the SH204 compatible with 8bits...or is this only an ST product?

Cyrus

94. Re: AR - Statutes of Limitation on Copywright?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-05 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <v01510100ad12e67d5454@[137.22.11.55]>
Source record: 86669

Oops, forgot to sign that note, sorry.

Michael Current, 8-Bit Atari FAQ & Vendor/Developer Lists maintainer
User groups: CAIN, SPACE, NWPAC / mailto:mcurrent@carleton.edu

95. Re: AR - Statutes of Limitation on Copywright?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-05 00:00:00 UTC
From: paradise@netcom.com
Message-ID: <paradiseDKp9JA.MnD@netcom.com>
Source record: 86670

Well I have been cleaning up my old garage (I have moved up to the silicon valley and I am about to rent out my home), and I found old contracts on AR with Paradise Programming(Gary Gilbertson and I) and Datasoft. The contract of course only included city and Dungeon since no one but myself had rights to the other sequels. The contract stated that after ten years all rights reverted back to us(there was even a clause that said it would revert back sooner if they stopped producing the game). So at present Datasoft and it's successor (ie. Software Toolworks) have no claim on the products anymore:). Glad I cleaned up my garage.

-Phil

--
Philip Price
paradise@netcom.com

96. 65XE memory problem

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-05 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.133.000A1296@mindspring.com>
Source record: 86671

I just picked up a 65XE and when I turn it on, it immediately goes to the ram test. The ram test fails every other memory block. I figure this is probably just a chip select line rather than an actual ram problem. Does anyone know which chip does the select?

Bruce Willard bwillard@mindspring.com

97. Re: AR - Statutes of Limitation on Copywright?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-05 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <4cjt1j$g7j@dartvax.dartmouth.edu>
Source record: 86672

jseaver@bigwpi.WPI.EDU (Jason John Seaver) writes:

>In article <paradiseDKp9JA.MnD@netcom.com>, <paradise@netcom.com> wrote:
>>Well I have been cleaning up my old garage (I have moved up to the
>>silicon valley and I am about to rent out my home), and I found old
>>contracts on AR with Paradise Programming(Gary Gilbertson and I) and
>>Datasoft. The contract of course only included city and Dungeon since no
>>one but myself had rights to the other sequels. The contract stated that
>>after ten years all rights reverted back to us(there was even a clause
>>that said it would revert back sooner if they stopped producing the
>>game). So at present Datasoft and it's successor (ie. Software Toolworks)
>>have no claim on the products anymore:). Glad I cleaned up my garage.

> Well. Clearly, some distributor needs to talk with Messrs. Price and
>Gilbertson.

No, copies that Datasoft sold when it held the copyright are still
just as legal to sell as they ever were, which is the case of those
businesses still selling copies. It's just like if I decided to sell
my copy of AR. Now producing and selling new copies would require
permission from Paradise Programming.

More interestingly, is Paradise Programming interested in doing
anything with the copyright, such as making the programs freely
distributable or shareware?

--PC
--
==========
= kill files for responsible posting: =
= :!s:PLEASE READ :!s:READ THIS =
==========

98. Re: AR - Statutes of Limitation on Copywright?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-05 00:00:00 UTC
From: paradise@netcom.com
Message-ID: <paradiseDKq70t.CA7@netcom.com>
Source record: 86673

Agreed. It goes without saying that the copies that were produced while the contract was in force can still be sold(ie. A person can sell a Model T ford even if Ford no longer sells it). On the otherhand, Datasoft and it's sucessor can no longer sell it. But if someone has bought a copy they are free to do with it what they will just as any consumer can with any product.

-Phil

P.S.
Plus as I have said before, in regards to the existing product, if you can't find a person to sell it to you or you need to run it on the transformer, then do what you have to do ;).
--
Philip Price
paradise@netcom.com

99. Re: SH204? SF204?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-05 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <4cjo71$nmg@blackice.winternet.com>
Source record: 86674

> Cyrus <cyrus@lagrange.amd.com> writes:
> I don't know what the proper name is for this unit (hard drive?), but
> is the SH204 compatible with 8bits...or is this only an ST product?
>
> Cyrus
>
>>>>
Yep, only ST Compatible. See "comp.sys.atati.st".

Rich Mier

100. Re: What happened to Adv. Int'l?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-05 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <4cl7vi$qdd@crl9.crl.com>
Source record: 86675

Richard A. Smith (richs@interlog.com) wrote:

: I was told, but I am not sure if it is true, that Scott Adams is the
: cartoonist behind the 'Dilbert' series.
: Cheers !

: Richard.

I've seen this question asked elsewhere - the replies I saw were that
they are not the same person.

John
jvogel@crl.com

101. Re: Does anybody use TopD

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-06 00:00:00 UTC
From: tomhunt@bright.net
Message-ID: <4ckerk$a71@brutus.bright.net>
Source record: 86676

In article <1996Jan01.200928.24685@wariat.UUCP>, Russ.Gilbert@apk.wariat.org (Russ Gilbert) says:
>

> I hope this isn't a critism of Puff. I cannot fathom why
>Puff would try to be ICD incompatible or why Tom Hunt would
>write Sparta only programs (actually T. Hunt says he writes
>stuff for his own use and that's why some programs turn out
>that way, but I suspect there's more to it.)

I'd say that most of the stuff I've released, was stuff for BBS Express! Professional (TM of K-Products). Since that particular bbs would only run on disk-based sparta dos, that kind of narrowed down the field as to which dos I had to write for. As far as non-bbs programs goes, an example would be my archive maintenance program. It makes use of my sparta shell, which adds some enhancements to the disk based sparta dos, such as a user defined PATH. All the ARCM has to do is to pass "ARC outfile.arc inmask.ext" via the parameter block inside of sparta, and away it goes. It (the shell) searches the logged directory first, followed by up to three other search paths. The entire basic design is only made possible by sparta's parameter passing ability, which is universal across many different versions of the dos. I use this archive maintence program to make sure that my (source) archives are kept up to date.

This is just an example of why I usually write sparta only programs. It is because I make use of the many internal tools that sparta provides a programmer. There is even a VPRINT command inside sparta, so that you'd never have to code another print command. There is also an undocumented INPUT command, which places the user's input into INBUF.

Sometimes it's also because of the free memory issue. X32gx.dos gives me alot of free memory, and has a built in command processor. This makes it easier to debug programs without having a dup.sys or external command processor clobber your code.

Everyone has their dos of preference. I know <alot> of people here prefer MyDos, TopDos, SmartDos, etc. I suppose there are a few that might even hate sparta. All I can say is, if your dos does what you need it to do, then that's alright by me.

BTW. I just released a program that should run on any dos. It's written in cc65 (best darn C compiler for any 8 bit), assembled at $2800, and doesn't make use of any sparta specific stuff. It's called RC4.ARC, and can be downloaded from my bbs. It uses the rc4 routines published by RSA Data Security, Inc., the premier company in the encryption field. Source code included (portions copyright by the afore said company),

and ready to export because it comes with the 40-bit e-key export limitation.
U.S. and Canadian citizens can recompile it for e-keys larger than 40-bits.
It's kind of a fun-toy to play with. And to think.... one of the most
respected encryption algorithms in the world will run on your 8-bit!

102. Re: AR - Statutes of Limitation on Copywright?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-06 00:00:00 UTC
From: Gareth Latchum <Gareth@latchum.demon.co.uk>
Message-ID: <138451928wnr@latchum.demon.co.uk>
Source record: 86677

In article: <1283.6579T98T1089@dellos.demon.co.uk> mclane@dellos.demon.co.uk (Mclane) writes:
>
> paradise (paradise@netcom.com) Spoke to All, So I replied :-
> p> Agreed. It goes without saying that the copies that were produced while
> p> the contract was in force can still be sold(ie. A person can sell a Model
> p> T ford even if Ford no longer sells it). On the otherhand, Datasoft and
> p> it's sucessor can no longer sell it. But if someone has bought a copy
> p> they are free to do with it what they will just as any consumer can with
> p> any product.
>
> p> -Phil
>
> p> P.S.
> p> Plus as I have said before, in regards to the existing product, if you
> p> can't find a person to sell it to you or you need to run it on the
> p> transformer, then do what you have to do ;).
> p> --
> p> Philip Price
> p> paradise@netcom.com
>
> Phil, most of this sounds like you are cleaning your hands of AR, Perhaps due
> to popular demand you should think about reprogramming AR (with the musical
> expertise of G.Gilbertson) for another generation of computers/consoles..
>
> tell me what YOU think....
>
> --
> mclane@dellos.demon.co.uk

Just felt I should say that I think that AR City and Dungeon are about the most atmospheric games I have ever played. If Phil
wrote sequels (were there supposed to be seven originally?), then I would buy the system they ran on just to play them!!
So would several other people I know!

Phil....Please do it!!!!!

Also, does anyone know about the sequels?
--
Gareth

103. [--- Toronto ---] (was: Atarti 400/800XL etc. for Sale)

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-06 00:00:00 UTC
From: winston@merk.com
Message-ID: <DKqI8C.Cvw@merk.com>
Source record: 86678

On Wednesday, January 3, 1996 at 07:32:44 GMT,
richs@interlog.com (Richard A. Smith) wrote:

RS> Does anybody know of anybody selling Atari equipment e.g. 400/800/XL
RS> etc. in Canada, preferably in the Toronto area ?
RS>
RS> If so, please let me know.

There is a long time running ATARI 8-bit BBS in the Toronto Area
called "The (Toronto) Jail BBS" (I think that is the name of it). It
runs the BBS EXPRESS-PRO! BBS package. Can someone provide the number?
Also, the Toronto ATARI Federation (a.k.a. TAF), maintains a presence
on the "ATARI" FidoNET international echomail message base. If you can
hook up with FidoNET, you should be able to contact the local TAF user
group in the Toronto, Canada, area.

* * * * *
NOTE: Warning! This system will be changing at the end of the month.
This account will probably be deleted. Do not _expect_ replies
to this message to be answered. Thank you.
* * * * *

--winston

104. Re: 80 Column wanted...

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-06 00:00:00 UTC
From: winston@merk.com
Message-ID: <DKqHps.Cn4@merk.com>
Source record: 86679

On Monday, January 1, 1996 at 22:14:36 GMT,
sandyc@usit.net (Sandy Clark) wrote:

SC> I have several Atari's and would like to know how to display
SC> 80 columns.
SC> How do I do this?

You can use a software generated 80-column terminal program.
Several of the more popular ones are:

KERMIT-65 has 300 baud and 1200 baud and does complete VT100.
OmniComm has 300 baud and 1200 baud and simple XMODEM.
TERM-80 does 80-columns with an SX212 modem using, onscreen menus.
TERM-80 v2.0 uses Black Box.
ICE-T does 300 baud to about 9600 baud VT100 emulation.
FlickerTerm80 does any modem speed via persistence of vision trick.

* * * * *
NOTE: Warning! This site is changing status at the end of the month.
This account will probably be deleted. Do not _expect_ replies
to this message to be answered. Thank you.
* * * * *
--winston

105. How to set/unset COMMAND line?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-06 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <DKr4tL.3Bq@freenet.carleton.ca>
Source record: 86680

How can I manually set and unset the command line without going through some SIO routine? Its seems its should be a bit in the Dxxx range, but my Mapping the Atari says nothing about it! :(

It does however document the clock in/out lines. Are these actually hooked up inside the unit and useable, or driven to ground?

Thanks

Steve

106. Re: What happened to Adv. Int'l?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-06 00:00:00 UTC
From: richs@interlog.com
Message-ID: <4cl79a$26n@steel.interlog.com>
Source record: 86681

sydtech@skypoint.com (Scott Butler) wrote:

>Whatever happened to Scott Adams and Adventure International? As everyone
>here knows, they wrote a series of excellent games (text adventure, arcade,
>etc) for a variety of machines back in the late 70s/early 80s, and then
>seemed to disappear off the face of the planet.

>What happened to these guys? Where's Scott Adams?

>Thanks,
>Scott

I was told, but I am not sure if it is true, that Scott Adams is the
cartoonist behind the 'Dilbert' series.
Cheers !

Richard.

~~~~~~
Richard Smith - a Limey living in Toronto, Canada
richs@interlog.com http://www.interlog.com/~richs
Compendium of Britishisms http://www.interlog.com/~richs/phrases.html
~~~~~~

107. Re: [--- Toronto ---] (was: Atarti 400/800XL etc. for Sale)

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-06 00:00:00 UTC
From: richs@interlog.com
Message-ID: <4cl7jj$26n@steel.interlog.com>
Source record: 86682

winston@merk.com (Winston Smith) wrote:

> There is a long time running ATARI 8-bit BBS in the Toronto Area
>called "The (Toronto) Jail BBS" (I think that is the name of it). It
>runs the BBS EXPRESS-PRO! BBS package. Can someone provide the number?
>Also, the Toronto ATARI Federation (a.k.a. TAF), maintains a presence
>on the "ATARI" FidoNET international echomail message base. If you can
>hook up with FidoNET, you should be able to contact the local TAF user
>group in the Toronto, Canada, area.
>
>

Thanks for the help, I will give them a try.
Cheers !

Richard.

~~~~~~
Richard Smith - a Limey living in Toronto, Canada
richs@interlog.com http://www.interlog.com/~richs
Compendium of Britishisms http://www.interlog.com/~richs/phrases.html
~~~~~~

108. Re: What is the Atari 850 Serial Interface?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-06 00:00:00 UTC
From: eplicon@aol.com
Message-ID: <4cl732$gah@newsbf02.news.aol.com>
Source record: 86683

>What is the purpose of the Atari 850 serial Interface?

Allows you to connect third party hardware (e.g., ones not specifically designed for the Atari 8-bit), like printers and Hayes compatible modems, etc. The P:R: Connection does the same thing.

109. Re: AR - Statutes of Limitation on Copywright?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-06 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <1283.6579T98T1089@dellos.demon.co.uk>
Source record: 86684

paradise (paradise@netcom.com) Spoke to All, So I replied :-
p> Agreed. It goes without saying that the copies that were produced while
p> the contract was in force can still be sold(ie. A person can sell a Model
p> T ford even if Ford no longer sells it). On the otherhand, Datasoft and
p> it's sucessor can no longer sell it. But if someone has bought a copy
p> they are free to do with it what they will just as any consumer can with
p> any product.

p> -Phil

p> P.S.
p> Plus as I have said before, in regards to the existing product, if you
p> can't find a person to sell it to you or you need to run it on the
p> transformer, then do what you have to do ;).
p> --
p> Philip Price
p> paradise@netcom.com

Phil, most of this sounds like you are cleaning your hands of AR, Perhaps due to popular demand you should think about reprogramming AR (with the musical expertise of G.Gilbertson) for another generation of computers/consoles..

tell me what YOU think....

--
mclane@dellos.demon.co.uk
[----------------------------------]
I Will Attack, And You Dont Want That
--

... "What is about L'waxana Troi that makes me melt." * Odo

110. XF 551 WANTED!

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-06 00:00:00 UTC
From: David Cline <102113.3441@CompuServe.COM>
Message-ID: <4cklrq$pg9$1@mhadf.production.compuserve.com>
Source record: 86685

I am looking for an Atari XF551 Disk drive. It must be in working order
and VERY Inexpensive. If anyone
has an 850 Interface, I might be interedted.
Thanks, David C.

111. What is the Atari 850 Serial Interface?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-06 00:00:00 UTC
From: sternig@gate.net
Message-ID: <4ckl8p$1i94@news.gate.net>
Source record: 86686

What is the purpose of the Atari 850 serial Interface?
I picked one up at a garage sale. I own an 800 computer.
What will this thing do?

Thanks,

Jack Lawrence

112. 8 bit software for sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-06 00:00:00 UTC
From: trek@ihgp2.ih.att.com
Message-ID: <4cmh6r$5dm@ssbunews.ih.att.com>
Source record: 86687

Here's some of the best classics for the Atari 8 bit. All have docs,
package unless otherwise noted. (Shipping not included for single item
purchases - in US will probably be $3)

Educational Software
++++++++++++++++++++
Atari Logo Manuals-Ref & Intro Atari $3

Entertainment Software
++++++++++++++++++++++
Archon ECA,unopened $10
Pinball Construction ECA $10
The Seven Cities of Gold ECA,unopened $10
Hacker Activision $5
Seastalker Infocom,unopened $7
Conflict in Vietnam MicroProse $7
Zaxxon Datasoft $5
The Keys of Acheron,unopened (need Hellfire Warrior) $3
Slime Synapse,disk only $2

System Software
+++++++++++++++
DOS 2.5 Atari,disk & manual $3

Magazines (you pay shipping in full)
+++++++++ price for set
2 Analogs (4/86, 9/87) $1
4 Computes (7/86, 10/86, 11/86, 12/86) $1
8 AIM Magazines (ST & 8 Bit) (10/90, 11/90, 1-6/92) $3
9 Current Notes (ST & 8 bit) (6/89, 7-8/90, 9/90, 10/90, 11/90,
4/91, 5/91, 7-8/91, 9/91 $4

Let's Make a Deal!

Wayne Booth phone: (708) 979-3304 email: trek@ihgp.ih.att.com

113. Web Page ...

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-06 00:00:00 UTC
From: clisowsk@condor.mcs.kent.edu
Message-ID: <4cllf5$k9j@ns.mcs.kent.edu>
Source record: 86688

Over the course of the past couple of days, some of you may have
had problems with portions of my WWW page. Everything should be up and
running in perfect order now. The page hosts several 8bit information
resources, as well as the Classic Atari Commercials provided by Tony Ramos.
The URLs are http://nimitz.mcs.kent.edu/~clisowsk/8bit.html & 8bit/movies.html,
which points to the actual movies located at http://wtf.com/~lisowski.
If you experience any problems with wtf.com, please email me.

Craig <clisowsk@mcs.kent.edu> <lisowski@wtf.com> <aa853@cleveland.freenet.edu>
http://nimitz.mcs.kent.edu/~clisowsk
--
"We the willing, lead by the ungrateful, are doing the impossible with nothing.
We have done so much, with so little, for so long that we are now qualified to
do anything with nothing."

114. help. 1797 FDC source required

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-06 00:00:00 UTC
From: sup8pdct@brisnet.org.au
Message-ID: <4clphd$eq0@gateway1.brisnet.org.au>
Source record: 86689

Help. I am after a place where i can get a 1797 FDC that is in the ATR 8000.
Best doesn't have it in their catalog.
Can any body tell me where they can be had??
Thanks in advance.

115. Re: #atari8 reminder

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-06 00:00:00 UTC
From: bosco@yab.com
Message-ID: <4cl6cs$vs@news.yab.com>
Source record: 86690

Richard MORRIS (richard@stingray.manawatu.gen.nz) wrote:
: Would it be possible to list a time relative to GMT please? I have
: trouble remembering how many hours I'm ahead of everyone here in New
: Zealand, but have no trouble relating that to GMT (I just look at my
: e-mail headers...) All those time zones in the US are a nuisance =8-]

Eek! We've forgot this is an international matter!

116. Re: "Pool" disk

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-06 00:00:00 UTC
From: bosco@yab.com
Message-ID: <4cl5vo$vs@news.yab.com>
Source record: 86691

Bingham (bbingham@haven.ios.com) wrote:
: bosco@yab.com wrote:
: : need to be decoded in the first place! Encoding on a PC is easy.
: : Decoding on an Atari 8-bit is IMPOSSIBLE! So, the designers of the CD

: Now that is a blatant lie! I can decode .ATR images on my 8-bit with no
: problem! Getting them from CD to the 8-bit is the Bear!

Not a lie, but probably a general misconception on my part. I haven't
seen any ATR2DCM conversion programs on the net, or at least their
filenames are sufficiently vague enough to miss them. If conversion is
possible, then I take back everything I said. Funny how the original
compilers of the CD didn't seem to know of this either.

117. Re: Favorite Synapse Games

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-06 00:00:00 UTC
From: richs@interlog.com
Message-ID: <4cl7fa$26n@steel.interlog.com>
Source record: 86692

Jack H. Lee <102337.2577@CompuServe.COM> wrote:

>I feel quite nostalgic reading some of previous messages. "Blue
>Max" is still one of my all-time favorite games. I was still
>playing it as of a few months ago, before my 1050 finally bit the
>dust. Oh, well. The sequel never did much for me except reboot
>the computer and play something else. <g>

>Other favorites, as mentioned before -- "Pharoh's Tomb," "Ft.
>Apocalypse" (although the sound/graphics were just a wee bit under
>their standards) and others that I can't think of right now...

I used to enjoy playing 'Shamus'. Anybody else remember that one ?
Cheers !

Richard.

~~~~~~
Richard Smith - a Limey living in Toronto, Canada
richs@interlog.com http://www.interlog.com/~richs
Compendium of Britishisms http://www.interlog.com/~richs/phrases.html
~~~~~~

118. Commodore system

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-06 00:00:00 UTC
From: msaurman@legend.akron.oh.us
Message-ID: <msaurman.2n2o@legend.akron.oh.us>
Source record: 86693

Yes, I know that this is not a C-64 support group, forgive me but a friend of mine is looking for a C-64. I am not able to post this in any other 8-bit group because it is not served from my server. Please forward this to a C-64 group if there is one. He will need the C-64 itself along w/power supply, TV hookup cables, and disk drive and software both optional. You can either e-mail me at msaurman@legend.akron.oh.us or post a reply here at comp.sys.atari.8bit
Thanks.
---Mark

119. Re: 80 Column wanted...

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-06 00:00:00 UTC
From: eplicon@aol.com
Message-ID: <4clcgm$hsf@newsbf02.news.aol.com>
Source record: 86694

Also note that the software generated 80-column displays are next impossible to read on a regular TV screen -- the character set is small and tends to smudge/overlap into other characters. Your best bet is to view it on a monochrome monitor.

The XEP-80 is a good alternative. Never had much use for that, but at least the text quality is quite readable.

120. Computer Shopper Magazine

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-06 00:00:00 UTC
From: bosco@yab.com
Message-ID: <4cm7so$4bq@news.yab.com>
Source record: 86695

Hiya! I need your help. Our group has been trying for the last two and a half years to get our club listed in Computer Shopper's User Group/BBS lists. They were once in the magazine, now they are maintained (?) on their web page. Other Atari clubs are listed in it. Well, I've been getting a runaround from the editors and web editors about getting it done. They updated the list in November and assured me that our entry would be in it. It wasn't. Since then, I've been put on permanent hold when it comes to e-mail inquiries. I am starting to think that it is a deliberate omission because I've been so diligent with my e-mail to them. All I got previously was a bunch of lip-service.

Here's where you can help. Can you e-mail Computer Shopper and ask them why they are not including our entry? You can pretend to be a friend or aquaintance. Don't be nasty or foul. If I can get several people to e-mail them then they may just do something. Another plus would be that they would know I've made this whole bruhaha public.

addresses: <John Burek> 72241.2313@compuserve.com
webeditor@zd.com
Angela_Gunn@zd.com
John_Blackford@zd.com
Steven_Maggs@zd

****
* bosco@host.yab.com * The Northwest Phoenix Atari Connection *
* John Collins * P.O. Box 67511 Phx, AZ 85082 *
* Editor & Librarian * Atari 8-bit (ONLY!) User Group *
****

121. 8-bit/2600 games wanted

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-06 00:00:00 UTC
From: Joe.Blenkle@1657.gigo.com
Message-ID: <e62_9601060828@gigo.com>
Source record: 86696

#WANTED - Atari 8-bit computer (400/800/800XL/XE type) game carts/disks
in particularly the following:

Agent USA
Choplifter
E.T. Phone Home
Kaboom
Last Starfighter
Megamania
Millipede
Miner 2049er
Miner 2049er 2: Bounty Bob Strikes Back
Ms. PacMan
Pitfall
Pitfall II
Pole Position II
River Raid

Atari 2600 Games
___--------------
Tunnel Runner

Please leave mail back or to joe.blenkle@726.gigo.com

... Backup not found: (A)bort (R)etry (S)lap nearest innocent bystander.

___ Blue Wave/QWK v2.20 [NR]
--
: Fidonet: Joe Blenkle 1:203/1657 .. speaking for only myself.
: Internet: Joe.Blenkle@1657.gigo.com

122. Re: How to set/unset COMMAND line?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-06 00:00:00 UTC
From: ddezinski@mail.cbf.com
Message-ID: <30eee82e.2383074@204.157.12.253>
Source record: 86697

On Sat, 6 Jan 1996 08:56:08 GMT, ai123@FreeNet.Carleton.CA (Steven J. Tucker) wrote:

>How can I manually set and unset the command line without going through
> some SIO routine? Its seems its should be a bit in the Dxxx range, but
> my Mapping the Atari says nothing about it! :(

The register is at $D303, store $34 to set COMMAND line low, and
$3C to set it high

>It does however document the clock in/out lines. Are these actually hooked
> up inside the unit and useable, or driven to ground?

According to the SAMS schematics for the 800XL the CLOCK IN line is
connected to pin 26 of POKEY and CLOCK OUT to pin 27, both have
4.7k pull-up resistor connected to +5v.

Dave Dezinski

123. SpartaDOS developers

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-06 00:00:00 UTC
From: nkey@ixc.net
Message-ID: <199601061812.NAA29978@ixc>
Source record: 86698
Body handling: Inline uuencoded payload not displayed: test2.zip

Subject: SpartaDOS bugs.

Report from Nelson Nieves, ATARI 8-bit/SpartaDOS Project:

To all developers of SpartaDOS 3.2x and X!

During the development of my UnErase program, I came across a few ugly facts about SpartaDOS's DELDIR and ERASE (DEL) commands.

For those of you who may not be aware of these facts I will describe them for you:

First, FTE's UnErase:

FTE's UnErase does not recover directories and has one bug that I am aware of. It reads past the end of the dir and creates a dir length error.

This is a problem. Expanding the dir can cause a free sector to be allocated to the dir. So if you wanted to recover a file or directory and that directory's or file's sector was allocated to the dir in question, tough luck.

Second, the DELDIR (RD) command:

The DELDIR command clears the directory attribute bit of a directory when you erase it. Apparently I was aware of this fact in early 1994 when I started coding TREE.COM. But I had forgotten it. Recently, after writting an e-mail message to Tom Hunt (of CTH) concerning this. I went back to look over the tree code, and clearly enough found I had documented this fact.

Also, since the DELDIR command clears the directory attribute bit, I wrote the search for directory routines to just check for the directory attribute bit. If it was set then we had a directory in use, if it wasn't set than it was probably a file or a deleted directory.

Do not assume this to be the case anymore. I have written xErase to replace SpartaDOS's internal DELDIR and ERASE commands. It will not clear attribute bits. So you must check for bit 3 or 4 to make sure the specified dir entry is in use or deleted.

If you have written a shareware or public domain program with this assumption please re-write your code and release a new version.

Third, the ERASE (DEL) command:

The ERASE command also clears attribute bits and has a bug. It seems that Erase is allocating sectors to directories without the directory needing it.

I have included an SIO2PC disk image (in ZIP format and uuencoded) with this e-mail. You can test this bug for yourself doing the following:

1) make a copy of TEST2.ATR (so that you may try again)
2) deldir TEMP>TEMP2
3) deldir TEMP
4) erase a few files (1 or 2 is enough)
5) unerase *.*

UnErase should report that a sector belonging to TEMP has been allocated to another file. Don't assume, as I did, that this is caused by UnErase expanding the directory.

Try again and this time do not use the UnErase command (step 5). Use a disk sector editor (DISKRX) and take a look in sector 5. You should see two allocated sectors to the Main directory. Then read sector 6 and calculate the length of the directory. It should be 253. It clearly doesn't need sector 7 because this is a double density disk (256 byte sector). CleanUp does not check for this type of error.

This is another reason why I decided to write my own Erase command.

Could it be that Erase is actually reading past the directory? You can't do this if you open directories for update (Aux1 = 28). If so, why isn't the byte count of the directory updated?

I will leave these questions to you all. I have to get back to work on the project. :)

The first disk should be out soon. It probably will include more than 15 programs.

The UnErase command will be a command-line program. This was caused by the huge amount of hours investigating errors such as the one's I have previously documented. I will resume work on a version 2, later on as the project advances. It will be released in the second disk. The command-line version is good for those who are, for exmaple, using 80M.COM type handlers. The windows version will not work in 80 column environments.

Also, the idea of recovering partial data to another disk is best left to DISKRX and a human operator. This feature has been scraped. "The reason?," you ask. Well, the first sector of every file and directory on disk is the sector-map. If it gets overwritten, UnErase has no way of knowing which sectors belonged to the file or which is the next sector-map in the link.

BTW, why do you think ICD was so adamant on the recovery of directories. I just don't see why recovering directories can cause errors?

[Section: 1/1 File: test2.zip Encoder: Wincode v1.4]
Original Input File Size: 999

[Inline uuencoded payload not displayed: test2.zip]

[Section: 1/1 File: test2.zip Encoder: Wincode v1.4]

Nelson Nieves

Atari 8-bit/SpartaDOS Project
P.O. Box 1702
Hatillo, PR 00659-1702

nkey@ixc.net

1 (809) 820-3135 : 8 am to 5 pm eastern standard time

[SpartaDOS is a copyright product of Fine Tooned Engineering (FTE)]
[FTE is in no way related to my project, opinions expressed are my own]

124. Who wrote Preppie?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-06 00:00:00 UTC
From: DAG.HUGDAHL@f47.n282.z1.fidonet.org
Message-ID: <863_9601061225@flight.org>
Source record: 86699

Quoting From: 71333.2241@compuserve.com (Steve Saxon)

SS>Can anyone out there remind me the name of the guy that wrote Preppie
SS>and Preppie 2. He also wrote a really neat Scramble type game with a
SS>submarine and the name of that escapes me too..
SS>
SS>A friend and I were both Atari 800 programmers 10 years ago and we got
SS>reminiscing, and the answer to this one has been driving us crazy.
SS>All we can remember is it is Russ something.

Russ Wetmore. Boy, I really loved both Preppie! games, even thought I
had to wait for them to load from my 410...

-Dag-

dag.hugdahl@flight.org

---
* PabQwk 2.0 #23 * ERROR- 170: File not found ... should I fake it? (Y/N)
---------------------------- -//- ----------------------------
Internet: DAG.HUGDAHL@f47.n282.z1.fidonet.org
| FlightLine data.612.544.5118 <> note: the views of this |
| Aviation & FlightSim Resource <> user are strictly his own. |
---------------------------- -//- ----------------------------

125. Re: What happened to Adv. Int'l?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-06 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.91.960106214502.10629D-100000@moose.erie.net>
Source record: 86700

On Sat, 6 Jan 1996, Richard A. Smith wrote:

> sydtech@skypoint.com (Scott Butler) wrote:
>
> >Whatever happened to Scott Adams and Adventure International? As everyone
> >here knows, they wrote a series of excellent games (text adventure, arcade,
> >etc) for a variety of machines back in the late 70s/early 80s, and then
> >seemed to disappear off the face of the planet.
>
> >What happened to these guys? Where's Scott Adams?

> I was told, but I am not sure if it is true, that Scott Adams is the
> cartoonist behind the 'Dilbert' series.
> Cheers !
>

Right name, wrong guy. That's a different Scott Adams!

126. Re: What happened to Adv. Int'l?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-06 00:00:00 UTC
From: followel@cris.com
Message-ID: <30ee6b6f.602720@news.cris.com>
Source record: 86701

On Sat, 06 Jan 1996 09:22:18 GMT, richs@interlog.com (Richard A.
Smith) wrote:

>
>I was told, but I am not sure if it is true, that Scott Adams is the
>cartoonist behind the 'Dilbert' series.
>Cheers !
>
> Richard.
>

True, but, it's not the same Scott Adams.

Sincerely,
- Byron Followell
followel@cris.com

127. Re: POOL DISK

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-06 00:00:00 UTC
From: sup8pdct@brisnet.org.au
Message-ID: <4clprm$eq0@gateway1.brisnet.org.au>
Source record: 86702

In <199601040732.XAA12265@zippy.sonoma.edu>, kendrick@cs.sonoma.edu (William Kendrick) writes:
>Take care. I'll have to check this CD out myself some day soon. :)
>
>Any extensive list of "what's on the CD" out there?

I don't think any body would put a list of over 9000 files in this group.
There are over 700 ams files to start with.

128. FS/T: Atari 8-bit computer stuff [01/06/96]

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-06 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <4cm0hs$n5b@cloner3.netcom.com>
Source record: 86703

```
updated 01/06/96
----------------
I have the following Atari 8-bit software and hardware for sale or
trade.

Everything is sold as is. Unless specified, all items have been
tested and are in perfect working order.

Buyer has ten (10) days to send payment, and pays all shipping
costs, which will be sent via U.S. Postal Service. The shipping
cost depends on both the weight of the package and the distance
that it is traveling. Buyer has the choice of either first class
or parcel post (which is slower, but cheaper).

Payment must be made in U.S. funds, by either check or money order,
drawn from a U.S. bank branch. Canadian buyers must send a Canadian
Postal Money Order, payable in U.S. funds. This is the only way I
have found to deal with my friends to the north (my bank is very
picky, but the U.S. Post Office will cash a Canadian Postal M.O.)

SOFTWARE:

NOTE: If the company name isn't listed, then the game was released
by the same company as the system.

NOTE: All cartridges are loose (ie. without box and manual), unless
specified.

NOTE: Since all cartridges are used, some labels will have small
defects. Major defects will be listed.

ATARI 8-BIT COMPUTER:
---------------------
Loose cartridges, no box or manual:
$ 6.00 Atariwriter
$ 6.00 Basic
$ 7.00 Eastern Front: 1941
$ 5.00 Pac-Man

Loose cartridges with manual:
$ 6.00 Star Raiders

Cartridges with box and manual:
$10.00 Eastern Front: 1941 (also includes poster map)

HARDWARE:
```

NOTE #1 FOR THOSE BUYING SYSTEMS: If you buy certain systems (they are marked) you will have the option of buying a BRAND NEW RF switchbox for $5 that is virtually identical to one sold at Radio Shack for $7, plus tax. It allows for the connection of both 300 OHM and 75 OHM antenna lead-in's.

If you already have an RF switchbox, most systems will work fine with it. Some systems still include one, please read carefully.

LOT #1

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 600XL COMPUTER with original power supply.

I will also throw in a second non-working ATARI 600XL for parts, FREE.

This is a complete system, except for RF switchbox and RCA cable.

$24.00

*****

LOT #2

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 800XL COMPUTER with original power supply.

I will also throw in a second non-working ATARI 800XL for parts, FREE.

This is a complete system, except for RF switchbox and RCA cable.

$44.00

*****

LOT #3

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 65XE COMPUTER with original power supply.

This is a complete system, except for RF switchbox and RCA cable.

$34.00

*****

LOT #4

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 130XE COMPUTER with original power supply.

This is a complete system, except for RF switchbox and RCA cable.

$59.00

*****

LOT #5

ATARI 1050 (127K) DISK DRIVE, with original power supply, and
one (1) Molex connector cable.

$39.00

*****

LOT #6

ATARI 1050 (127K) DISK DRIVE, with one (1) Molex connector cable.

This disk drive doesn't include the power supply.

$34.00

*****

To reserve an item listed here, please contact me.

Michael J. Novak Jr.
VGA2000@ix.netcom.com -- for quickest response
VGA2000@io.com
dw901@cleveland.freenet.edu

--
Michael J. Novak Jr. BUYING/SELLING/TRADING: 3DO, Atari Jaguar & Lynx,
Video Game Advantage Nintendo Game Boy, NES & Super Nintendo, Sega 32X,
6861 Anthony Lane Saturn, Genesis, Sega CD, Game Gear & SMS, Sony
Parma Hts., OH 44130 Playstation, Turbo Duo, all Classic systems, and
(216) 843-8815 Voice Classic cartridge based computers!

Over 2 years on the Internet! Now on the WWW at http://www.io.com/~vga2000/

For current list, or to be placed on my e-mail list, please leave E-Mail at:
VGA2000@ix.netcom.com OR VGA2000@io.com OR dw901@cleveland.freenet.edu

129. Re: [--- Toronto ---] (was: Atarti 400/800XL etc. for Sale)

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-06 00:00:00 UTC
From: bbingham@haven.ios.com
Message-ID: <4cm24n$69p@news.ios.com>
Source record: 86704

Winston Smith (winston@merk.com) wrote:
:
: There is a long time running ATARI 8-bit BBS in the Toronto Area
: called "The (Toronto) Jail BBS" (I think that is the name of it). It

The # for the JAIL BBS in Toronto is: 1-416-762-9316

Also:

Northern Limits BBS 1-905-937-2786 in Ontario
System Reset BBS 1-905-544-6162 in Ontario also
POT HOLE BBS 1-604-642-6795 in Sooke B.C.

Hope this helps you Canajiuns out.
Of course you can always call USA and Billy Bob's Attic 1-201-358-1276
<grin>

130. where to go??

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-07 00:00:00 UTC
From: the_gaming_guru@usa.pipeline.com
Message-ID: <4cn2ok$gor@news1.usa.pipeline.com>
Source record: 86556

I am currently working with my pops to start a new bbs
thats everything related. If you have any atari files you would like to
see up on our board either lemme know where I can get them or send them to
me. Also I keep hearing about this "pool" cd. What exactly is it and
where can I get it? How much and all that stuff?

Rc

131. My PGP Public Key

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-07 00:00:00 UTC
From: tomhunt@bright.net
Message-ID: <4cnbqf$5m5@brutus.bright.net>
Source record: 86557

```
-----BEGIN PGP SIGNED MESSAGE-----

If anyone is interested, you can get my pgp public key by doing a finger
on me. Or, if using netscape, just goto-

http://brutus.bright.net/~tomhunt/.plan

That will show you the same info.

-----BEGIN PGP SIGNATURE-----
Version: 2.6.2

iQCVAwUBMO7AXJE8W2AK/tGNAQFVvQP+M0tf1yZyQHNWKb1OsowmYtitay1vQxRv
XTdbK4OcDsPMOUeIlAzCF1OwuVkKd82vb27cLfKV2gbM3PTQ3pLeNygBnCP5dCBn
0KWHjMQOUx5EcaYasYEHYsS/Hhf0D68NcvXh9DU5eOwk/bi9cXqIIQW710vVRkUt
HpqRhItSamI=
=MPYd
-----END PGP SIGNATURE-----
```

132. help: 1050 disk drive stop working

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-07 00:00:00 UTC
From: stiemann@ionline.net
Message-ID: <4cpd2e$60d@nic.wat.hookup.net>
Source record: 86558

My 1050 disk drive will not boot up.
I replaced the drive unit but it still did not work.
If someone can post some advice or where I can find a repair manual it
would be most helpfull.
Thank you in advance.

Paul
(first post)

133. Re: SH204? SF204?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-07 00:00:00 UTC
From: "Ernest.R.Schreurs" <ernest@pi.net>
Message-ID: <4cp2t9$n5n@neptunus.pi.net>
Source record: 86559

Cyrus <cyrus@lagrange.amd.com> wrote:
>I don't know what the proper name is for this unit (hard drive?), but
>is the SH204 compatible with 8bits...or is this only an ST product?
>
The Atari SH204 drive is a 20 Mb hard drive intended for use with the ST.
However, inside the case you find a host adapter, an Adaptac 4000
controller, and a 20 Mb MFM hard disk. If you pull out the host adapter,
you have a 20 Mb SCSI disk unit that can be attached to the Black Box.
I know of someone who has done this. 20 Mb is next to useless on a ST
nowadays, so these units can be had very cheap.
The megafile style hard disks usually have an integrated hostadapter/mfm
controller board, so these cannot be used.

134. Re: Derik Mihocka at Branch Software not answering mail.

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-07 00:00:00 UTC
From: SQJY33C@prodigy.com
Message-ID: <4cpdpo$1t2s@useneta1.news.prodigy.com>
Source record: 86560

Perhaps he refuses to answer to messages that misspell his name,
or perhaps since his name is not Derik or Derek he thinks you are writing
to someone else...

I couldn't even find the web page today

-
FRED EDWARDS SQJY33C@prodigy.com

135. Re: Dealers?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-07 00:00:00 UTC
From: swallace@dmv.com
Message-ID: <4cp6j0$838@eagle.dmv.com>
Source record: 86561

Jack H. Lee (102337.2577@CompuServe.COM) wrote:
: I know this has been discussed many times before, but...

: What Atari 8-bit dealers are still around? I need to get a new
: disk drive, now that both of my 1050s have kicked the bucket after
: many years of service. Are places like American Technivision
: still around? What is the average going prices these days?
: Certainly not too expensive, I hope. <g>

: Thanks.

Hello Jack,

Some of the old Atari dealers are still around. You might check for a vendor list in a FAQ. The B & C catalog lists reconditioned 1050 drives for $135 and new for $175. Their phone is 408-986-9960 (closed Mondays). ATV was selling Atari parts and software last year to reduce their inventory. They're at 510-352-9227. And Best Electronics is still in business so far as I know. Their phone is 408-243-6950.

You might be able to find a few places that will repair your drives. ATV used to have 1050 drive mechanisms and ICs. Also try Bolt's repair service - 805-579-9954, or CSS at 716-429-5639. Hope this helps.

Steve

136. 1400XL and ATR8000 for sale(posssibly)

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-07 00:00:00 UTC
From: "Daniel J. Toms" <dtoms@ecst.csuchico.edu>
Message-ID: <Pine.HPP.3.91.960107133121.23752A-100000@steroid.ecst.csuchico.edu>
Source record: 86562

I have a working,with ibm ps, 1400xl upgraded to 320K, and a working ATR8000 64K that are more or less for sale. Of course that precludes offers that I don't like ;-) Everything works and is in decent condition. The 256K upgrade to the 1400xl was based on the xl line of upgrade3s (I did from a doc file somewhere) The internal 300baud modem doesn't seem to be working, but the speach synthisizer is fine. Note, this is not the 1450XLD, it has no associated drives.

dan toms
email: dtoms@ecst.csuchico.edu

137. SpartaDOS XIO Info Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-07 00:00:00 UTC
From: David Wyn Davies <101502.651@CompuServe.COM>
Message-ID: <4cpks9$l6g$1@mhafn.production.compuserve.com>
Source record: 86563

Has anyone got the full XIO programming information for
SpartaDOS? This is an urgent request. I am specifically looking
for details on SpartaDOS' own binary file loader call.

David Wyn Davies
The Atari Classic Programmer's Club
101502.651@compuserve.com

--
If heaven is a place on Earth, the real thing must be incredible!

138. need schematic for 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-07 00:00:00 UTC
From: mmoss@mindspring.com
Message-ID: <4cn4n5$1o0s@stealth.mindspring.com>
Source record: 86705

could someone please send a schematic for the 800XL to Marvin Moss Box 28601, Atlanta, GA 30358. Where can i get info on equivalent chips in the unit like CO14806-03 is really a 6502 chip. But what is the CO61618, etc.?? Is there a repair manual out somewhere that goes into detail on how to repair internal problems? Thanks, Marv

139. For Sale 1050 Schematics

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-08 00:00:00 UTC
From: talmage@expert.cc.purdue.edu
Message-ID: <4cpsh9$569@mozo.cc.purdue.edu>
Source record: 86564

```
for sale:

SAMS 1050 disk drive schematics - $10 plus shipping

Mike Clemmons
```

140. Re: SpartaDOS XIO Info Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-08 00:00:00 UTC
From: bbingham@haven.ios.com
Message-ID: <4cr9na$qcv@news.ios.com>
Source record: 86565

David Wyn Davies (101502.651@CompuServe.COM) wrote:
: Has anyone got the full XIO programming information for
: SpartaDOS? This is an urgent request. I am specifically looking
: for details on SpartaDOS' own binary file loader call.

: David Wyn Davies
: The Atari Classic Programmer's Club
: 101502.651@compuserve.com

Well I'm not about to type the complete manual but:

The XIO call to Binary load is:
XIO 40,#iocb,4,X,"Dn:[path]fname.ext"

If X is < 128, then the Init/Run vectors are used.
otherwise they are ignored.

Also you must be certain that iocb is closed
before this operation!

141. Re: "Pool" disk

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-08 00:00:00 UTC
From: peter.schmitz@tronic.de
Message-ID: <4cql1p$57n@Dortmund.Germany.EU.net>
Source record: 86566

Hello, fellow-8-bitters!

bosco@yab.com () wrote:

>Bingham (bbingham@haven.ios.com) wrote:
>: bosco@yab.com wrote:
>: : need to be decoded in the first place! Encoding on a PC is easy.
>: : Decoding on an Atari 8-bit is IMPOSSIBLE! So, the designers of the CD

>: Now that is a blatant lie! I can decode .ATR images on my 8-bit with no
>: problem! Getting them from CD to the 8-bit is the Bear!

>Not a lie, but probably a general misconception on my part. I haven't
>seen any ATR2DCM conversion programs on the net, or at least their
>filenames are sufficiently vague enough to miss them. If conversion is
>possible, then I take back everything I said. Funny how the original
>compilers of the CD didn't seem to know of this either.
>

So far, so good. But HOW do I convert an .ATR (or even worse: an .XFD)
disk image to a genuine 8-bit-atari disk??? If it's so easy, please
just tell me....
I have followed this thread along the last one or two weeks, and still
I can't see how to get the progs from the CD to my good old 800. I've
got a floppy with "happy" compatible enhancement, and I'm no kind of
hardware soldering cable cowboy (I'd like to, but I've got some kind
of ten thumbs on my hands). Also I'm not familiar with programming on
a machine language platform. Is there any chance for an ignorant guy
like me to get an disk image to a real atari disk? By the way: There
is no problem for me in taking the stuff off the CD. My PC has got a
5,25"-floppy, and the program "ataridsk" works fine in transfering
files from PC to Happy-DOS-DD-disks on my atari.

I think the point is that I don't know a simple way to extract Atari
files out of .XFD and .ATR images. Wouldn't anyone out there like to
write an UNXFD program - either for the 8-bit or for the PC???

Peter

"Murphy was an optimist."

142. Atari 800 System For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-08 00:00:00 UTC
From: "Ronald R. Tavares" <ronnie@tiac.net>
Message-ID: <4cs3kk$blr@sundog.tiac.net>
Source record: 86567

Atari 800 Computer Consule with 32K Ram. Atari floppy disk drive, Atari Modem, all Atari Manuals. Misc. items include: Atari Paddle controlers, Light Pen, Word Processor Software, and other misc. software. When I bought it, it cost me anywhere from $2500 to $3000. Today, I have no idea what it is worth. If anyone is interested, please make me an offer.

Thanks, Ronnie

143. Will a Atari 5200 power supply work on an Atari 800?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-08 00:00:00 UTC
From: summers@newt.CS.ORST.EDU
Message-ID: <4crvbj$heg@engr.orst.edu>
Source record: 86568
Cross-posted to: rec.games.video.classic,alt.games.video.classic,comp.sys.atari.8bit

I picked up an Atari 400 at a thrift store the other day, unfortunately
without the power supply. I was wondering if a 5200 power supply would
be compatible, or does it have different specs?
--
___ ___ ___ Benjamin C Summers
//_>>// << E-mail: summersb@ucs.orst.edu
//_>>//_ __>> WWW: http://engr.orst.edu/~summers/
Telephone: (541) 258-5930

144. Re: Will a Atari 5200 power supply work on an Atari 800?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-08 00:00:00 UTC
From: sydtech@skypoint.com
Message-ID: <4cs6h8$ke7@stratus.skypoint.net>
Source record: 86569
Cross-posted to: rec.games.video.classic,alt.games.video.classic,comp.sys.atari.8bit

Benjamin C Summers (summers@newt.CS.ORST.EDU) wrote:
: I picked up an Atari 400 at a thrift store the other day, unfortunately
: without the power supply. I was wondering if a 5200 power supply would
: be compatible, or does it have different specs?

I wouldn't recommend it. Atari 5200 power supplies put out 11.5v, and I believe most 8-bit computer and peripheral power supplies I've seen (including the many I have in my basement "classics pit") are 9v. I don't happen to have any of the power supplies in front of me, but I'm sure someone will post the specific specs for them...

Scott

145. OS B Roms

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-08 00:00:00 UTC
From: tbauer@saul3.u.washington.edu
Message-ID: <4crh4m$60b@nntp5.u.washington.edu>
Source record: 86570

Hi,

One of my OS B Roms blew in my Atari 800, so I need to pick up a new one. I think it is either the 299 or 399 chip (?). The other 2 are fine (cross checked with my 400).

Anyone know where I can pick up one these days for cheap ??

Thanks,

Tom

--
tbauer@u.washington.edu

146. Re: Favorite Synapse Games

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-08 00:00:00 UTC
From: ddahlstrom@mhv.net
Message-ID: <4crq92$qc1@over.mhv.net>
Source record: 86571

Of course. Shamus was tops with me! Especially those
neat moving walls.

--Dave

richs@interlog.com (Richard A. Smith) wrote:

>Jack H. Lee <102337.2577@CompuServe.COM> wrote:

>>I feel quite nostalgic reading some of previous messages. "Blue
>>Max" is still one of my all-time favorite games. I was still
>>playing it as of a few months ago, before my 1050 finally bit the
>>dust. Oh, well. The sequel never did much for me except reboot
>>the computer and play something else. <g>

>>Other favorites, as mentioned before -- "Pharoh's Tomb," "Ft.
>>Apocalypse" (although the sound/graphics were just a wee bit under
>>their standards) and others that I can't think of right now...

>I used to enjoy playing 'Shamus'. Anybody else remember that one ?
>Cheers !

> Richard.

>~~~~~~
>Richard Smith - a Limey living in Toronto, Canada
>richs@interlog.com http://www.interlog.com/~richs
>Compendium of Britishisms http://www.interlog.com/~richs/phrases.html
>~~~~~~

147. post to c.s.a.8

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-08 00:00:00 UTC
From: kendrick@cs.sonoma.edu
Message-ID: <199601082350.PAA08410@zippy.sonoma.edu>
Source record: 86572

Forwarded message:
From BRUCKA@eruvin.jct.ac.il Mon Jan 8 14:54:44 1996
Date: Tue, 9 Jan 1996 0:50:13 +0300 (EET)
From: BRUCKA@eruvin.jct.ac.il
Message-Id: <960109005013.b1f@eruvin.jct.ac.il>
Subject: post to c.s.a.8
To: kendrick@zippy.sonoma.edu
X-Vmsmail-To: SMTP%"kendrick@zippy.sonoma.edu"

Bill,

I forgot where I put the piece of paper with that mail address..
Can you post this (and give me the adr again)? thanx!

Hi all,

I've kinda disappeared from the scene when my 130XE died on me, and I had
some studying, and my account closed down, blah blah blah. I'm back though,
and hopefully my subscription request for the atari8 digest went through.

I've made some progress with Ice-T. I haven't added any new features since
the released version 2 other than xon/xoff flow control, but I reworked
much of the foundation code, including data flow routines and the display
routines. The result is smoother and faster performance, with less of the
bugs and data losses at high speed that occurred with v2.0.

Before sending it out to the beta-testers though, I'd like to add some kind
of real feature, like finishing the dialling menu, maybe adding a bit of
user-friendliness to the file operations. This should take a couple of days.

In the meantime, anyone who wants to test it can mail me, and I'll mail out
working copies in about a week or so.

-itay chamiel
brucka@eruvin.jct.ac.il (old addresses working too, as of today only!)

148. Re: AR - Statutes of Limitation on Copywright?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-08 00:00:00 UTC
From: Depeche <depeche@rtd.com>
Message-ID: <DKvnnH.7M7@ncrcae.ColumbiaSC.ATTGIS.COM>
Source record: 86573

>==========Gareth Latchum, 1/6/96==========
[stuff deleted]
>Just felt I should say that I think that AR City and Dungeon are
>about the most atmospheric games I have ever played. If Phil
>wrote sequels (were there supposed to be seven originally?),
>then I would buy the system they ran on just to play them!!
>So would several other people I know!

I have played newer role-playing games, and games with a "city" theme, but AR seems to hold the cake, even with the primitive middle-'80's technology to atmosphere... I liked the whole idea of walking around a bustling city, with no "quest" necessarily in mind, other than to build up strength, etc, and being able to join guild (16 bit) was a fun thing to do too though the 16-bit PC version of AR:The City doesn't even graphically or musically/sound compare to the 8-bit AR:TC.. The Dungeon had some pretty interesting quests though..

Anyone here ever have a caracter in the contest for, what was it, "Awesome Character"??

Depeche

149. Re: Favorite Synapse Games

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-08 00:00:00 UTC
From: "Jack H. Lee" <102337.2577@CompuServe.COM>
Message-ID: <4cqfun$2eh$1@mhafc.production.compuserve.com>
Source record: 86574

I thought the two "Shamus" games were all right, but too frenetic for my tastes! All that non-stop shooting and running about tended to take a toll on the joystick...and my hands. <g> I also remembered liking "Necromancer" a lot, which was previously mentioned. Very dreamy graphics, sound, and music. One of the best of its day.

150. Re: "Pool" disk

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-08 00:00:00 UTC
From: bbingham@haven.ios.com
Message-ID: <4crdr2$1cd@news.ios.com>
Source record: 86575

Peter Schmitz (peter.schmitz@tronic.de) wrote:
: Hello, fellow-8-bitters!

: bosco@yab.com () wrote:

: >Bingham (bbingham@haven.ios.com) wrote:
: >: bosco@yab.com wrote:
: >: : need to be decoded in the first place! Encoding on a PC is easy.
: >: : Decoding on an Atari 8-bit is IMPOSSIBLE! So, the designers of the CD

: >: Now that is a blatant lie! I can decode .ATR images on my 8-bit with no
: >: problem! Getting them from CD to the 8-bit is the Bear!

: >Not a lie, but probably a general misconception on my part. I haven't
: >seen any ATR2DCM conversion programs on the net, or at least their
: >filenames are sufficiently vague enough to miss them. If conversion is
: >possible, then I take back everything I said. Funny how the original
: >compilers of the CD didn't seem to know of this either.
: >

: So far, so good. But HOW do I convert an .ATR (or even worse: an .XFD)
: disk image to a genuine 8-bit-atari disk??? If it's so easy, please
: just tell me....
: I have followed this thread along the last one or two weeks, and still
: I can't see how to get the progs from the CD to my good old 800. I've
: got a floppy with "happy" compatible enhancement, and I'm no kind of
: hardware soldering cable cowboy (I'd like to, but I've got some kind
: of ten thumbs on my hands). Also I'm not familiar with programming on
: a machine language platform. Is there any chance for an ignorant guy
: like me to get an disk image to a real atari disk? By the way: There
: is no problem for me in taking the stuff off the CD. My PC has got a
: 5,25"-floppy, and the program "ataridsk" works fine in transfering
: files from PC to Happy-DOS-DD-disks on my atari.

: I think the point is that I don't know a simple way to extract Atari
: files out of .XFD and .ATR images. Wouldn't anyone out there like to
: write an UNXFD program - either for the 8-bit or for the PC???

: Peter

: "Murphy was an optimist."

Ok, You got it! By tonight there will be an 8-bit program to
UNATR and UNXFD! Also a PC program ATR2PATH which will take a
sparta dos image and create the mirror path of it.

Enjoy
Now should I UU these here?
Otherwise they will be available at
(201)358-1276 14.4kb Billy Bob's Attic

151. Re: Will a Atari 5200 power supply work on an Atari 800?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-09 00:00:00 UTC
From: jjessop@ix.netcom.com
Message-ID: <4ct25v$4ll@ixnews8.ix.netcom.com>
Source record: 86576
Cross-posted to: rec.games.video.classic,alt.games.video.classic,comp.sys.atari.8bit

In <4cs6h8$ke7@stratus.skypoint.net> sydtech@skypoint.com (Scott
Butler) writes:
>
>Benjamin C Summers (summers@newt.CS.ORST.EDU) wrote:
>: I picked up an Atari 400 at a thrift store the other day,
unfortunately
>: without the power supply. I was wondering if a 5200 power supply
would
>: be compatible, or does it have different specs?
>
>I wouldn't recommend it. Atari 5200 power supplies put out 11.5v, and
I
>believe most 8-bit computer and peripheral power supplies I've seen
>(including the many I have in my basement "classics pit") are 9v. I
don't
>happen to have any of the power supplies in front of me, but I'm sure
>someone will post the specific specs for them...
>
>Scott
>
>

NO....Do not do it!

The 8 bit supplies are 9VAC while the 5200 is a DC only input!

The old 8 bits needed a -5vdc for the older style DRAM and thats why an
AC input was chosen. Makes getting -5 very easy!

The 5200 has newer technology single +5 VDC DRAM.

Jerry

152. Web Page: Bravo's Atari Store: Check this out!

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-09 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <4ctglq$7o4@julie.teleport.com>
Source record: 86577
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Check out my new Web Page for Bravo Sierra Computers. Resellers of
fine New and Used Atari Goods. Web Address is part of my Signature at the
Bottom.

--Thanks--
---Ben---
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST. WWW: Bravo's
Atari Store: http://www.teleport.com/~bensmith/bscomputers.shtml
Catalogs are FREE & updated monthly. Reply in E-Mail to bensmith@teleport.com

153. Re: How to set/unset COMMAND line?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-09 00:00:00 UTC
From: sup8pdct@brisnet.org.au
Message-ID: <4ctcfe$83p@gateway1.brisnet.org.au>
Source record: 86578

In <DKr4tL.3Bq@freenet.carleton.ca>, ai123@FreeNet.Carleton.CA (Steven J. Tucker) writes:
>How can I manually set and unset the command line without going through
> some SIO routine? Its seems its should be a bit in the Dxxx range, but
> my Mapping the Atari says nothing about it! :(

Yes it does, look at page 132 in the revised edition.
under location 54019 $D303 PBCTL.

>
>It does however document the clock in/out lines. Are these actually hooked
> up inside the unit and useable, or driven to ground?

Those come from pokey. used for externial sync for the serial lines.
Hardly any thing uses them. Drives, printers, cassette doesn,t.

154. Help repair 1200 kbd membrane

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-09 00:00:00 UTC
From: brennan@oodis01.af.mil
Message-ID: <4043@oodis01.af.mil>
Source record: 86579

I have an ATARI 1200XL with an open on one line of the conducting membrane that underlies the keyboard. I would like to know what the best method of effecting a repair would be. The open is quite small, less than the width of a straight pin. I certainly do not think that solder is the answer!

--
Alan Brennan |
(brennan@oodis01.hill.af.mil) | "Pawns are the soul of chess"
7278 4th Street, HAFB UT 84056 | -Philidor

155. Another SIO2PC question

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-09 00:00:00 UTC
From: tbauer@saul6.u.washington.edu
Message-ID: <4csmmg$8ll@nntp5.u.washington.edu>
Source record: 86580

Hello,

In the instructions for building the SIO2PC interface, there is a comment
that the "one-chip" version offers technical advantages over the "two-chip"
version. Other than the building of the interface, what other advantages
are there? I have build the two-chip version, and it works rather
flawlessly. Why should I build the one-chip version (although I do
have the parts for it) ??
I know there are some timing differences, but I thought the difference
between the two, software wise, were insignificant . ??

Thanks,
Tom

--
tbauer@u.washington.edu

156. XFD->ATR?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-09 00:00:00 UTC
From: sydtech@skypoint.com
Message-ID: <4cunu4$j3h@stratus.skypoint.net>
Source record: 86581

Sorry if this is a FFAQ, but...

I'm trying to locate a utility that will convert XFDs to ATRs for use with SIO2PC. I'm pretty sure I've heard of such a beast in existence, but have been unable to find one. Any hints?

Thanks,
Scott

157. Re: 65XE memory problem

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-09 00:00:00 UTC
From: sup8pdct@brisnet.org.au
Message-ID: <4ctbvf$83p@gateway1.brisnet.org.au>
Source record: 86582

In <bwillard.133.000A1296@mindspring.com>, bwillard@mindspring.com (Bruce Willard) writes:
>I just picked up a 65XE and when I turn it on, it immediately goes to the ram
>test. The ram test fails every other memory block. I figure this is probably
>just a chip select line rather than an actual ram problem. Does anyone know
>which chip does the select?
>

Not that i have ever seen the inside of a 65xe, But i do beleave that it has 2 ram chips.
they are the 64k bit x 4 type. If one is gone, all of memory will show up as that.
If the screen looks ok, then it is not as bad as first looks. It requires memory to display the screen
and for the 6502 stack. It could be the freddy chip or one of the ram chips.
An outside chance, it might be antic or the processor it self.

158. Re: Another SIO2PC question

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-09 00:00:00 UTC
From: classics@mail.nacs.net
Message-ID: <4ct8th$n3t@wariat.wariat.org>
Source record: 86583

Thomas Bauer (tbauer@saul6.u.washington.edu) wrote:
: Hello,
:
: In the instructions for building the SIO2PC interface, there is a comment
: that the "one-chip" version offers technical advantages over the "two-chip"
: version. Other than the building of the interface, what other advantages
: are there?

1) Cost. One chip is cheaper. Though if your building the Max232 one chip,
your still spending too much. The 1489 version is just as good or better.

2) The two chip contain a manual tri-state that is toggled on and off by
APE. Again, this is not required in the better 1 chip designs.

: I have build the two-chip version, and it works rather flawlessly. Why
should I build the one-chip version (although I do have the parts for it) ?

You should not. If your 2 chip works fine stick with it. APE supports both
seamlessly, and if you want to use SIO2PC you just use SIO2PC2.

I had my doubts about the 1489 1 chip design in the beginning, but Rick
Cortese has made me a true beliver ;)

: I know there are some timing difference.

1/60th of a second per sio request + actual code time.

> but I thought the difference
: between the two, software wise, were insignificant . ??

The software driving the two chip has to know how properly drive the
tri-state chip. When APE is in one-chip mode it simply eliminates this
code, since its not required.

Its only insignifigant in that the end result is the same w/ both cables.

: Thanks,

Your welcome :)

Steve
--

Author of APE - The Atari Peripheral Emulator!
Go APE today! http://www.nacs.net/~classics

159. 8 Bit Scanner

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-09 00:00:00 UTC
From: derek fern <derek@dfern.demon.co.uk>
Message-ID: <821180467snz@dfern.demon.co.uk>
Source record: 86584

Hi to all Atari 8 bitters in the US of A.
From Derek Fern at Micro Discount U.K.
Can anyone help me to locate a hand scanner and software suitable for the
Atari 8 bit. I understand they have been produced by a company no longer
in business. Can anyone give me any details IE did they work ? what was
the picture format ? was the quality good ? are the original producers
still contactable.
Regards
--
derek fern

160. 1200XL fer sail

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-09 00:00:00 UTC
From: keithlet@ix.netcom.com
Message-ID: <4cthu1$fac@ixnews3.ix.netcom.com>
Source record: 86585

Just to keep the marketplace interesting, I dug out my hardly used 1200XL.
The following is for sale:

1200XL console, unmodified, w/ p.s.
1050 FDD w/ p.s.
1020 color printer, never used
XDM 121 daisy wheel printer, never used
"ATARIMusic II", sealed
"Success with Math - Linear Equations", sealed
DataSoft "Napolean in Russia"

All of the above for $115 or vaguely reasonable offer. I need to scrounge
up a RF switchbox to verify operation of everything, but it should be OK.
I can deliver in the San Francisco Bay Area (at my convenience), otherwise
U pay shipping of your choice. *If* I can find any cartridges around they
will be included.

Keith th' Wild Chicken Tamer

161. User Group Meeting Notice

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-09 00:00:00 UTC
From: Michael.Fitzpatrick@flight.org
Message-ID: <bbc_9601100106@flight.org>
Source record: 86586

Mr DiMasi,

I'm the president of S.P.A.C.E in the Twin Cities Metro area of Minnsota
and would like to comunicate with you via e-mail, snail mail, or ma bell. If
you could send me an address I could write and describe our club and it's
activities and explore means of mutual sharing of ideas between the two clubs.
---------------------------- -//- ----------------------------
Internet: Michael.Fitzpatrick@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------------------------- -//- ----------------------------

162. ATARIO.COM Utility: Atari to PC Disk

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-09 00:00:00 UTC
From: aa217@detroit.freenet.org
Message-ID: <4ctvo0$592@detroit.freenet.org>
Source record: 86587

Has anyone had any luck using ATARIO.COM on a 5.25" PC disk
drive to transfer executable files from double-density Atari
diskettes to a PC disk drive, where they can be used with
the XFORMER emulator? Or does anyone know of a utility in which
such a transfer works? Please reply by e-mail. Thanks
--

163. Corrections

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-09 00:00:00 UTC
From: nkey@ixc.net
Message-ID: <199601100038.TAA08585@ixc>
Source record: 86588

:In my previous message I wrote:

>FTE's UnErase does not recover directories and has one bug that I am aware of. It
> reads past the end of the dir and creates a dir length error.

Well, actually, FTE's UnErase suffers from another very dangerous bug. If a file you unerase crosses over two bitmaps the bits corresponding to sectors in the second bitmap will not be updated (set as "in use") by UnErase.

Copy another file to this disk and SpartaDOS could allocate these sectors to the new file.

:and
>I have written xErase to replace SpartaDOS's internal DELDIR and ERASE commands.

Many of you might think that I have patched into SpartaDOS by the above unclear statement. My XErase program will replace the SpartaDOS DELDIR and ERASE commands, but only from within the SpartaDOS command-line. XErase is an external utility.

Programs, such as my DELTREE command, still call the SpartaDOS CIO to delete files and directories. This is a system wide problem. The only cure is to fix these errors in SpartaDOS 3.2 by FTE.

Nelson

Nelson Nieves

Atari 8-bit/SpartaDOS Project
P.O. Box 1702
Hatillo, PR 00659-1702

nkey@ixc.net

1 (809) 820-3135 : 8 am to 5 pm eastern standard time

[SpartaDOS is a copyright product of Fine Tooned Engineering (FTE)]
[FTE is in no way related to my project, opinions expressed are my own]

164. Re: 65XE memory problem

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-09 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <DKxnp9.M80@iglou.com>
Source record: 86589

In article <4ctbvf$83p@gateway1.brisnet.org.au>,
James Bradford <sup8pdct@brisnet.org.au> wrote:
>In <bwillard.133.000A1296@mindspring.com>, bwillard@mindspring.com
(Bruce Willard) writes:
>>I just picked up a 65XE and when I turn it on, it immediately goes to the ram
>>test. The ram test fails every other memory block. I figure this is probably
>>just a chip select line rather than an actual ram problem. Does anyone know
>>which chip does the select?
>>
>
>Not that i have ever seen the inside of a 65xe, But i do beleave that
it has 2 ram chips.
>they are the 64k bit x 4 type. If one is gone, all of memory will show
up as that.
The XE Game System used 64K*4 chips; the original 65XE used eight 64K*1
chips. It's possible there might have been a later version that used
4-bit chips, as with the 130XE. In any case, the chips were usually all
soldered in, making them harder to replace than those in earlier Ataris.
--
"Oh various day! Cartoon! Cathay!"

165. File Selector v.0.3 Completed!

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-09 00:00:00 UTC
From: kendrick@cs.sonoma.edu
Message-ID: <199601100100.RAA19637@zippy.sonoma.edu>
Source record: 86590

Do you have an Atari 8-bit or emulator? Want to make getting to your programs
and documents easier? Do you use MyDOS? If you answered "yes", keep reading!

File Selector v.0.3 has been completed, adding a few new features:

Cooler screen - the top two lines are a different (user definable) color,
and have a nice colorful border
Font support - set fonts for the screen in the configuration files
ASCII Text - it now recognizes ASCII and Unix text files and displays
them accordingly
Correct path - when a program is executed, the MyDOS "current directory"
("D:") is set to the path that the file is in (so if it
looks to "D:" for any support files, it'll find them)
Better APE - APE PC Mirror subdirectories are recgonized as such

If you'd like more information or a copy of File Selector v.0.3 or have
suggestions, comments or bug reports for any version of File Selector,
please e-mail me:

kendrick@zippy.sonoma.edu

If asking for a copy, please mention if you'd like the executable ("COM")
file send alone, unARCed. I'll then send you an e-mail message containing
the documents, and a UUEncoded copy of the program file. Otherwise, I'll
send you a UUeEcoded copy of the ARC, which contains the program, the
documents, and the fully commented Action! source code.

Information and the ARC file is available on New Breed Software's home page:

http://zippy.sonoma.edu/~kendrick/nbs/

and will hopefully soon be available from the UMich archives.

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick/

166. Burried Bucks - Which ANALOG?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-09 00:00:00 UTC
From: tom@emdcs.com
Message-ID: <30f2f7f5.84503577@news>
Source record: 86591

Hello, I am looking for the source code for Burried Bucks,
a helicopter game that I believe was published in ANALOG magazine.

Can anyone tell me which one? And, where is the site that has the back issues?

Thanks in advance...

Tom P. Bigelow - tom@emdcs.com
Diversified Computer Systems, Inc.

167. Re: Favorite Synapse Games

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-09 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <149475@cup.portal.com>
Source record: 86592

Richard Smith (richs@interlog.com) writes:
>Jack H. Lee <102337.2577@CompuServe.COM>
>
>I used to enjoy playing 'Shamus'. Anybody else remember that one ?
>Cheers !

Yep. I always enjoyed that one too. Still have it, still play it now and again. Pop down from Toronto sometime if you like; I'm in Rochester (NY).

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

168. User Group Meeting Notice

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-09 00:00:00 UTC
From: nickd@vpnet.chi.il.us
Message-ID: <1996Jan9.052220.15178@vpnet.chi.il.us>
Source record: 86593
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

The Suburban Chicago ATarians (SCAT) user group will hold its January meeting on Tues. Jan. 16 at 7:30 PM at the College of DuPage, Room SRC 1048 (at the North end of the cafeteria, which is at 22nd St. and Lambert Rd., in Glen Ellyn). There will be one or more demo(s); at least one is determined at this point, but the demo-giver wants to surprise us. Anyway, we always have a good time.

Everyone is welcome to attend. (Especially anyone who is thinking of joining SCAT :-) Feel free to bring your family.

For more information, send me E-Mail at one of the addresses below. [If this article shows up outside the greater Chicago area, I apologize - the "chi" distribution may not work (at all sites) now. Say, if you're travelling to the Chicago area and will be free that evening, feel free to stop by!]

Nick DiMasi, SCAT President

dimasi@ssd.comm.mot.com (temp., read M-F except holidays & vacation)
nickd@vpnet.chi.il.us ('perm.', read once or twice/week)
TURBONICK@delphi.com (" " " " " ")

169. Re: 8 Bit Scanner

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-09 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <DKxnyp.Mzr@iglou.com>
Source record: 86594

In article <821180467snz@dfern.demon.co.uk>,
derek fern <derek@dfern.demon.co.uk> wrote:
>Hi to all Atari 8 bitters in the US of A.
>From Derek Fern at Micro Discount U.K.
>Can anyone help me to locate a hand scanner and software suitable for the
>Atari 8 bit. I understand they have been produced by a company no longer
>in business. Can anyone give me any details IE did they work ? what was
>the picture format ? was the quality good ? are the original producers
>still contactable.

I don't think anyone ever made a hand scanner for the 8-bits. Innovative
Concepts made a product called Easy Scan which used a photocell attached
to a printer's print head. I think Antic magazine had an article about
building such a device. I don't know anyone who has actually used one,
but it probably wouldn't get a very high quality image.

--
"Oh various day! Cartoon! Cathay!"

170. Re: File Selector v.0.3 Completed!

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-10 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1996Jan10.003401.9409@wariat.UUCP>
Source record: 86456

(Bill Kendrick announces 'file selector 0.3)
Reminds me when I tried to colorify a program for making a disk
cataloger. I spent some time making things colorful with DLI's, custom
display lists. In the end I had to trash that stuff because it messed
up. I mean it messed up because DLIs mess up critical disk IO timing, I
think. So, Bill, if you get reports of, like crashes, watch out for
those DLIs. I suppose it might be best to turn them off at each disk
access and then back on again.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

171. Re: Corrections

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-10 00:00:00 UTC
From: bbingham@haven.ios.com
Message-ID: <4cvgrg$q6g@news.ios.com>
Source record: 86457

Nelson Nieves (nkey@ixc.net) wrote:
: Programs, such as my DELTREE command, still call the SpartaDOS CIO to delete
: files and directories. This is a system wide problem. The only cure is to
: fix these errors in SpartaDOS 3.2 by FTE.

Or use SpartaDOS 3.3, which is an altercation/enhancement of 3.2c ICD.

(I'm not saying 3.3a or b doesn't have the bugs in question. I haven't
looked. However, I'd bet Stephen would do a rewrite if they were
found. [My apollogies to Tom H. for mentioning 3.3 at all])

Hey if we're going to reduce Sparta to a binary file executor then we
have no problems. I think it does that ok. All we have to do is rewrite
the CIO routines ourself. Or simply skip 'em and go for SIO!

Bill
bbingham@haven.ios.com
Billy Bob's Attic
(201) 358-1276 14.4kbps Atari 8!

172. Re: 8 Bit Scanner

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-10 00:00:00 UTC
From: the_gaming_guru@usa.pipeline.com
Message-ID: <4cvuoi$lpv@news1.usa.pipeline.com>
Source record: 86458

Why Not make your own?? My poppa did it once. He took a
printer, a ir emmiter, and a ir reciever, put the ir reciever emmiter on
the printer, made a quick basic program, and Voila! instant scanning.
Antic had a similar hack but it wasn't as good.

RC

173. FS: Atari software/cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-10 00:00:00 UTC
From: basil@rain.org
Message-ID: <basil.821254016@rain.org>
Source record: 86595
Cross-posted to: comp.sys.atari.8bit,misc.forsale.computers.other.software

I am posting this message for a friend without Internet access.
If you send me e-mail, I will pass it along to him. -- Basil
------------------------------cut here-------------------------------------
ATARI ST/8-BIT

ALL SOFTWARE PACKAGES ARE ORIGINALS WITH COMPLETE DOCS, DISKS, AND
BOXES, unless noted with a * which means there is no box. I will refund
your money on any disks or cartridges that do not work.

Best offer applies to all

Atari ST 3.5" software:
E-Z Track MIDI Sequencer (new, unopened) (2 of them).....$5
Personal Pascal *.....$4
ST Key *.....$4

Atari 8-bit software:
Atariwriter (cartridge) *.....$4
Home Filing Manager (disk) *.....$4
Pilot language (cartridge).....$4
Print Shop (disk) *.....$5
Telelink (cartridge).....$4
Turtle Tracks (disk).....$4

The above prices do not include shipping.

Minimum purchase is $12 worth for Atari items. The shipping cost depends on
how many items you want, if they have boxes, and how heavy they are. For
items that can be sent with the standard 2 lb. US mail book rate, shipping
is $3. For everything else, I will weigh the items and call UPS to get a
shipping cost for you. I will only ship within the continental UNITED STATES.
No exceptions.

Very few prices are set in stone. The more you buy or the more you
have to trade, the more interested I will be in making the transaction
worthwhile for both of us.

Thank you,
Randall
------------------------------cut here-------------------------------------
Please send any e-mail to basil@rain.org and include at the top of the
message or in the subject header: "Forward to Randall".

174. Re: Help repair 1200 kbd membrane

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-10 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1996Jan10.003026.9409@wariat.UUCP>
Source record: 86596

(Alan's address bounces on me, so I'll do here.)
Alan wants to fix a small break in the printed plastic of his 1200xl
keyboard.
'Nickle Print'. There may be a better product, this is an old timey
product that is available in good 'real' electronics stores (ie. I
don't think Radio Shack will have it.) Maybe there's something better
today or someone else will have a suggestion.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

175. Re: SpartaDOS XIO Info Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-10 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <149565@cup.portal.com>
Source record: 86597

On a related note, I discovered long ago (and posted here; God knows if this stuff is archived anywhere) that there appears to be a discrepancy between using BASIC's standard I/O statements (OPEN, CLOSE, GET, PUT, etc.) and their XIO equivalents -- but ONLY under SpartaDOS (or more specifically, SpartaDOS X, since I don't believe I've tested with "regular" SpartaDOS.

To wit, a short BASIC program that uses XIO 12 (CLOSE), XIO 3 (OPEN) and XIO whatever-it-is (GET) to open and read a file, then XIO 12 again to close it, works fine under Atari DOS but *not* under SpartaDOS X. I don't recall right now what the specific failure mode consists of, but I distinctly remember that it didn't do what it was supposed to. Gee, does anyone happen to have a copy of my posting about it? Probably from 1992 or 1993, possibly earlier... ;-)

You have been warn^H^H^H^Hinformed.

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

176. Re: Help repair 1200 kbd membrane

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-10 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <4d19ud$m5a@blackice.winternet.com>
Source record: 86598

> brennan@oodis01.af.mil (Alan Brennan) writes:
> I have an ATARI 1200XL with an open on one line of the conducting
> membrane that underlies the keyboard. I would like to know what
> the best method of effecting a repair would be. The open is quite
> small, less than the width of a straight pin. I certainly do not
> think that solder is the answer!
>

>>>>
Yes, visit your local Auto Parts store. What you are looking
for is a 'Paint' made to repair those electric window defroster grids.
It's made by Loctite and comes in a very tiny bottle, .05 fl oz. Sorry,
I can't read the part number on the one I have. It is spendy, over
$10. Of course I've used this one to repair about a half dozen key
boards now. Use Acetone (Fingernail polish remover) to keep it
thinned out over time.

Rich Mier

177. Re: Lemmings

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-10 00:00:00 UTC
From: the_gaming_guru@usa.pipeline.com
Message-ID: <4cvv11$m09@news1.usa.pipeline.com>
Source record: 86599

you forgot floaters(they had an umbrella for falling from hights) Bombers,
bridge builders, and thats all I can remember. How about pole Vaulters?
Maybe have trees that little lemming with chainsaws can cut down?
Enemies??

RC

178. extracting files from atr/dcm

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-10 00:00:00 UTC
From: Ken Siders <102404.2370@CompuServe.COM>
Message-ID: <4d0rpafma1@mhade.production.compuserve.com>
Source record: 86600

A long time ago I put a program on the umich archive called Disk
Former (DISKFORM.ARC). That runs on at atari and can change and
XFD or ATR(single, 1050double or double densitiy only) file onto
a disk. Of course you have to have a Ramdisk, or drive large
enough to hold the XFD or ATR file. It will not extract files,
but once converted to a disk, then they can be copied.

Ken Siders
cp576@cleveland.freenet.edu

179. Re: 8 Bit Scanner

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-10 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <4d1ajg$m5a@blackice.winternet.com>
Source record: 86601

> derek fern <derek@dfern.demon.co.uk> writes:
> Hi to all Atari 8 bitters in the US of A.
> From Derek Fern at Micro Discount U.K.
> Can anyone help me to locate a hand scanner and software suitable for the
> Atari 8 bit. I understand they have been produced by a company no longer
> in business. Can anyone give me any details IE did they work ? what was
> the picture format ? was the quality good ? are the original producers
> still contactable.
>>>>
I don't beleive there was ever a Atari 8Bit hand scanner. Inovative
Concepts made a scanner that connected to the print head of a printer. The
picture to be scanned had to be put in the printer and the software controled
the scanning.
The only other scanner was Computer Eyes. This received it's signal
directly from a T.V. camera or a Still Frame VCR. Could create pictures in
GR mode 7, 7.5, 8, and 9.

Rich Mier

180. Re: Can Atari Output S video?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-10 00:00:00 UTC
From: the_gaming_guru@usa.pipeline.com
Message-ID: <4cvtgs$l3a@news1.usa.pipeline.com>
Source record: 86602

If I am right and I'll call and ask tommorrow my pops knows the answer. His I-net server has been down for awhile so he can't answer himself. Anyways I remember seeing his 800xl hooked up to a commode-door monitor that has the equivilent of s-video.

RC

181. Re: File Selector v.0.3 Completed!

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-10 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4cvsbc$8dt@nuke.csu.net>
Source record: 86603

Russ Gilbert (Russ.Gilbert@apk.wariat.org) wrote:
: (Bill Kendrick announces 'file selector 0.3)
: Reminds me when I tried to colorify a program for making a disk
: cataloger. I spent some time making things colorful with DLI's, custom
: display lists. In the end I had to trash that stuff because it messed
: up. I mean it messed up because DLIs mess up critical disk IO timing, I
: think. So, Bill, if you get reports of, like crashes, watch out for
: those DLIs. I suppose it might be best to turn them off at each disk
: access and then back on again.

I did have code in to turn it off before an access, and then back on,
because right when I started it, it died. Musta been something else
though, because I carefully took out the on/off toggling of the DLIs
and it seems to work fine.

I am using a funky setup - my disk I/O is via a MUX setup.. I'll verify
that it all still works with a floppy drive. Oh wait! I can do that right
now! I've got a MUX setup! :) Duh!

<booting other XL>

D'oh! Ah, you're right. Using a 1050 via SIO port doesn't work.. Simply
turning the DLI off and back on is no problem though (as I said, I did that
first off, so the enable/disable routines are already ready to use).

Glad I haven't uploaded it to anyone yet! :)

Thanks for your note! I would just went on trusting my setup. :)
Shouldn't assume.. it makes an.. oh, sorry :)

-bill!

182. Re: POOL DISK

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-10 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4cvrqk$8dt@nuke.csu.net>
Source record: 86604

James Bradford (sup8pdct@brisnet.org.au) wrote:

: I don't think any body would put a list of over 9000 files in this group.
: There are over 700 ams files to start with.

Oh why not? :)

Just do this:

List all of the major things (the titles of games/programs if they are
single images; mention that there are 700+ AMS files; mention that there
are (if there are any) disk images filled with certain things (utilities,
magazine based games)

Don't list things multiple times (ie, list only the ATRs if the XFDs are
simply duplicates)

Or just pop it in a PC CD ROM, change to that drive, and do a:

dir /s > c:\pooldisk.idx

and upload or post it somewhere :)

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/~kendrick/

183. WTB: Indus GT or Rana disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-10 00:00:00 UTC
From: msinger@griffon.oe.fau.edu
Message-ID: <4d15h6$hfj@cybernet.cse.fau.edu>
Source record: 86605

Subject says it all... I'd like to pick up one or two DD disk drives..
Email with asking price...

--

Matthew R. Singer msinger@oe.fau.edu
Systems Engineer Voice: 407-367-2947
Florida Atlantic University Fax : 407-367-3885
Dept of Ocean Engineering
---

184. Sparta Disk Cataloger?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-11 00:00:00 UTC
From: heller@cdnow.com
Message-ID: <4d3ed2$q64@netaxs.com>
Source record: 86459

I am looking for an old basic program that would catalog spartados disk/
atari disks etc... you just slapped the disk into the drive and it would
pull the directory for you.

You could classify each file or disk as well as add entries by hand
and edit the entries.

it was a bit slow.. but it worked well.

Anybody know where I can find it (I looked at umich but didnt see
any disk catalogers) or better yet, where I can find a better one?

--
A. Karl Heller - Making the world safe once again. heller@cdnow.com
----
This email is sent by weight not by value. Some settling of
contents may have occurred during mailing and retransmission.
>>>>> HTTP://CDNOW.COM - BIGGEST FASTEST BEST <<<<<

185. Re: POOL DISK

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-11 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <4d3867$9gr@charm.magnus.acs.ohio-state.edu>
Source record: 86460

In article <4cvrqk$8dt@nuke.csu.net>,
William Kendrick <kendrick@zippy.sonoma.edu> wrote:
>Or just pop it in a PC CD ROM, change to that drive, and do a:
>
> dir /s > c:\pooldisk.idx

Maybe make it "dir /s/w" to divide the number of lines by about 8.
--
------------ R o b F u n k ------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

186. Wanted: The newest SIO2PC!

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-11 00:00:00 UTC
From: boat@ludens.elte.hu
Message-ID: <1996Jan11.130225.22924@ludens>
Source record: 86461

I'm looking for the newest SIO2PC program.
If somebody knows something about it, please send or write to adress:

boat@ludens.elte.hu
Thanx

187. Ice-T v2.0 beta release 4

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-11 00:00:00 UTC
From: BRUCKA@eruvin.jct.ac.il
Message-ID: <960112012612.dbd@eruvin.jct.ac.il>
Source record: 86462

The latest release of Ice-T *exists* (yippeee!!!) and can be had for the price of a single Email to me... That is, for free.

I am not mass-mailing all my registered users, just the 4 who requested, plus any more who want it.

The software works on all 8-bits with a minimum of 128K.. I'm worried that some of my potential testers didn't know this, but what the heck, they do now (I've told them).

Why am I not receiving the Info-Atari8 digest? I've mailed to info-atari8-request@naucse.cse.nau.edu and I haven't received a reply. Is the digestifier dead? Michael Current, can you help me if you're reading this (I mailed you but I'm not sure I have the right address)?

thanks ya'll

-itay

188. Re: Dealers?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-11 00:00:00 UTC
From: "David C. Troy" <dave@toad.net>
Message-ID: <30F5CC32.1A4@toad.net>
Source record: 86463

We have used 1050's for $99. Let me know if you want one. 90 Day warranty.

Dave

189. memory upgrade with 256x4 memory?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-11 00:00:00 UTC
From: Cyrus <cyrus@lagrange.amd.com>
Message-ID: <30F462BB.3CF8@lagrange.amd.com>
Source record: 86464

I have read a document that describes possible memory upgrades to
8-bits and in that document (I think it was from Umich), the memory
chips used were 41256 (256x1). Is it possible to use 256x4 chips?
Also, I haven't seen a schematic diagram of the modification...is there
one?

Cyrus

190. 8-bit emulators

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-11 00:00:00 UTC
From: twicky@essex1.com
Message-ID: <twicky-1101961514310001@dial-di001.essex1.com>
Source record: 86465

Anyone know of an 8-bit emulator for Mac? Need something soon.

191. 8-BIT GAMES FOR AUCTION!

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-12 00:00:00 UTC
From: jrm8248@cc.utah.edu
Message-ID: <4d4mtf$860@news.cc.utah.edu>
Source record: 86466

In order to keep with the topic of this newsgroup, I made it a point to
only post the portion of my auction which is relevant to this newsgroup.
Therefore, this is a partial posting of a much larger auction...

ATARI 400/800-LOOSE GAMES

-CX853 Memory Module: 16K RAM
-Basic Computing Language: CXL4002;
-Basketball
-Donkey Kong
-ET Phone Home;
-Frogger
-Facemaker
-Keystone Kapers
-Pac Man.
-Qix
-Star Raiders

email: jrm8248@u.cc.utah.edu

192. Miscellaneous

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-12 00:00:00 UTC
From: slc.dennis.bishop@muskrat.com
Message-ID: <960111204336128 73@muskrat.com>
Source record: 86467

Are there any programs for the 8-bit Atari computers that deal with Astronomy? I am updating the Telescope FAQ and what to include the Atari computers in the Astronomy software secion of the text file. I myself don't have a fully working 8-bit [no disk drives], but I have a guy with a 800 that can test anything for me. If you can, how about sending me a demo via e-mail?

... CAUTION! Do Not Look Into Laser With Remaining Eye.
___ Mountain Reader II - #Demo 001

193. Re: Question on using XF33DEMO.EXE program

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-12 00:00:00 UTC
From: followel@cris.com
Message-ID: <30f68b92.7295444@news.cris.com>
Source record: 86468

On 12 Jan 1996 14:40:55 GMT, health@mtolympus.ari.net (Creative Business Advisers) wrote:

>I am shortly planning on buying the "documented" version of
>the 8 bit Atari emulator for PCs. But, in the mean time, I
>recently downloaded the XF33DEMO.EXE program and have been playing
>with that. It seems great, but I was wondering if anyone could tell
>me how to unpack an .arc file. In other words, say I want to do this:
>
>xf33demo.exe arcx.com supgames.arc
>
>What I was hoping is that the arcx.com program would uncompress the
>supgames.arc file, but it does not seem to be working, since
>arcx.com has no idea of where supgames.arc are. I think I am doing
>something dumb, so any advice would be welcome. Thanx....
>
>
>------ Mike

Mike,

You haven't run any of the files yet! The command you are typing just loads arcx.com into drive 1 and supgames.arc into drive 2. You still need to run arcx with whatever parameters are necessary to tell it where your arc file is. Also, if you need to load dos onto the first drive or you won't have disk access. Hope this helps.

Sincerely,
- Byron Followell
followel@cris.com

194. Question on using XF33DEMO.EXE program

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-12 00:00:00 UTC
From: health@mtolympus.ari.net
Message-ID: <4d5rtn$722@ari.ari.net>
Source record: 86469

I am shortly planning on buying the "documented" version of
the 8 bit Atari emulator for PCs. But, in the mean time, I
recently downloaded the XF33DEMO.EXE program and have been playing
with that. It seems great, but I was wondering if anyone could tell
me how to unpack an .arc file. In other words, say I want to do this:

xf33demo.exe arcx.com supgames.arc

What I was hoping is that the arcx.com program would uncompress the
supgames.arc file, but it does not seem to be working, since
arcx.com has no idea of where supgames.arc are. I think I am doing
something dumb, so any advice would be welcome. Thanx....

------ Mike

195. Re: Wanted: The newest SIO2PC!

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-12 00:00:00 UTC
From: ext287@neb.com
Message-ID: <ext287-1201961044160001@198.112.81.61>
Source record: 86470

In article <1996Jan11.130225.22924@ludens>, boat@ludens.elte.hu wrote:

> I'm looking for the newest SIO2PC program.
> If somebody knows something about it, please send or write to adress:
>
> boat@ludens.elte.hu
> Thanx

http://wuarchive.wustl.edu/systems/atari/umich.edu/8bit/Sio2pc/

196. Classic Files

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-12 00:00:00 UTC
From: jay.trevor@sws.com
Message-ID: <30f66a51.267403@swsbbs.com>
Source record: 86471

At one time, I owned a 1200XL and a 520ST -- I loved the
machines, and I am sure I would still enjoy them if I had them... But
time has passed, and they were lost somewhere in the shuffle. So, I
celebrate when I find the Xformer for my PC, and I anticipated all the
hours of enjoyment I would have rediscovering those classic games I
owned. There is one problem: I can't find the games!
Now, if one is interested in Commodore 64 files, one only has
to use an internet search string or two, and one will come across
1000's of old programs. Atari seems to be limited to the University
of Michigan Archive, which is great, if one enjoys the shareware.
But I want to play Alley Cat, and my old copy of Donkey Kong.
I would like to play Dig Dug again... Where can these games be found?
Surely the user base is wide enough that a comprehensive
archive could be created! Hell, I would even donate my FTP site (slow
as it may be) for the cause.
If anyone can help me in locating these games, please post or,
better yet, email me at jay.trevor@swsbbs.com
Many thanks,
Jay

197. Do you need an SM-124 Mono Monitor w/ Monitor Master switch box?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-12 00:00:00 UTC
From: krieg@miller.cs.uwm.edu
Message-ID: <4d6d7v$bv6@uwm.edu>
Source record: 86472
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

I need desk space, and I don't use the mono monitor anymore since I sold
my Spectre GCR.

Here's the deal, I would like to trade my mono SM-124 monitor *with* the
hard to find Monitor Master switch box for a decent composite monitor to
attach to my Atari 8-bit. I've heard the Commodore monitors (1702?, 1902?)
are pretty good to use with the Ataris, so I'm looking for those or something
comparable.

--
= o = Andrew Krieg - Software Engineering Consultant =
= | = E-mail: krieg@allmalt.cs.uwm.edu or =
= o / | \ o = krieg@ct.med.ge.com =
= |-/ \-| = WWW: http://www.cs.uwm.edu/public/krieg/index.html =

198. atari disassembler on a unix platform?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-12 00:00:00 UTC
From: Cyrus <cyrus@lagrange.amd.com>
Message-ID: <30F6D951.77FE@lagrange.amd.com>
Source record: 86473

Hi all,

I know that there is as6502 which will assemble your atari 6502 ass'y code into machine code on the UN*X platform and I have tried it...pretty nice! BUT, is there a similar disassembler?

Lost somewhere in Texas.

Cyrus

199. Re: Adapting 8-bit joysticks to PCs

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-12 00:00:00 UTC
From: jeffk914@groucho.roc.servtech.com
Message-ID: <30f6e899.148623967@news.servtech.com>
Source record: 86474

On Sat, 13 Jan 1996 09:53:00 +1200, richard@stingray.manawatu.gen.nz (Richard MORRIS) wrote:

>Does anyone have the pinouts and perhaps a bit of info towards converting
>8bit joysticks to work on a PC? I tried a friend's analogue stick a few
>weeks ago, and hated it, so I thought I might convert my Wico stick to
>work on my PC. I'm not going to take it apart or anything, as I still
>want to use it on my 8bit, but thought someone out there might know.
>
>I know that it won't work on all the games that require an analogue, but I
>thought that it might be able to work on games that use the Gravis (???)
>gamepad which I _think_ is just a bunch of buttons (probably like one of
>those horrible Sega things), and hence would be digital aswell. I figure
>that this could tide me over until I found a suitable analogue stick
>(although I'd still use my Wico one), and the cash to buy it...

The Gravis is pretty popular, though I'm not real happy with mine. I just don't like the feel - and I hate that, even after the glory mid-'80s joystick days, we've come back to (usually) floppy analog sticks, and "pads" with bubble switches. Blech!

On my TurboGrafx/16, I decided that I was tired of using a gamepad, and their joystick just wasn't what I wanted. So I ended up hacking up one of my favorite Atari joysticks - a QuickShot, I think (this one had the stick, with big buttons under the trigger finger and under the thumb on top) - to work on the TG16. The joystick used microswitches all around (which I loved - outside of an arcade, you can't find a stick that uses microswitches any more, especially on the actual stick itself!), so I merely sacrificed one of my TG16 game pads. I opened up both the joystick and pad, and ran wires from each of the switches to the corresponding switches on the gamepads. I also seperated the top button, so it would work as the second fire button. I ended up taping two old Wico leaf switches to the joystick for the start and select buttons.

Anyways, it worked great! And the best part was, it still had the Atari cord, so it would work on my XE or my ST (minus the second fire button), while working on the TG16, all at the same time. Plus, if you were REALLY careful with keeping the wires close, you could close up the original gamepad and use it as if it were never modified.

The moral is, you can probably do this with a Gravis or another gamepad (a two-button one would probably work better, unless you want to graft extra buttons on - I did that with my 8bit trackball to ST trackball hack - added an old microswitch and big red button to the right on the ball, so both buttons were on one side). I haven't tried

it, though I'm tempted to now... Except for the problem of finding one of those great old microswitch joysticks from years ago!

I've gotten quite a reputation among friends for my various hacks - that last one was possibly the most successful. I remember one from Electronic Games, years ago, where some guy, unhappy with the joypad on his... Colecovision? Intellivision? (One of the ones with the numbers as well as the directions), turned an old push-button phone into his new joystick.

| Jeff Kyle jeffk914@groucho.roc.servtech.com |
| Rochester, NY "Katarina" 1975 Porsche 914 |
| http://www.servtech.com/public/jeffk914 |
| Car pictures, TMBG MIDI archive, and more! |
| "No One Knows My Signature." |

200. Ataris and modems

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-12 00:00:00 UTC
From: kendrick@cs.sonoma.edu
Message-ID: <199601120804.AAA29798@zippy.sonoma.edu>
Source record: 86475

Ok - totally out of date, but I'd just like to emphasize that the following
four programs RULE:

BobTerm 1.22 - Tried and true. Ok terminal (never seen it with an XEP80)
high speed and good set of protocols. Dial menu is nice too.
FlickerTerm 80 - High speed, easy to get used to, nice font, great VT and
ANSI terminal! Backscroll and a dial menu would be nice.
Protocols? :)
Ice-T - High speed, cool menu-based interface, nice font (for 3bit),
goot VT terminal (needs bold; Lynx kinda sucks without it.
Underline is cool though (dunno if the latest FT80 has that)).
BACKSCROLL KICKS BUTT!!!!!!! Needs a dial menu. Looks like cool
protocols planned (X already). Gonna be a Y too?
Atar-Z-Modem - MUCH cooler than I ever expected. Built-in simple term,
autodownload, shows what's going on (kinda needs a "this
many bytes transfered" stat line, though; at first (I've
only DL'd once and I'm already this excited! ;)) I couldn't
tell if it was actually successfully storing the data it got.

So - if you've got a modem, you NEED to get these puppies! BobTerm is kinda
being replaced by the other three all together, but is of course useful for
all of it's DL protocols and it's dial menu.

Got a RAMdisk, stick all three on ;)

-bill!
kendrick@zippy.sonoma.edu

201. Re: What is the Atari 850 Serial Interface?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-12 00:00:00 UTC
From: Michael Ellis <michael@anest4.anest.ufl.edu>
Message-ID: <4d5rlo$9da@no-names.nerdc.ufl.edu>
Source record: 86476

The 850 Interface provides your computer with two RS-232 standard serial ports (R1: and R2:) and a parallel printer port (P:).

Note, however, that the pin assignments of R1: and R2: are NOT the same as, say, the 9-pin connectors found on a IBM-clone. You will need to buy a special DB9-DB25 cable or make your own in order to hook the 850 up to a standard 25-pin RS-232 device (such as a modem).

The printer port also requires a special cable.

Hope this helps...

-Michael Ellis

202. Re: Adapting 8-bit joysticks to PCs

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-12 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <4d6l3j$p8k@charm.magnus.acs.ohio-state.edu>
Source record: 86477

In article <011396095333Rnf0.79b6@stingray.manawatu.gen.nz>,
Richard MORRIS <richard@stingray.manawatu.gen.nz> wrote:
>Does anyone have the pinouts and perhaps a bit of info towards converting
>8bit joysticks to work on a PC?

I have some info about it on my Atari page:
http://er4www.eng.ohio-state.edu/~funkr/Atari/

I recently fixed the schematics to make them MUCH more readable than
they used to be.
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

203. Re: File Selector v.0.3 Completed!

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-12 00:00:00 UTC
From: ipoorten@cs.vu.nl
Message-ID: <DL2xAu.7AH.0.-s@cs.vu.nl>
Source record: 86478

kendrick@zippy.sonoma.edu (William Kendrick) writes:

>D'oh! Ah, you're right. Using a 1050 via SIO port doesn't work.. Simply
>turning the DLI off and back on is no problem though (as I said, I did that
>first off, so the enable/disable routines are already ready to use).

>Glad I haven't uploaded it to anyone yet! :)

>Thanks for your note! I would just went on trusting my setup. :)
>Shouldn't assume.. it makes an.. oh, sorry :)

>-bill!

You won't need to turn off the DLI's, as long as the DLI's don't last longer
than 1 scanline. If you do that, you can use as many of them as you wany.
Maybe you remember my 'Miracle' demo which I made years ago. It used 156
DLI's to play a sample while loading the next part. Later on, after finishing
the demo, I even fitted 312 DLI's on one screen while loading, which resulted
in a replay rate of 15.6 kHz. So the point is, if you need to set a certain
background color and set it back after 8 scanlines, don't do 8 STA's to WSYNC
but leave the interrupt and start a new one 8 sl's later. Also, if you want
16 scanlines fading in and out, use 16 DLI's etc.

l8r,
Ivo

204. Re: Classic Files

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-12 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4d6le6$p8o@nuke.csu.net>
Source record: 86479

Unfortunately, the copyrights of most old commercial games haven't been released.

Fortunately, new games are being made and have been made which surpass a lot of the older commercial software.

There are other FTP sites. Check the FAQ!

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/~kendrick/

205. FS: Atari 825 80-col printer

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-12 00:00:00 UTC
From: mvc@ix.netcom.com
Message-ID: <4d69ee$c29@ixnews8.ix.netcom.com>
Source record: 86480
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Anybody want this? Make me an offer. SF Bay Area preferred.

Also selling a 5200 with Breakout, PacMan and a special surprise cartridge.

206. WTB: XL with SuperVideo 2.1

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-12 00:00:00 UTC
From: chambera@cs.pdx.edu
Message-ID: <4d5d4m$e69@sirius.cs.pdx.edu>
Source record: 86481

Hi everybody! Like the subject says, I'm looking to buy an XL in good shape with Ben Poehland's SuperVideo 2.1 (from Atari Classics) installed--my eyes can't take the hours of staring at composite monitors I put them through, but I'm not too coordinated with a soldering iron and so don't want to do the upgrade myself--it'd be way too frustrating.

I'd prefer a 1200XL, but would consider an 800XL (or even an upgraded 600XL). 64K RAM is fine, but more would be nice (when is it not?). 8-)

Alternatively, if any of you soldering whizzes out there want to install the upgrade in an XL for me and make a few bucks, that would be fine too. I have a good local source of cheap 8-bits I could raid (thrift store with incredibly low computer prices).

E-mail me and we'll talk prices.

Thanks,
Alex Chamberlain
chambera@cs.pdx.edu

207. ALL Computer & Electronics SwapMeet: Pacific NorthWest!

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-13 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <4d8o24$74e@julie.teleport.com>
Source record: 86482
Cross-posted to: alt.forsale,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.mac.wanted,comp.sys.tandy,comp.sys.ti,or.forsale

The next SwapMeet is Monday, February 5th, 1996.

ACE of America, an All Computers and Electronics User Group, with a special emphasis on Atari. At ACE Swap Meets you might find Atari, Apple, Macintosh, Commodore, Amiga, IBM & Clones, Nintendo, SNES, Sega Genesis, Jaguar, Game Boy, Game Gear and Lynx. You could also find the following items to go with your system, such as Printers, MoDeMs, Monitors, Hard Drives, Disk Drives, Power Supplies, MIDI Devices, Mice, Joysticks, CD Roms, Cables, supplies and Accessories.

ALL COMPUTERS, GAME MACHINES AND ELECTRONICS ARE WELCOME!!

ACE Is currently holding Monthly Swap Meets on the First Monday of each Month from 7 PM, except on certain Holidays that we must reschedule due to our facility being closed. Swap Meets are Held at 1819 NW Everett at the NW Service Center 3 Blocks North of the corner of 18th and W Burnside in Portland, Oregon. USA! Table space is $10. Tables provided as long as they last. Show up early to get a good table, like 6:30 PM.

FREE ADMISSIONFREE ADMISSION**FREE ADMISSION**FREE ADMISSION**

At Februarys SwapMeet do we have a SweetHeart of a deal for you! A Hewlett Packard Deskjet Printer offered as a Door Prize! Any one can win, just show up for the drawing!

PLENTY OF FREE PARKINGEVERYONE WELCOME**PLENTY OF FREE PARKING**

FOR INFO CALL OUR SWAPMEET HOTLINE WITH 24 HOUR RECORDED INFO, CALL: (503)650-7196 OR FOR FURTHER INFO FROM BEN, INCLUDING TABLES: CALL FROM 3 PM - MIDNIGHT / MON-THU, FRI 3 PM - 6 PM: CALL BEN AT (503)256-9974!! IF BEN IS AWAY FROM THE PHONE, PLEASE LEAVE YOUR HOME NUMBER AND HE'LL TRY TO RETURN YOUR MESSAGE! THESE SWAP MEET SPONSORED BY ACE OF AMERICA!!

This Message is distributed throughout the Pacific NorthWest, everyone reading and their Brother is welcome to come and Attend!!

Please Direct all Replies to bensmith@teleport.com in E-Mail or call (503)650-7196 anytime.

The next SwapMeet is Monday, February 5th, 1996.

--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Catalogs are FREE & updated monthly. Reply in E-Mail to bensmith@teleport.com WWW:

http://www.teleport.com/~bensmith/bscomputers.shtml Bravo's Atari Store

208. Cross Platform Post

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-13 00:00:00 UTC
From: tomhunt@bright.net
Message-ID: <4d8s1o$9mp@brutus.bright.net>
Source record: 86483

```
This is a test. It is a cross platform networked post. This message
originated from The CTH BBS and was networked to csa8b.

>> Slipstream Jet - The QWK solution for Usenets #UNREGISTERED
```

209. Antic and A.N.A.L.O.G. Magazines

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-13 00:00:00 UTC
From: Mike & Judy Davis <mdavis@clandjop.com>
Message-ID: <4d8o3j$6jg@news.clandjop.com>
Source record: 86484

I am not a regular on the 8-bit newsgroup but wanted to "butt in" for a second. I have a nearly complete set of Antic magazines (I think one is missing about issue #2 or 3) and A.N.A.L.O.G. before they went to the ST. If anyone is interested, I would be happy to pass along specific issue and date information. My wife says they have to go and I really don't want to trash them.

I'll monitor this newsgroup for a couple of weeks, or e-mail me if interested.

Mike Davis <mdavis@clandjop.com>

210. Re: Favorite Synapse Games

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-13 00:00:00 UTC
From: Frito@msn.com
Message-ID: <00001bd9+00001469@msn.com>
Source record: 86485

My favorite Synapse games you ask:

- New York City (i loved just driving around)
- Electrician (I think this was synapse)
- Zeppelin
- Shamus

Zeppelin and Shamus still work, however I haven't played Electrican
or New York City in years, as these disks have bit the dust.

Synapse was a great software company when they were in their prime.

Frito@msn.com

211. Re: What is the Atari 850 Serial Interface?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-13 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1996Jan13.001337.19616@wariat.UUCP>
Source record: 86486

(Michael Ellis says 850 requires 'unusual' or special RS232 and printer cables.)
I've seen this mentioned before. Maybe I got lucky or maybe what's available today isn't like what I got years ago, but I just bought a standard 'AT' 9 pin to 25 pin RS232 cable and used that. And my printer cables were likewise 'ordinary' 15 pin to centronics. Can anybody clear this up, or am I just causing confusion. The FAQ has all the pinouts of the 850 if anyone is uptite, but I would take a bet that any 15 to centronics from your biggie computer store would do for printer and any 'AT' 9pin to 25pin 'serial' cable would work fine.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

212. Cross Platform Post

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-13 00:00:00 UTC
From: tomhunt@bright.net
Message-ID: <4d7c47$6os@brutus.bright.net>
Source record: 86487

```
This is a test. It is a cross platform networked post. This message
originated from The CTH BBS and was networked to csa8b.

>> Slipstream Jet - The QWK solution for Usenets #UNREGISTERED
```

213. Re: What is the Atari 850 Serial Interface?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-13 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <DL4Mzt.EnJ@iglou.com>
Source record: 86488

The 850 has four serial ports, but there is little or no software that supports ports 3 and 4, and I think port 4 was a current-loop serial port, not RS-232.

--
"Oh various day! Cartoon! Cathay!"

214. WANTED: Dealers for SwapMeet: Pacific NorthWest!

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-13 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <4d8nmi$6na@julie.teleport.com>
Source record: 86489
Cross-posted to: alt.forsale,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.mac.wanted,comp.sys.tandy,comp.sys.ti,or.forsale

The next SwapMeet is Monday, February 5th, 1996.

WANTED: Dealers to sell at Upcoming Swap Meets. Dealerships sought fall into such Categories as Computer Dealers, all kinds. All kinds of Computer HardWare, SoftWare, Peripherals & Accessories for ALL Computer Makes and Types.

Also Sought are Dealers in Video Gaming Equipment, such as Video Game Consoles, Cartidges, Video Game CD Players and Video Game CDs. ALL Video Game Makes and Types. ALL Video Game Consoles, Cartridges, CDs, Peripherals & Accessories.

At Februarys SwapMeet do we have a SweetHeart of a deal for you! A Hewlett Packard Deskjet Printer offered as a Door Prize! Any one can win, just show up for the drawing!

Recruiting New Dealers with Membership for Dealer Value. You could setup at a full year of swapmeets, 12 Monthly swapmeets at $10 a Meet, for $120 a year, or join our group and setup ***FREE*** for a year for ONLY $50! Greater than a 50% Savings!

Also Wanted are Dealers in ALL Types of Electronics.

WANTED are Dealers in Ham Radio, CB Radio, Music CDs and other Recorded Music. Stereo Equipment also Wanted.

Also Wanted are VCR's, Video Tapes, TVs and Satelite Gear.

This is an ALL Computers, Game Machine and Electronics Swap Meet!!

Small Businesses, and Dealers Welcome and Wanted!!

NO ADMISSION CHARGE!!! PLENTY OF FREE PARKING!!! NO ADMISSION CHARGE!!!

TABLES $10! TABLES, FIRST COME, FIRST SERVE!

Swap Meet Location in Portland, Oregon. USA. At 1819 N.W. Everett St. at the NorthWest Service Center On the First Monday of each Month.

To find out about more about the Swap Meet call our 24 Hour Recorded info line at (503)650-7196 or for Live info, call from 3 PM - Midnight, Monday - Thursday, Friday 3 PM - 6 PM. Please call, especially dealers at: (503)256-9974 (VOICE/VOICE MESSAGING), leave your home number if Ben is not answering!

Reply in E-Mail to bensmith@teleport.com. Or Call Ben Anytime at

Please Direct all replies to bensmith@teleport.com in E-Mail or Call
Our 24 Hour Recorded Info Line at (503)650-7196

The next SwapMeet is Monday, February 5th, 1996.

--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Catalogs are FREE & updated monthly. Reply in E-Mail to bensmith@teleport.com WWW:
http://www.teleport.com/~bensmith/bscomputers.shtml Bravo's Atari Store

215. Please help!

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-13 00:00:00 UTC
From: jay.trevor@swsbbs.com
Message-ID: <30f795db.5553681@swsbbs.com>
Source record: 86490

At one time, I owned a 1200XL and a 520ST -- I loved the
machines, and I am sure I would still enjoy them if I had them... But
time has passed, and they were lost somewhere in the shuffle. So, I
celebrate when I find the Xformer for my PC, and I anticipated all the
hours of enjoyment I would have rediscovering those classic games I
owned. There is one problem: I can't find the games!
Now, if one is interested in Commodore 64 files, one only has
to use an internet search string or two, and one will come across
1000's of old programs. Atari seems to be limited to the University
of Michigan Archive, which is great, if one enjoys the shareware.
But I want to play Alley Cat, and my old copy of Donkey Kong.
I would like to play Dig Dug again... Where can these games be found?
Surely the user base is wide enough that a comprehensive
archive could be created! Hell, I would even donate my FTP site (slow
as it may be) for the cause.
If anyone can help me in locating these games, please post or,
better yet, email me at jay.trevor@swsbbs.com
Many thanks,
Jay

PS: This duplicates a message I recently sent, but on my previous
attempt the settings on my newsbrowser were incorrect. Consequently,
I received a letter from the administrator of sws.com that mail was
being directed there. My true address is: jay.trevor@swsbbs.com. It
should be corrected now. To whomever replied, thanks for trying!
Would you please try again?

216. Web Page: Bravo's Atari Store: On-Line Catalogs. Check this out!

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-13 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <4d8tc8$b27@julie.teleport.com>
Source record: 86491
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,fr.comp.sys.atari,de.comp.sys.st,fido.ger.atari,ger.atari,ka.comp.sys.atari

Check out my new Web Page for Bravo Sierra Computers. Resellers of
fine New and Used Atari Goods. My Web Address is below. On-Line Catalogs that
you can View and Contact me via my Web Page!

WWW: http://www.teleport.com/~bensmith/bscomputers.shtml Bravo's Atari Store

--Thanks--
---Ben---
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Catalogs are FREE & updated monthly. Reply in E-Mail to bensmith@teleport.com WWW:
http://www.teleport.com/~bensmith/bscomputers.shtml Bravo's Atari Store

217. Cross Platform Post

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-13 00:00:00 UTC
From: tomhunt@bright.net
Message-ID: <4d8s92$9ua@brutus.bright.net>
Source record: 86492

Hey Tom. When my message gets to
csa8b, will the header have my name
on it, or yours?

>> Slipstream Jet - The QWK solution for Usenets #UNREGISTERED

218. Re: how do I fix my 1050?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-13 00:00:00 UTC
From: sloopy@alaska.magpage.com
Message-ID: <4d8nmj$dme@tofu.alt.net>
Source record: 86493

if your drive does spin up normally but just doesnt respond to the atari
look on the back of the oard and you will find a chip labeled '3086'
that is bad (if and ONLY if the drive acts normally except for responding
to your atari....) i assume the the drive did work at one time in its
current config.... try replacing the Disk Controller IC (large 40 pin IC)
labeled 2793 (swap with one from a good 1050...) both of these chips are
common chips to die and cause the above mentioned faults...

sloopy.

Cyrus (cyrus@lagrange.amd.com) wrote:
: I don't want to send it to the graveyard yet so...

: I am looking for help on how I can diagnose the problem with my 1050
: drive.
: I actually have two drives...the other one works. The broken drive
: exhibits
: the following:

: I turn it on and the power light comes on, but no drive movement occurs
: and
: the drive is not accessible from the atari.

: I have narrowed (slightly) the problem down the the board in the drive.
: The
: drive assembly/mechanism works fine when placed in the good drive. Also
: the problem is not in one of the two chips that come with the ICD
: doubler
: package - I swapped these between the two drives and they work ok.

: Are there certain test points on the board that I can probe...would I
: need
: a logic analyzer or 'scope?

: Ack.

: Cyrus

--
____
"One good thing about being young is that you are not experienced enough to
know you cannot possibly do the things you are doing" -Gene Brown
//\ A2000 SE/30
\\ //__\ 68030&'882@40Mhz <-SyQuest EZ-135s-> 68030@16Mhz
\X/ \ miga 2+8Megs Ram 1050Meg HD 17Megs Ram 1Gig HD
'Your an actor, wriggle your legs and think 'octpus''-Babs Bunny
'I am going to hurt you pinky'-Brain 'NARF!'-Pinky

1 in 4 people are mentally ill... check 3 friends if they're ok,YOUR IT!!!

---

219. Corrections

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-13 00:00:00 UTC
From: tomhunt@bright.net
Message-ID: <4d8s0r$9mp@brutus.bright.net>
Source record: 86494

So far, the unerase command seems to be working very well on my 2-HD atari 8-bit system. I'll keep you posted.

>> Slipstream Jet - The QWK solution for Usenets #UNREGISTERED

220. Re: Ataris and modems

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-13 00:00:00 UTC
From: "Jack H. Lee" <102337.2577@CompuServe.COM>
Message-ID: <4d7caenie1@mhafc.production.compuserve.com>
Source record: 86495

Re: BobTerm

Probably one of the best terminal programs written for the Atari
8-bit. Years ago, I had been using the Express! (1030/XM-301; 850)
series by Keith Ledbetter, and thought it couldn't be beat.

BobTerm worked fine with the XEP-80, although there tended to be
minor nitpicks, because of the limitations of the screen emulation.
Editing what you saw on the 80-column screen didn't exactly
correlate to its 40-column counterpart, and sometimes I'd end up
with weird messages that looked like I was talking in gibberish.
<g>

221. Corrections

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-13 00:00:00 UTC
From: tomhunt@bright.net
Message-ID: <4d7c3b$6os@brutus.bright.net>
Source record: 86496

So far, the unerase command seems to be working very well on my 2-HD atari 8-bit system. I'll keep you posted.

>> Slipstream Jet - The QWK solution for Usenets #UNREGISTERED

222. FS: Games

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-13 00:00:00 UTC
From: mez@newshost.li.net
Message-ID: <4d7jgq$68i@linet02.li.net>
Source record: 86497

I have the following games for the 8-bit Atari:

Legionaire (cassette) and Andromeda Conquest (cassette). They include all docs, box. etc. Like new condition.

Asking $5 each. Buyer pays shipping.

If anyone is interested, let me know.

Thanks,

Michael

223. Adapting 8-bit joysticks to PCs

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-13 00:00:00 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <011396095333Rnf0.79b6@stingray.manawatu.gen.nz>
Source record: 86498

Does anyone have the pinouts and perhaps a bit of info towards converting 8bit joysticks to work on a PC? I tried a friend's analogue stick a few weeks ago, and hated it, so I thought I might convert my Wico stick to work on my PC. I'm not going to take it apart or anything, as I still want to use it on my 8bit, but thought someone out there might know.

I know that it won't work on all the games that require an analogue, but I thought that it might be able to work on games that use the Gravis (???) gamepad which I _think_ is just a bunch of buttons (probably like one of those horrible Sega things), and hence would be digital aswell. I figure that this could tide me over until I found a suitable analogue stick (although I'd still use my Wico one), and the cash to buy it...

Having said all that, I also thought about modifying one of my many unworking joysticks (dad bought about 20 at an auction for me a long time ago, which I raided for parts over the years) and putting the analogue components into that.

And further into the future, I have an old steering wheel from my first car that I replaced about 6 years ago, and was thinking about attaching it to a pot' and maybe whipping up some sort of accelerator pedal (perhaps I should just buy the front of a car-wreck and place a computer in that, and use everything in the car for controlling the games??? *grin*)

Thanks,
Richard.

224. Re: Favorite Synapse Games

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-13 00:00:00 UTC
From: eplicon@aol.com
Message-ID: <4d9q8p$8mf@newsbf02.news.aol.com>
Source record: 86499

> - New York City (i loved just driving around)
> - Electrician (I think this was synapse)

Some more classics! NYC was from 1982(?) I think. I never won the game. Always ran out of money or couldn't keep pace. Electrician was great, too. Nice title screen, and good music and sound f/x, as usual.

The only Synapse klunkers I can think of offhand were the "novel" based text adventures. Antic raved about the beta versions of games (if I remember right, one of them was called "Mindwheel") because of the rich prose and complexity. They seemed to hint that Infocom would have serious competition.

Unfortunately, the final version was butchered down to size to make it more marketable to Atari owners with less hardware. The original concept required two disk drives. I never played this, so I would never know.

225. 800 XL BASIC

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-14 00:00:00 UTC
From: lmull@skypoint.com
Message-ID: <4dbibo$a3m@stratus.skypoint.net>
Source record: 86500

Does anyone know of a way to permanently disable BASIC in the 800XL. I am tired of holding down the option key. Also I am having trouble with DiskComm32. I downloaded SUPDOS51.DCM and tried to expand it. However I get an error 139 when it tries to write to the blank disk. I am using the sio2pc cable with the shareware version of APE107.

Thanks.

--

226. 1200xl still for sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-14 00:00:00 UTC
From: keithlet@ix.netcom.com
Message-ID: <4dbtfd$5cs@ixnews8.ix.netcom.com>
Source record: 86501

Just to keep the marketplace interesting, I dug out my hardly used 1200XL.
The following is *still* for sale:

1200XL console, unmodified, w/ p.s.
1050 FDD w/ p.s.
1020 color printer, never used
XDM 121 daisy wheel printer, never used
"ATARIMusic II", sealed
"Success with Math - Linear Equations", sealed
DataSoft "Napolean in Russia"

was: All of the above for $115 or vaguely reasonable offer.

++ Now marked down to $90 OBO!! ++

I need to scrounge up a RF switchbox to verify operation of everything, but
it should be OK. I can deliver in the San Francisco Bay Area (at my
convenience), otherwise U pay shipping of your choice. *If* I can find any
cartridges around they will be included.

Keith th' Wild Chicken Tamer, aka

keithlet@ix.netcom.com

227. Re: Ignorance of Commodore by media incredible

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-14 00:00:00 UTC
From: The Nameless One <hopkins@smartlink.net>
Message-ID: <4da5rj$354@frodo.smartlink.net>
Source record: 86502
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

I couldn't agree with you more. The injustice of these narrowminded, apple-touting bigots who call themselves computer historians.

There were WAY more computers than just Apple and PCs, you have Atari, Commodore, TRS 80, TI, Spectrum, Timex Sinclair ZX80, and tons and tons more. Among them, Commodore 64 & 128 were BY FAR the most popular in the world, even moreso than IBM Compatibles up until the late 80s. Yet what do we hear about, the crAPPLE which made up some 10% of the market and that was only in the US (again, I mean up until the late 80s so don't flame on this).

I'd say if your gonna leave an 8bit out, leave them all out and just go CPM -> IBM PC -> IBM XT ect... Or, preferably, put the venerable Commodore 64 and the Atari 800 in along with the crAPPLE. Yeah, at least include the most popular 8bit system (C64) and the second and third most popular 8bits with it.

Thats my 64 cents worth (pun intentional).

BTW... My Commodore 64 and Atari 800xl are still hooked up (to this day) and I still use them! So there!

228. Re: memory upgrade with 256x4 memory?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-14 00:00:00 UTC
From: Bob Klaas <bobkla19@mail.tcd.net>
Message-ID: <4d9nmr$776@news.tcd.net>
Source record: 86503

```
It is possible, in fact there are documentation for this upgrade
to the 600xl. There is also documentation for the 4164x1 for the
600xl..
```

229. M.U.L.E

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-14 00:00:00 UTC
From: j_bond_007@usa.pipeline.com
Message-ID: <4d9nh7$pnt@news1.usa.pipeline.com>
Source record: 86504

Does anyone know whether there is a PC version
of the old Atari game "M.U.L.E. anywhere on the 'Net ?

Rumor has it that there is such an animal (pun intended) !

--
Bond . . . James Bond

230. Apology!

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-14 00:00:00 UTC
From: Bob Klaas <bobkla19@mail.tcd.net>
Message-ID: <4d9o9h$776@news.tcd.net>
Source record: 86505

A while back in fact about the first of the month I posted several Atari 8bit 400/800 and XL XEGS system cartridges up for reasonable offer.. Well I did in fact reveive many offers, however the first to come through got the offer and the cartridges were set aside for them. Today the 13th of Jan I have receive 1 check and or money order and that order was filled, sorry to say that perhaps someone had cartridges on hold that they didn't pick up and I could have moved them to a person that would have been happy with the deal.

Effective 1/14/96...all hold are cancled with the exception of those that have contaced me stating the mo/check is in the mail which would have been as of yesteday..one person out of town no problem and jameson..no problem will hold your carts..and send.

1/14/96 I will repost cartridges available along with some other 8bit software I have unburied..Make an offer you have 5 days for me to receive payment and I will ship same day..If not received then it will go to the next money order I receive...If you send a money order or check and it is received late..I will fill what I can and send you a refund on what is not filled..this way everyone gets what they want when they actually want the product..

Bob

231. Old Supra Hard Drive Interfaces

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-14 00:00:00 UTC
From: Bob Klaas <bobkla19@mail.tcd.net>
Message-ID: <4d9oj4$776@news.tcd.net>
Source record: 86506

Anyone out there with this product?

Have an update, and other information for the stock Supra Hard
Drive interface for the ATARI 8BIT...

I am presantly testing an add on board that will permit the user
to select and change the drive they are using, simular to the
BB/Mio..once all testing is completed the product will be
released..

Could use 1 or 2 beta testers..anyone interested..

bob

232. Closet Clean Out Sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-14 00:00:00 UTC
From: af631@detroit.freenet.org
Message-ID: <4dbrjf$3ed@detroit.freenet.org>
Source record: 86507

This was posted back in November, then my access was cut off
due to changes in the telephone numbers and my provider
lost their lease were the modems are located. So here it
is again, sorry for any confusion.

CLOSET CLEAN OUT SALE

Make me an offer via E-mail on any or all of the items below.
All hardware is in working condition. You should include
shipping costs in your offer. If your offer is chosen I will
ship after your check or money order clears the bank.

ATARI 800 COMPUTER
comes with TV cable, power supply, owners guide, peripheral
cable, 48k RAM, 10k ROM, ATARI 800 Basic Reference Manual.
Books included, 1)our TRI Cmputr,a uideto ATR
400/00Persnal omutes, (Mappng te ATRI () ATR
Basi. artrges iclued (1 Bsi Comutin Lnguge,
2) enipees wih nsructon bok () Astoids ithinstctionbook (4)CogoBongowit istrctio bok.
ATAI 13XECOPUTE
coms ithTV cble pwer uppl, wnrs mnual,priperalcabe
ATAR 850INERACE
omeswih powr uppy,interaceopraors mnua, rinte
cble
SGNALAN MRK I MODM
coes wh powr suply,cale instucton, Tleli I
catridewith nsructis.

AARI1050ISK DIVES for al
Eac drie ome wita perpherl cale pwer uppl,
wnes gude,DO 3 ith rfeene manuals. DOS 2.0, 2.0s,
2.5, 2.6f, 4.0, no manuals for these. A variety of software
on disk, utilities, daabse gameand oe bx ofew blnk
dsks.
AAR 410 PROGRAM RECORDERS 2 for Sale
one has an owners manual, both have a blank tape

SOFTWARE
(1) Synfile + (plus) a database for ATARI 800/130XE computers
with user manual
(2) Syncalc a spreadsheet for ATARI 800/130XE computers with
user manual
(3) Print Shop and Print Shop graphics library, both have
manuals
(4) ATARI Writer Plus word processor with manual

BOOKS
(1) Games for the ATARI
(2) 6502 Applications
(3) Computes First Book of ATARI
(4) Computes Second Book of ATARI

Thanks in Advance
--

233. New! 6502 Macro Cross-Assembler for PC/MS-DOS

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-14 00:00:00 UTC
From: "Douglas Beattie Jr." <beattidp@svc.ctc.edu>
Message-ID: <4dc4pr$44g@whidbey.whidbey.com>
Source record: 86508

Macro assemblers are supposed to make assembly programming
easier and more powerful.

...check this one out and see what you think;

look in URL http://www.whidbey.net/~beattidp/comput/x65tools/

--
Douglas Beattie Jr. http://www.whidbey.net/~beattidp

234. Closet Clean Out Sale (READABLE)

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-14 00:00:00 UTC
From: af631@detroit.freenet.org
Message-ID: <4dbsa2$5sd@detroit.freenet.org>
Source record: 86509

This was posted back in November, then my access was cut off due to changes in the telephone numbers and my provider lost their lease were the modems are located. So here it is again, sorry for any confusion.

CLOSET CLEAN OUT SALE

Make me an offer via E-mail on any or all of the items below. All hardware is in working condition. You should include shipping costs in your offer. If your offer is chosen I will ship after your check or money order clears the bank.

ATARI 800 COMPUTER
comes with TV cable, power supply, owners guide, peripheral cable, 48k RAM, 10k ROM, ATARI 800 Basic Reference Manual. Books included, (1)Your ATARI Computer, a Guide to ATARI 400/800 Personal Computers, (2) Mapping the ATARI, (3) ATARI Basic. Cartridges included (1) Basic Computing Language, (2) Centipedes with instruction book, (3) Asteroids with instruction book, (4) Congo Bongo with instruction book.

ATARI 130XE COMPUTER
comes with TV cable, power supply, owners manual, peripheral cable

ATARI 850 INTERFACE
comes with power supply, interface operators manual, printer cable

SIGNALMAN MARK III MODEM
comes with power supply, cable, instructions, Telelink I cartridge with instructions.

ATARI 1050 DISK DRIVES 2 for Sale
Each drive comes with a peripheral cable, power supply, owners guide, DOS 3 with reference manuals. DOS 2.0, 2.0s, 2.5, 2.6f, 4.0, no manuals for these. A variety of software on disk, utilities, database, games and one box of new blank disks.

ATARI 410 PROGRAM RECORDERS 2 for Sale
one has an owners manual, both have a blank tape

SOFTWARE
(1) Synfile + (plus) a database for ATARI 800/130XE computers with user manual
(2) Syncalc a spreadsheet for ATARI 800/130XE computers with

user manual
(3) Print Shop and Print Shop graphics library, both have
manuals
(4) ATARI Writer Plus word processor with manual

BOOKS
(1) Games for the ATARI
(2) 6502 Applications
(3) Computes First Book of ATARI
(4) Computes Second Book of ATARI

Thanks in Advance

--

235. Re: Uploaded: Atari800-0.2.5.tar.gz (Unix/Amiga)

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-14 00:00:00 UTC
From: mikeedmo@voicenet.com
Message-ID: <4da7l1$dsu@omni1.voicenet.com>
Source record: 86510

I need a little help with this...

Got it compiled and running under Linux (currently 1.3.35). I am having no luck reading normal system files via the "H:" drive. Using MyDos4.X, I can get a directory listing fine, but I can't run files from H: or copy them to disk images. This is too bad, because most of my Atari stuff is in plain-file format. With PC Xformer, you can specify a file on the command-line and it becomes a virtual diskette. Has anyone gotten this to work w/Linux, or can anyone point me to a utility to create an XFD/ATR disk image from a plain OS file?

This emulator is getting better and better...it can even run some of the funky text-graphic games like Ali Baba and the Forty Thieves, which PCXF has always choked on...

-Mike

236. Re: Cross Platform Post

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-14 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.91.960114200350.28356D-100000@moose.erie.net>
Source record: 86511

On 13 Jan 1996 tomhunt@bright.net wrote:

> Hey Tom. When my message gets to
> csa8b, will the header have my name
> on it, or yours?

His!

237. P:R:Connection R: cables..

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-14 00:00:00 UTC
From: kendrick@cs.sonoma.edu
Message-ID: <199601150259.SAA20361@zippy.sonoma.edu>
Source record: 86512

Hello! It is not exactly spelled out in bold in the P:R:Connection manual, and I've always remebered this to be true, but is the connector between the P:R:Connection and a standard RS232 device (ie, modem) STANDARD?

Like, "I could walk down to Radio Shack and buy one" standard? Again, I always remember hearing that it's not, but I spoke to someone who thinks that it may just be the parallel (printer) cable.

So... if it ISN't a standard cable, where can I get one, and/or is it very easy to build? <gulp> The P:R:Conn. manual has a pin-to-pin listing, so I wouldn't need the description on how to build it. BUT again, I wanna just go to a store or something and have one pre-made.

Thanx!

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/~kendrick/

238. Closer To Home Shareware

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-14 00:00:00 UTC
From: tomhunt@bright.net
Message-ID: <4dbve6$gf3@brutus.bright.net>
Source record: 86513

Please note that originally this message was formatted very nice. Oh well!

-----BEGIN PGP SIGNED MESSAGE-----

Basically what I'm currently offering as Shareware is exactly what is
available from my home page- bright.net/~tomhunt More CTH shareware is
available from the Closer To Home BBS, at 419-368-4413 (300 - 14,400 USR).
But here is a list of some of them. Note that almost all of my programs
are for use with Sparta Dos 3.2(c,d,g,gx).

armorizer This program wraps your executables with an added layer of
protection.
Whenever you run an armorized program, an executable header
will check the file's current crc with the original crc.
It uses crc-16, the same as ymodem/ymodem-g/xmodem crc/1k
xmodem. If an armorized program changes in any way, the
executable armor header will tell you about it.
Very useful in guarding against viruses and corruption.

check Useful for seeing if two files are identical. It uses
crc-32, and the very same polynominal used by pkzip. This
assures an added level of accuracy.

cth_sfx The SelF eXtraction utility. This will take one or more
files, and create a self extracting archive out of them.
A .sfx file can be executed, and all of the compressed
files contained in it will be automatically extracted.

Another variation of the sfx utility exists. It's a Self
eXtraction and Installation (SFI) creation utility. The
programmer can tell it what files goes into what
directories. Upon execution of the sfi program,
it prompts the user about which drive(s) to use. This
program is offered to developers, under a licensing
agreement.

filenote This utility allows you to attach filenotes to programs and
.arc files. Attach filenotes to .com, .bas, and .arc files
effortlessly.

frag A graphical utility which displays on a hi-res screen a
representation of the fragmentation on any disk.

longlib A library of long integer (32-bit) math routines.
For C and Action.

Makehelp A mac/65 programmer's utility. Allows a programmer to
create a program's internal help menus using a text editor
like textpro. This utility takes the text file and turns
it into mac/65 code, which can then be .included into the
source code, and assembled right into it.

Readit Using speach phonemes, this utility will take a text file
and read it aurally to you. It uses speach synthesis.

shell/shellgx Enhancements to the sparta 3.2d and 3.2g/gx versions of
dos. They allow you to specify up to 3 search paths,
prints at each prompt the current working directory, and
even checks the disk for certain types of disk corruption
that even cleanup.com doesn't check for.

snapshot 3.3m Using snapshot is like having two computers in one.
Requires 128k or more ram.

Sound Utility Supports all memory upgrades, from a base 64k machine,
clear up to 1088k monsters. Even plays Windows .WAV files!

Term80 For the ultimate 8-bit terminal program, use Term80.
Requires that your modem be connected to either a Black
Box or MIO. Plays ANSI bbs games at 14.4 k-baud
ARQ/v42 BIS without ever dropping any characters. Play
exciting multi-player ANSI BBS games like- Global War,
Land Of Devastation, Freshwater Fishing Simulator, Barren
Realms Elite, etc. Use ANSI message editors.
Download using ymodem, 1k-xmodem, or xmodem crc. Upload
using ymodem. It's a term program that's built like a bbs
program!
- - --
There are a few others that aren't on my home page. Such as-

rc4 An encryption/decryption program based upon RSA Data
Security's rc4 c source code.

menu A great joystick controlled disk browser. Plays .dig
files, displays three types of picture files, displays
atascii and ascii text files Uses colorful players.
Much, much more.
- - --
All of my programs come with complete documentation of how to
install and use them. They also come with a shareware notice. Basically,
if you enjoy the program and continue to use them, it asks that you send
a shareware donation to it's developer.

-----BEGIN PGP SIGNATURE-----
Version: 2.6.2

iQCVAwUBMPj/qJE8W2AK/tGNAQH+UQP/STEzhKt0tiUXLjqzZnU9MjYwKKbs/f7P
y7eBGlB+JxD0utTGdtGmNhG8m916gid2Nh+hQ1o5yTfOI4YtFFLUorDhgAno4JIB
If3kpz431ertykZEzq2qBrqqzeB3QsAgRE8OYI1+ha3FMVIv6hfzHuP/bTnlFDx5
hrgMOZGtO48=

=aN9t
-----END PGP SIGNATURE-----

Tom Hunt, sole owner of Closer To Home Enterprises.
Atari 8-bit developer.
Sysop of The Closer To Home BBS, 419-368-4413, 3-14.4, USR.
Oldest bbs in Ashland County, Ohio U.S.A.!

239. Re: Uploaded: Atari800-0.2.5.tar.gz (Unix/Amiga)

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-14 00:00:00 UTC
From: David Firth <david@signus.demon.co.uk>
Message-ID: <1996Jan14.230857.1144@signus.demon.co.uk>
Source record: 86514

Mike Edmonson (mikeedmo@voicenet.com) wrote:

: Got it compiled and running under Linux (currently 1.3.35). I am
: having no luck reading normal system files via the "H:" drive.
: Using MyDos4.X, I can get a directory listing fine, but I can't
: run files from H: or copy them to disk images. This is too bad,

I have just corrected this and will E-mail the corrected version to
you. I will upload it to ftp.demon.co.uk after I have checked the
latest version runs under Solaris.

--
David Firth <david@signus.demon.co.uk>

240. Sparta Disk Cataloger?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-14 00:00:00 UTC
From: DAG.HUGDAHL@f47.n282.z1.fidonet.org
Message-ID: <51a_9601150106@flight.org>
Source record: 86515

Quoting From: heller@cdnow.com (A. Karl Heller)

AK> I am looking for an old basic program that would catalog spartados disk/
AK>atari disks etc... you just slapped the disk into the drive and it would
AK>pull the directory for you.
AK>
AK> You could classify each file or disk as well as add entries by hand
AK>and edit the entries.
AK>
AK> it was a bit slow.. but it worked well.
AK>
AK>
AK> Anybody know where I can find it (I looked at umich but didnt see
AK>any disk catalogers) or better yet, where I can find a better one?

This does sound like "SuperMenu" (or something like that) that appeared
in Compute! magazine in the early 80's. I think I do have a copy around
so I'll try to find it...

-Dag-
dag.hugdahl@flight.org

---
* PabQwk 2.0 #23 * "Energize!" said Picard and the pink bunny appeared...
---------------------------- -//- ----------------------------
Internet: DAG.HUGDAHL@f47.n282.z1.fidonet.org
| FlightLine data.612.544.5118 <> note: the views of this |
| Aviation & FlightSim Resource <> user are strictly his own. |
---------------------------- -//- ----------------------------

241. Corrections

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-14 00:00:00 UTC
From: DAG.HUGDAHL@f47.n282.z1.fidonet.org
Message-ID: <519_9601150106@flight.org>
Source record: 86516

Quoting From: nkey@ixc.net (Nelson Nieves)

NN>Programs, such as my DELTREE command, still call the SpartaDOS CIO to delete
NN>files and directories. This is a system wide problem. The only cure is to
NN>fix these errors in SpartaDOS 3.2 by FTE.

Does this also afflict SDX?

-Dag-

dag.hugdahl@flight.org

---
* PabQwk 2.0 #23 * Beat me, whip me, make me read my mail online!
---------------------------- -//- ----------------------------
Internet: DAG.HUGDAHL@f47.n282.z1.fidonet.org
| FlightLine data.612.544.5118 <> note: the views of this |
| Aviation & FlightSim Resource <> user are strictly his own. |
---------------------------- -//- ----------------------------

242. Re: Closer To Home Shareware

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-14 00:00:00 UTC
From: cooley@nevada.edu
Message-ID: <4dch9s$u30@pioneer.nevada.edu>
Source record: 86517

howdy. Do you do memory upgrades on XE's? I have one that i wanna get a meg put in to use with your sound file reader.

thanks

243. Re: atari disassembler on a unix platform?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-14 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <4d9odv$vmd@dartvax.dartmouth.edu>
Source record: 86518

Cyrus <cyrus@lagrange.amd.com> writes:

>I know that there is as6502 which will assemble your atari 6502 ass'y
>code into machine code on the UN*X platform and I have tried it...pretty
>nice! BUT, is there a similar disassembler?

ftp://ftp.cs.dartmouth.edu/pub/crow/atari/binload-2.4.tar.gz

This program (for DOS or Unix) will analyze any Atari binary load file
and tell you:
* Run address
* Init addresses
* Load blocks
* Dissassembly of each block (with -d flag)
And it will clean up the file if needed, merging adjacent load blocks and
moving the run address to the end of the file (I know of at least one
broken loader that this will help).

--PC
--
==========
"It is perhaps only in mathematics that the means of study are also the
objects of study." _The Handbook of Artificial Intelligence, Vol. 3,
page 445.

244. Cross Platform Post

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-14 00:00:00 UTC
From: DAG.HUGDAHL@f47.n282.z1.fidonet.org
Message-ID: <51b_9601150106@flight.org>
Source record: 86519

```
t >From: tomhunt@bright.net
t >Subject: Cross Platform Post
t >Organization: BrightNet
t >
t >Hey Tom. When my message gets to
t >csa8b, will the header have my name
t >on it, or yours?

Looks like Tom's name is on it...


---
* PabQwk 2.0 #23 * ERROR- 255 (Programmer Deleted)
---------------------------- -//- ----------------------------
Internet: DAG.HUGDAHL@f47.n282.z1.fidonet.org
| FlightLine data.612.544.5118 <> note: the views of this |
| Aviation & FlightSim Resource <> user are strictly his own. |
---------------------------- -//- ----------------------------
```

245. Re: 8-bit emulators

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-15 00:00:00 UTC
From: rwilmott@mars.superlink.net
Message-ID: <rwilmott-1401962031590001@p5.superlink.net>
Source record: 86520

In article <twicky-1101961514310001@dial-di001.essex1.com>,
twicky@essex1.com wrote:

> Anyone know of an 8-bit emulator for Mac? Need something soon.

Search back on prior messages for "Rainbow". It's an 800/xl emulator that was made for the mac last summer. A demo is available at ftp sites...to enable sound, the xl operating system, and file copying routines routines you need to pay the shareware fee (about $20 US or so).

BTW, if you want my 2 cents on it.....if you've got a PowerMac, you definitely want Rainbow. It runs about 90% of 8-bit software; even some games like Alternate Reality that I thought for sure would crash it. If you're using an '030/'040 Mac, emulation is really too slow to be useful.

-Ray

246. Re: Please help!

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-15 00:00:00 UTC
From: Bob Klaas <bobkla19@mail.tcd.net>
Message-ID: <4de0ej$kop@news.tcd.net>
Source record: 86521

What you are asking for is Copyrighted material, not p/d or
shareware. That is why you are unable to locate them on the Net.

247. Memory upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-15 00:00:00 UTC
From: lmull@skypoint.com
Message-ID: <4dconm$1en@stratus.skypoint.net>
Source record: 86522

I would like to upgrade my 800XL from 64K to 256K. Can anyone tell me how to do this and how much it might cost. Thanks.

--

248. memory upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-15 00:00:00 UTC
From: seppie@I_should_put_my_domain_in_etc_NNTP_INEWS_DOMAIN
Message-ID: <4deh5o$8lc@terminus.intermind.net>
Source record: 86523

looking to upgrade my XE to a monster system (1 Meg or higher). Gimme details on how to do it, or a place where i can send it. thanks!

249. Realm of Impossibility

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-15 00:00:00 UTC
From: strider@unm.edu
Message-ID: <4deikj$16iq@musca.unm.edu>
Source record: 86524

Dudes, I need Realm of Impossibility. Por Favor!

--
* __ Nathan Alter *
* __|__|__ strider@unm.edu *
* __|________|__ http://www.unm.edu/~strider *

250. Re: 800 XL BASIC

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-15 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <DL7E94.HG2@freenet.carleton.ca>
Source record: 86525

Larry Mullaly (lmull@skypoint.com) writes:
> Also I am having trouble with
> DiskComm32. I downloaded SUPDOS51.DCM and tried to expand it. However I
> get an error 139 when it tries to write to the blank disk. I am using
> the sio2pc cable with the shareware version of APE107.

Are you using a new blank .ATR image of the appropriate size and density?

You might just try expanding the .DCM image using APE's built in
DCM->ATR converter. Option 'A'.

Your not trying to run APE under windos are you?

Steve

251. Re: Uploaded: Atari800-0.2.5.tar.gz (Unix/Amiga)

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-15 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <4ddtg2$bit@dartvax.dartmouth.edu>
Source record: 86526

mikeedmo@voicenet.com (Mike Edmonson) writes:

>can anyone point me to a utility to create an XFD/ATR disk image from
>a plain OS file?

Try:
ftp://ftp.cs.dartmouth.edu/pub/crow/atari/unix2atr.c

It creates a MyDos disk image from a directory structure, but doesn't
set up the used-sector bitmaps and the boot sectors yet. Still, if
you don't boot from or write to the disk image, it should work.

>This emulator is getting better and better...it can even run some of
>the funky text-graphic games like Ali Baba and the Forty Thieves,
>which PCXF has always choked on...

I, too, am quite impressed with it. It's still a little slow on my
P5-90, but games are playable.

--PC

P.S. Since we're talking about it, look for it at:
ftp://ftp.demon.co.uk/pub/emulators/atari/

--
Homepage: http://www.cs.dartmouth.edu/~crow/
PC's LEGO Empire: http://www.cs.dartmouth.edu/~crow/lego/empire.html
Linux multimedia: http://www.cs.dartmouth.edu/~crow/linux/
HTML Link Verification: http://www.cs.dartmouth.edu/~crow/lvrfy.html

252. Wanted Bad: A technical FAQ about ATARI 7800 & XE system

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-15 00:00:00 UTC
From: dreamzs@ix.netcom.com
Message-ID: <4de05a$9ln@ixnews6.ix.netcom.com>
Source record: 86527

Just like to subject says, I need a really cool FAQ about these systems
that would blow my socks off. Please don't send me that atari
2600/5200/7800 FAQ, it doesn't really cover much about the 7800 system,
or neither the XE system. Please E-mail me if you have any information,
I am trying to write a cool little article.

Thank you.

253. PARROT

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-15 00:00:00 UTC
From: seppie@I_should_put_my_domain_in_etc_NNTP_INEWS_DOMAIN
Message-ID: <4degvn$8lc@terminus.intermind.net>
Source record: 86528

hello. Looking for a PARROT or similiar voice digitizer.

please reply.. thanks

254. Re: 8-bit emulators

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-15 00:00:00 UTC
From: sysop@hitec.com
Message-ID: <4de0sq$adt@news1.svc>
Source record: 86529

> It runs about 90% of 8-bit software; even some
> games like Alternate Reality that I thought for sure would crash it.

Just out of curiosity, does anyone know howcome Rainbow has no trouble running AR: The City, and PC
Xformer cannot? (I have never actually seen the "Rainbow" software in action, but have heard that it runs pretty
well)

--Steve

255. APE problem

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-15 00:00:00 UTC
From: lmull@skypoint.com
Message-ID: <4de11a$j5i@stratus.skypoint.net>
Source record: 86530

I recently started using the sio2pc cable with the shareware version of APE107. It works beautifully for the most part. Here is my problem:

I wanted to copy some files from disk images to the real disk drive. I only have one disk drive and set the selector switch on the back of it so it was D3:. I loaded atr images in slots 1&2. After booting up the atari with MYDOS453 I tried to copy files D2:*.*,D3:. After a few files have been copied APE completely locks up. It always locks up during the write to the real disk drive. This also happens with Duplicate Disk. Any ideas?

--

256. File Selector v.0.4 Completed (Was Re: v.0.3 Completed)

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-15 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4dd0n0$dgj@nuke.csu.net>
Source record: 86531

Ivo van Poorten (ipoorten@cs.vu.nl) wrote:

: You won't need to turn off the DLI's, as long as the DLI's don't last longer
: than 1 scanline. If you do that, you can use as many of them as you wany.

<snip>

Thanx for the tips! :)

Since we're talking about FS, here's what's new in v.0.4! :)

Page-up was added to the file reader
Top-of-file was added to the file reader
LF's are stripped on ASCII files (oops! :))

Documents were reformatted
Source code was reformatted

Defaults are reloaded on "." (same directory) selection (oops!)
Cursor is put back at the top of the listing when you enter an APE PC Mirror
subdirectory (oops again!)

If you'd like a copy e-mail please e-mail me. (I CAN'T GET ONTO UMICH TO
UPLOAD!!!!!) Also, check my home page. Addresses in my .signature.

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/~kendrick/

257. Re: atari disassembler on a unix platform?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-15 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4dd195$dgj@nuke.csu.net>
Source record: 86532

Cyrus (cyrus@lagrange.amd.com) wrote:

: I know that there is as6502 which will assemble your atari 6502 ass'y
: code into machine code on the UN*X platform and I have tried it...pretty

Cool!!! Where where where does one get this?

And is there a good (ie, comparable to "gcc" for Unix) C compiler for
6502 and/or 65816 (esp. with some Atari XL libraries! 8^)) for Unix???
Or MSDOS?

-bill!
kendrick@zippy.sonoma.edu

258. Re: P:R:Connection R: cables..

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-15 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <4dei70$jrm@blackice.winternet.com>
Source record: 86533

> kendrick@cs.sonoma.edu (William Kendrick) writes:
> Hello! It is not exactly spelled out in bold in the P:R:Connection manual,
> and I've always remebered this to be true, but is the connector between the
> P:R:Connection and a standard RS232 device (ie, modem) STANDARD?
>
(SNIP)

>>>>
No. On the DB9 end, pins 1,2 and 4 are 'wrong'. Here is how to
modify one:

Move pin 1 to pin 2
Move pin 2 to pin 4
Move pin 4 to pin 1

I'm speaking of moving the signals.

Rich Mier

259. Reading 5200 carts in 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-15 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <DL8sx8.GAE@freenet.carleton.ca>
Source record: 86534

I would like to read the roms from some 5200 carts in my 800xl. Since
the machines are so similar I guess I should just be able to
make the roms appear @ $A000-BFFF as normal 8 bit carts do, and
5200 carts?

I have the pinouts for both the 5200 and 800xl cart ports, is it just a matter
of wiring the A lines on the 5200 cart to the a lines on the 800xl, same
for the D lines?

What about the lines that are marked 'Enable 80-8F', 'Enable 40-7F' on
the 5200 port? Also, on the 800xl port, there are lines marked
R/W, a anohter odd one not matched on the 5200 port.

Do these need to be wired any special way, or just leave them unconnected?

I would also like to be able to dump 2600 carts, though these carts
appear in the 2600 system @ $F000. Can I do a similar thing
w/ these carts?

Thanks!

Steve

260. Re: Memory upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-15 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <4debko$fof@news.xmission.com>
Source record: 86535

Tmull@skypoint.com (Larry Mullaly) wrote:

>I would like to upgrade my 800XL from 64K to 256K. Can anyone tell me
>how to do this and how much it might cost. Thanks.

>--

The easiest way to do this would be to purchase a Newell upgrade kit,
otherwise, you'd have to create a perf. board for the XL modification.

XE's are MUCH easier to upgrade.

@@@@@ ------------------------------------ @@@@@
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, Network Analyst by Accident!

261. Re: P:R:Connection R: cables..

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-15 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <4decdd$fsb@news.xmission.com>
Source record: 86536

kendrick@cs.sonoma.edu (William Kendrick) wrote:

>Hello! It is not exactly spelled out in bold in the P:R:Connection manual,
>and I've always remebered this to be true, but is the connector between the
>P:R:Connection and a standard RS232 device (ie, modem) STANDARD?

No, the PR: and 850 use their own pinout Rs232 cable. You can
purchase a cable from B&C, Best, etc.. or build one yourself.
@@@@@ ------------------------------------ @@@@@
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, Network Analyst by Accident!

262. Re: P:R:Connection R: cables..

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-15 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1996Jan15.225448.11801@wariat.UUCP>
Source record: 86537

(We been talking about RS232 and printer cables for the 850.)
Now, Rich Mier knows what he's talking about and says the 'standard'
db9 to db25 is 'wrong'. I'm amazed. I swear this discussion came up
once before and I got out my RS232 and 850 or P:R: books and even
tested pins with an ohmmeter. Son of a gun. I never had any problem
with my standard 9 to 25. I even hooked up a 14.4 to my MIO once and
it worked. Lemme read that msg. again and write that down.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

263. Re: P:R:Connection R: cables..

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-15 00:00:00 UTC
From: clisowsk@condor.mcs.kent.edu
Message-ID: <4dec3f$95c@ns.mcs.kent.edu>
Source record: 86538

William Kendrick (kendrick@cs.sonoma.edu) wrote:
: Hello! It is not exactly spelled out in bold in the P:R:Connection manual,
: and I've always remebered this to be true, but is the connector between the
: P:R:Connection and a standard RS232 device (ie, modem) STANDARD?

The Modem cable on the P:R: is a _standard_ 9pin to 25pin modem
cable. Today, it seems as if the /standard/ is 25pin to 25pin cable.
So When people tell you it is or is not standard, both are correct
in so much as their own minds.

--Craig http://nimitz.mcs.kent.edu/~clisowsk/8bit.html
--
"We the willing, lead by the ungrateful, are doing the impossible with nothing.
We have done so much, with so little, for so long that we are now qualified to
do anything with nothing."

264. Re: P:R:Connection R: cables..

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-15 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1996Jan15.234652.16250@wariat.UUCP>
Source record: 86539

(Rich Mier says pins 1, 2 and 4 are wrong on a 'standard' db9 to db25
cable.)
Well. I checked one of my modem 9 to 25 cables with ohm meter, 850
book and RS232 pins of a modem book (25 pin).
Here's what I get with the ohm meter and books.
850 9 pin # # Modem 25 pin
DTR 1 20 DTR
CD 2 8 CD
TX 3 2 TX
RX 4 3 RX
Gnd 5 7 Gnd
DSR 6 6 DSR
RTS 7 4 RTS
CTS 8 5 CTS
NC 9
Ok, So I must be wrong and I have a special cable. BUT, dear readers,
The above should be correct. Switch 1 to 2 and now DTR connects to CD.
2 to 4 and CD connects to RX and 4 to 1 RX to DTR.
I AM CRAZY, BUT (big but there) I'm really thankful my computer didn't
lock up, I did this online.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

265. Re: P:R:Connection R: cables..

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-15 00:00:00 UTC
From: tdrake1@umbc.edu
Message-ID: <4ddp0j$enr@news.umbc.edu>
Source record: 86540

William Kendrick (kendrick@cs.sonoma.edu) wrote:
: Hello! It is not exactly spelled out in bold in the P:R:Connection manual,
: and I've always remebered this to be true, but is the connector between the
: P:R:Connection and a standard RS232 device (ie, modem) STANDARD?

Bill,

Not standard. Requires a modified cable.

: Like, "I could walk down to Radio Shack and buy one" standard? Again, I
: always remember hearing that it's not, but I spoke to someone who thinks
: that it may just be the parallel (printer) cable.

You can get a DB-25 Male to DB-25 Female RS-232 Shielded Jumper Box from
Radio Shack and wire the pins per the P:R manual, but you will also need
to get a female DB-25 to male DB-9 connector. Part number for the Jumper
box is 276-1403. You can also mailorder for a DB-25 to DB-9 breakout box.
These solutions would allow you to use a standard IBM PC RS-232 modem cable.

: So... if it ISN't a standard cable, where can I get one, and/or is it
: very easy to build? <gulp> The P:R:Conn. manual has a pin-to-pin listing,
: so I wouldn't need the description on how to build it. BUT again, I wanna
: just go to a store or something and have one pre-made.

If you want to buy one, then American Techna-Vision sells 'em pretty
cheap (about $10), so does B&C, or you can order one from Redmond Cable for
$20 or so bucks.

You will NOT be able to buy one off of the shelf.

Tom

--
-=-
Thomas Drake |From an 80-column Atari 8-bit Home Computer...
tdrake1@umbc.edu | Through the telephone, off of the server,
Test First! Then Code! | over the T-1 backbone, nothing but 'Net!

266. FS: SHAMUS (Atari 8bit cart) $5, shrinkwrapped

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-15 00:00:00 UTC
From: rpribish@wheel.ucdavis.edu
Message-ID: <4ddckb$52k@mark.ucdavis.edu>
Source record: 86541
Cross-posted to: misc.forsale.non-computer,rec.games.video.classic,rec.games.video.marketplace,comp.sys.atari.8bit

```
For Sale (or trade for Atari 2600 carts):

SHAMUS, a cool action adventure game on cartridge by Synapse
for the Atari 8-bit computers. Shrinkwrapped! $5 plus $1 shipping.

Thanks, Reinhard
```

267. FS: 2 Atari 800xl's & other stuff.

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-16 00:00:00 UTC
From: Secross <secross@whidbey.com>
Message-ID: <Pine.SOL.3.90.960115194945.9591C-100000@whidbey>
Source record: 86406

I have the following for sale and would like offers on this stuff.

Hardware:
2 800xl's
1 400
1 400 cassette drive
2 xl cassette drives
1 xl 1050 floppy drive

Assorted cartridges:
star-raiders
atari basic
other cartridges (?)

Software:
basic tutor cassettes (5)
zaxxon cassette
other cassettes (?)
syncalc disk

Otherstuff:
power-supplys and cables for all the above hardware.
(might be missing some rf cables for hooking to tv)

If interested, Please e-mail me since i do not read this newsgroup very
often.

Secross@whidbey.com

268. Re: Wanted Bad: A technical FAQ about ATARI 7800 & XE system

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-16 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <DL9qB6.H92@iglou.com>
Source record: 86407

I don't know of a FAQ that would tell you more about the Atari 7800, but
the XE is covered in the Atari 8-bit Computers FAQ which you can find at
http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/faq/faq.html

--
"Oh various day! Cartoon! Cathay!"

269. Re: What is the Atari 850 Serial Interface?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-16 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <DL9qKH.HF0@iglou.com>
Source record: 86408

In article <4df696$158@news1.panix.com>,
Mitchell Regenbogen <mreg@panix.com> wrote:
>
>I'm pretty sure that's wrong. The printer port is a standard Centronics.
>
The printer port uses a 15-pin D-sub connector, as does the P:R: and MIO
(and BB?). IBM-compatible computers (what most people mean by
"standard") use a 25-pin connector for the printer and 15-pins for the
joystick.
--
"Oh various day! Cartoon! Cathay!"

270. Re: 800 XL BASIC

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-16 00:00:00 UTC
From: eplicon@aol.com
Message-ID: <4dg166$rfq@newsbf02.news.aol.com>
Source record: 86409

>Does anyone know of a way to permanently disable BASIC in the 800XL. I
>am tired of holding down the option key.

I seem to recall there was this special hardware modification that reversed the procedure. Meaning, if you wanted to boot up BASIC, you held on the OPTION key instead. I just don't remember where I saw it -- I think it might have been Bob Puff's company?

271. New Alternate Reality site launched! :)

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-16 00:00:00 UTC
From: Robert Hagenstr&#65533;m <sp93rob@ksk.sala.se>
Message-ID: <4dgos5$m60@aragorn.mdh.se>
Source record: 86410

I hereby announce that being "disconnected" from an Atari 8-bit
machine for SEVEN years doesn't stop you from coming back! :)

I have just launched a new site for the Alternate Reality games series
(and also tried to mail everyone about it) :)

Please feel free to have a look and tell me what you think!

It is located at:

http://www.ksk.sala.se/~sp93rob/dungeon

If you happen to like it or recognize the game I would like to get help
with the following, if you have the time/good will: :)

*Get in touch with someone who shares the same interest as I (AR).

*Get in touch with as many ARFF people as possible (Alternate Reality
Freak Federation)

*Get info about what stopped the company from completing the series and
what Datasoft (Software Toolworks?) is doing nowdays and how to get in
touch with them!

*Get help with getting the game and an Emulator for as many formats as
possible! (pref. PC) (I have a .arc file but don't know how to use it...
call me a lamer!) 8->

*Get screenshots or something that I can use in my site (or scan).

*Get something other than .wav files of the music in the games.

*And a whole lot of other stuff, mind you, this game is BIG!!!!

Thank you for taking your time and reading this!

Yours Sincerely Robert "Thunderball" Hagenstri¿½m

272. Re: atari C compiler on unix (was Re: atari disassembler on a unix platform?)

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-16 00:00:00 UTC
From: clisowsk@condor.mcs.kent.edu
Message-ID: <4dhdep$88@ns.mcs.kent.edu>
Source record: 86411

Rob Funk (rfunk@magnus.acs.ohio-state.edu) wrote:
: I'm wondering if it would be possible to make gcc compile to 6502
: code, but it was mainly intended for 32-bit processors.

Sure it's possible. It would take an *extraordinary* amount of work.
You would need to setup alot of configuration files, dealing with number
of registers, pseudoregisters, floating point registers, linking conventions
and lots of other things. If you're curious as to what this includes, grab
yourself a copy of gcc-2.7.0 (2.7.2's optimizer breaks things on intel x86
machines if you dont specify -fno-strength-reduce) and check out the
gcc-2.7.0/config subdirectory. I do think they have a 65816 cross-compiler
configured though. Once you set everything up, when you configure gcc
you need to specify what the target host/system is.
(ie: ./configure --target=romp-ibm-aos)
Yes, I do have way too much time on my hands...

--Craig
--
"We the willing, lead by the ungrateful, are doing the impossible with nothing.
We have done so much, with so little, for so long that we are now qualified to
do anything with nothing."

273. Please help!

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-16 00:00:00 UTC
From: halliwee@ts436.dyess.af.mil
Message-ID: <30FBB58A@syrinx.dyess.af.mil>
Source record: 86412

On Sat, 13 Jan 1996, jay.trevor@swsbbs.com (Jay Trevor) said:

> Now, if one is interested in Commodore 64 files, one only has
>to use an internet search string or two, and one will come across
>1000's of old programs. Atari seems to be limited to the University
>of Michigan Archive, which is great, if one enjoys the shareware.

Oh noooooooooo!!!!! Not THIS thread again! Kill it! Step on it!

> But I want to play Alley Cat, and my old copy of Donkey Kong.
>I would like to play Dig Dug again... Where can these games be found?

Check the FAQ. There are any number of friendly Atari mail-order
vendors who would be more than willing to SELL you these fine
COPYRIGHTED games.

--
Clay Halliwell | ATARI XL/XE DO + THE
halliwee@ts436.dyess.af.mil | 8 - B I T S --------
e.halliwell@genie.geis.com | //////////// M A T H

274. printing help

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-16 00:00:00 UTC
From: seppie@I_should_put_my_domain_in_etc_NNTP_INEWS_DOMAIN
Message-ID: <4dh6j3$s40@terminus.intermind.net>
Source record: 86413

hello. I need help printing out text files. Almost everytime i try to print something out on my printer, the text is not formatted right. Is there a sure fire way to print out text files where they are formatted just like you read them off the screen? Is there any macro on Textpro where i could do this?

please reply..

thanks

275. Re: P:R:Connection R: cables..

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-16 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <4dh9b6$1nc@blackice.winternet.com>
Source record: 86414

> Russ.Gilbert@apk.wariat.org (Russ Gilbert) writes:
> (We been talking about RS232 and printer cables for the 850.)
> Now, Rich Mier knows what he's talking about and says the 'standard'
> db9 to db25 is 'wrong'. I'm amazed. I swear this discussion came up
> once before and I got out my RS232 and 850 or P:R: books and even
> tested pins with an ohmmeter. Son of a gun. I never had any problem
> with my standard 9 to 25. I even hooked up a 14.4 to my MIO once and
> it worked. Lemme read that msg. again and write that down.
(SNIP)
>>>>
The information I have is the ANSI or IEEE standard for a
RS232C, DB25F to DB9M cable. The Atari is from the 850 Manual.
I've had to do this 3 wire swap for other many times. Once even had
to build a DB9M to DB9M (Gender Changer) and do the wire swap at
the same time. Used on a 2400Baud Pocket Modem made for a MAC.
Worked fine on a 850.

Rich Mier

276. Re: What is the Atari 850 Serial Interface?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-16 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <4dg48i$rg0@news.xmission.com>
Source record: 86415

Mitchell Regenbogen (mreg@panix.com) wrote:
: I don't believe that's true. If I remember the RS232 ports on the 850
: Interface Module are standard serial ports.

Incorrect. The Atari does not use standard serial or parallel
ports/cables. They are custom.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

277. Andy Robot

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-16 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <4dg4hg$rg0@news.xmission.com>
Source record: 86416

Just purchased an Andy Robot for the 8bit Atari, and was wondering if
anybody else has such a beast.

Looking for programs created for this little robot...

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

278. Video game cartridge screen shots

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-16 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <4dfrvq$cfd@ixnews3.ix.netcom.com>
Source record: 86542

I have recently added some more video game screen shots from cartridge based games to my web site. The new additions are Atari 8-bit computer, Commodore 64 computer and the Commodore Vic-20 computer. There are 125 pictures currently in these sections, in addition to other sections for other classic video game and computer systems.

I will be adding more screen shots for these, and other systems as time allows. In addition, there are FAQ files for a large number of systems available at the site.

If this is of interest to you, the URL for my web site is listed in my sig file.

Michael

Michael J. Novak Jr. BUYING/SELLING/TRADING: 3DO, Atari Jaguar & Lynx,
Video Game Advantage Nintendo Game Boy, NES & Super Nintendo, Sega 32X,
6861 Anthony Lane Saturn, Genesis, Sega CD, Game Gear & SMS, Sony
Parma Hts., OH 44130 Playstation, Turbo Duo, all Classic systems, and
(216) 843-8815 Voice Classic cartridge based computers!

Over 2 years on the Internet! Now on the WWW at http://www.io.com/~vga2000/

For current list, or to be placed on my e-mail list, please leave E-Mail at:
VGA2000@ix.netcom.com OR VGA2000@io.com OR dw901@cleveland.freenet.edu

279. S: Sherlock Holmes Criminal Cabinet

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-16 00:00:00 UTC
From: rosans00@marvin.informatik.uni-dortmund.de
Message-ID: <4dfiot$q1r@fbi-news.Informatik.Uni-Dortmund.DE>
Source record: 86543

Hello!

I am looking for the game "Sherlock Holmes" (by R+E Software, Raetz Eberle,
the editors of the german ATARImagazin).
If you have it and do not want it anymore, contact me and tell me how much
money do you want for it.

Greetings...

___ Thomas Rosanski * rosans00@marvin.informatik.uni-dortmund.de
| _ World Wide Web Homepage: http://dosis.uni-dortmund.de/~toro
| | | _ BETA Webpages: http://dosis.uni-dortmund.de/~toro/beta.html
|_| |_| _
|\ | | freedom is the freedom to say that two plus two make four
|_| if that is granted, all else follows (George Orwell, 1984)

280. Re: 8-bit emulators

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-16 00:00:00 UTC
From: lamcw@aston.ac.uk
Message-ID: <DL9v4G.AtA@aston.ac.uk>
Source record: 86544

twicky@essex1.com wrote:

;Anyone know of an 8-bit emulator for Mac? Need something soon.

There's Rainbow (an Atari 400/800/800XL emulator for the Mac)
See

http://www.aston.ac.uk/~lamcw/emulators.html

or

ftp.amug.org in info-mac/app

Cheers,

Chris Lam.

281. Re: M.U.L.E

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-16 00:00:00 UTC
From: jeffk914@groucho.roc.servtech.com
Message-ID: <30fb20da.54877838@news.servtech.com>
Source record: 86545

On 14 Jan 1996 22:48:54 GMT, sydtech@skypoint.com (Scott Butler)
wrote:

>Supposedly (and this is just a rumour I heard somewhere; maybe in CGW) Dani
>Bunten was working on a remake for modern hardware, but it got shelved due to
>some creative differences with the publisher. Anyone have any more concrete
>info on this?

To the best of my knowledge, the last version of MULE produced was for
the Nintendo. (The old 8bit one.) The only other versions that I know
of were for the Atari 8bit and the C64.

(Actually, when it was first written, EOA [as they used to call
themselves - never could figure out where the O came from] claimed
that it would only be released for the Atari 8bit, since it was the
only machine advanced enough to run it. :)

I also find it amusing that the C64 version still has the planet
"Irata". :)

| Jeff Kyle jeffk914@groucho.roc.servtech.com |
| Rochester, NY "Katarina" 1975 Porsche 914 |
| http://www.servtech.com/public/jeffk914 |
| Car pictures, TMBG MIDI archive, and more! |
| "No One Knows My Signature." |

282. Atari 130 XE & Computer Assisted Telescope

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-16 00:00:00 UTC
From: gbloose@phobos.glo.be
Message-ID: <199601161033.LAA01734@phobos.glo.be>
Source record: 86546

On 27 november, Charles Boris from Pennsylvania left a message on
on Ivo van Poorten's (The Gatekeeper) Forum:

>From: unknown@ad19-018.compuserve.com
>Name: Charles Boris
>Subject: Atari 130 XE & Computer Assisted Telescope
>Date: Mon Nov 27 05:53:53 MET 1995

>Hello Atari Fans!

>I am currently trying to develope software to drive my
>Telescope by my Atari 130 XE via Stepper Moters. I understand
>I can do this using the Left & Right Joystick Ports.

Hi Boris,
As there is no e-mail address, I can not respond to you.
Please reply directly or through the newgroup comp.sys.atari.8bit

- Geert

Geert LOOSE - ATARI hacker since 1982
130XE 1040STF - mailto:gbloose@glo.be

283. Re: M.U.L.E

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-16 00:00:00 UTC
From: sydtech@skypoint.com
Message-ID: <4dgjoi$mra@stratus.skypoint.net>
Source record: 86547

In article <30fb20da.54877838@news.servtech.com>,
jeffk914@groucho.roc.servtech.com (Jeff Kyle) wrote:
>On 14 Jan 1996 22:48:54 GMT, sydtech@skypoint.com (Scott Butler)
>wrote:
>
[snip]
>To the best of my knowledge, the last version of MULE produced was for
>the Nintendo. (The old 8bit one.) The only other versions that I know
>of were for the Atari 8bit and the C64.

Yep - the last "official" version. Got it. The Atari 8-bit and C64 versions are much better. They seemed to have scrimped on the graphics quite a bit in the NES version, and it just doesn't "feel" right.

I'm still looking forward to an update remake for modern hardware, if EA can ever get it together....

Scott

284. Latest Version of PCXFormer?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-16 00:00:00 UTC
From: Ivan@rcp.co.uk
Message-ID: <3239map60@rcp.co.uk>
Source record: 86548

Hi,

I would like to know what the latest shareware version of PCXFormer
is and where I could download it from. I currently have 2.51 but
have heard of a program called xf33demo.exe that I cannot locate
anywhere on the net.

Any help appreciated,

Ivan

--

285. Atari computers, drives, printer, modem, extras

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-16 00:00:00 UTC
From: jvc@raven.cybercomm.net
Message-ID: <4df3mn$hrf@crow.cybercomm.net>
Source record: 86549

I have the following:

(1) Atari 800XL, with 64KB memory
(2) Atari 600XL, with 16KB memory
(3) Two 1050 Floppy drives (one does not work)
(4) 1020 B&W Printer
(5) 300 Baud Modem
(6) Manuals, extra power supplies, cables, cartrides

If interested, make an offer. I am located in Toms River, NJ. Thanks

ROB

286. atari C compiler on unix (was Re: atari disassembler on a unix platform?)

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-16 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <4dgo9k$smp@charm.magnus.acs.ohio-state.edu>
Source record: 86550

In article <4dd195$dgj@nuke.csu.net>,
William Kendrick <kendrick@zippy.sonoma.edu> wrote:
>And is there a good (ie, comparable to "gcc" for Unix) C compiler for
>6502 and/or 65816 (esp. with some Atari XL libraries! 8^)) for Unix???

Does CC65 count?

I'm wondering if it would be possible to make gcc compile to 6502
code, but it was mainly intended for 32-bit processors.
--
------------ R o b F u n k ------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

287. Re: What is the Atari 850 Serial Interface?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-16 00:00:00 UTC
From: mreg@panix.com
Message-ID: <4df696$158@news1.panix.com>
Source record: 86551

In article <4d5rlo$9da@no-names.nerdc.ufl.edu>,
Michael Ellis <michael@anest4.anest.ufl.edu> wrote:
>
>The 850 Interface provides your computer with two RS-232 standard
>serial ports (R1: and R2:) and a parallel printer port (P:).
>
>Note, however, that the pin assignments of R1: and R2: are NOT
>the same as, say, the 9-pin connectors found on a IBM-clone.
>You will need to buy a special DB9-DB25 cable or make your
>own in order to hook the 850 up to a standard 25-pin RS-232
>device (such as a modem).

I don't believe that's true. If I remember the RS232 ports on the 850
Interface Module are standard serial ports.

>
>The printer port also requires a special cable.
>

I'm pretty sure that's wrong. The printer port is a standard Centronics.

Mitch Regenbogen	
mreg@panix.com	"I like to watch."
Brooklyn, New York	--Chauncey Gardner

288. SCSI Controller for the 800XL ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-16 00:00:00 UTC
From: Jmadras@teleport.com
Message-ID: <4df8vm$m2k@maureen.teleport.com>
Source record: 86552

Anyone have a SCSI Controller for the 800XL? For Sale? Give me details...

289. Uploaded: Atari800-0.2.7.tar.gz

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-16 00:00:00 UTC
From: David Firth <david@signus.demon.co.uk>
Message-ID: <1996Jan16.203732.959@signus.demon.co.uk>
Source record: 86553

I have just uploaded version 0.2.7 of the Atari 800 emulator for
Unix (and Amiga) to the following location:-

ftp://ftp.demon.co.uk/pub/emulators/atari/Atari800-0.2.7.tar.gz

Changes in 0.2.7

- Renamed atari_h_device.c to a more general devices.c
- Emulator (private) opcode ESCRTS ($d2) added to support patching of OS.
- Printer device supported via Unix lpr command.
- Moved from RCS to CVS and added rcs Id keyword to all C files.
- Emulated OS: Better handling of Keyboard and ATASCII to screen
code conversion. Editor uses LMARGN, RMARGN, ROWCRS and COLCRS.
- Many other changes to EmuOS including implementation of SETVBV
COLDSV and WARMSV.
- Detection of X11 server supporting the MIT Shared Memory Extension in
preperation for shared memory pixmaps.
- Corrected bug in H: device (filename extraction routine).

Changes in 0.2.6

- Corrected calculation of number of sectors and reading of double
density ATR files (Thanks to Preston Crow)
- Correction for Linux ELF systems.
- XVIEW and NAS work under Linux/ELF
- Default directory for XVIEW Disk File Chooser is set within the
Makefile. By default it is pointing to /usr/local/lib/atari/DISKS
- Corrected bug in Missile 0 to Playfield collision detection.
- Corrected WSYNC bug (multiple stores to WSYNC during one scanline).
River Raid now runs correctly.
- -emuos to enable emulated operating system. Users without the
necessary atari OS ROMs can use this option to boot disk images/ROMs.
Currently this is very experimental and runs very little without
problems. Defender runs perfectly but if you haven't got the OS it's
unlikely you'll be able to get this either!
- H0: device accesses the current directory on your Unix Machine.
- H1: through H4: can access four directories specified either within
the Makefile or via the -H1, -H2, -H3 and -H4 command line options.
By default they are set to /usr/local/lib/atari/Hx where x is 1, 2,
3 or 4.
- H5: through H9: duplicate H0 through H4 but have automatic ATASCII
to ASCII translation. They are not suitable for binary files.
- All files accessed via the H: device have Unix filenames consisting
entirely of lowercase letters.

--
David Firth <david@signus.demon.co.uk>

290. Beta version of APE hypertext users manual online!

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-16 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <DL9DJz.F2J@freenet.carleton.ca>
Source record: 86554

Check it out! http://www.nacs.net/~classics/ape.htm

Designed for printing and viewing w/ Netscape and other graphical
browsers, but the all TEXT version is also available.

Steve

291. Re: Cross Platform Post

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-16 00:00:00 UTC
From: tomhunt@bright.net
Message-ID: <4dhjuu$ns0@brutus.bright.net>
Source record: 86555

```
-----BEGIN PGP SIGNED MESSAGE-----

DAG.HUGDAHL@f47.n282.z1.fidonet.org (DAG HUGDAHL) wrote:

> Looks like Tom's name is on it...

Yep. Looks like it's back to the drawing board.

-----BEGIN PGP SIGNATURE-----
Version: 2.6.2

iQCVAwUBMPvez5E8W2AK/tGNAQEilwP/cwI5BR+bkjzZbz9aJ8SCbvBK5/kQBoiO
H26pO11eKMxDPgMvyAtVDj82iOeFgbUm0xy6FoprlDNXSVtDslzzE4nE8PThlU7B
3a1nmafySvajyBA2Lvb5zFjrpvsN3nB9pW8Unl3V4f42WpZ5VIzbf2WGdm7iIsxJ
CI6PH2JdnWA=
=FVTr
-----END PGP SIGNATURE-----

Tom Hunt, sole owner of Closer To Home Enterprises.
Atari 8-bit developer.
Sysop of The Closer To Home BBS, 419-368-4413, 3-14.4, USR.
Oldest bbs in Ashland County, Ohio U.S.A.!
```

292. Re: What is the Atari 850 Serial Interface?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-17 00:00:00 UTC
From: peter.schmitz@tronic.de
Message-ID: <4dj12c$akg@news.cis.nctu.edu.tw>
Source record: 86417

Hello, 8-bit-fellows...

bmarcum@iglou.iglou.com (Bill Marcum) wrote:

>In article <4df696$158@news1.panix.com>,
>Mitchell Regenbogen <mreg@panix.com> wrote:
>>
>>I'm pretty sure that's wrong. The printer port is a standard Centronics.
>>
>The printer port uses a 15-pin D-sub connector, as does the P:R: and MIO
>(and BB?). IBM-compatible computers (what most people mean by
>"standard") use a 25-pin connector for the printer and 15-pins for the
>joystick.

Oh yeah, and I#ve bought an 850 without manual (I always do stupid
things like that. Could somebody *please* help me and tell me which
pins on the 850 printer port have to be connected with which pins on
the Centronics port of the printer??? Many thanks in advance!

Peter

293. ChromaCAD 3D

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-17 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4di9o0$ae2@nuke.csu.net>
Source record: 86418

I'm curious about ChromaCAD 3D. The author is (last I tried) no longer contactable at his AOL e-mail address ("ItsMarver@aol.com").

I was hoping to get some demo pics from him.

Anybody else got anything to share from this program? (Example files, comments, etc.)

And what mode does it use? Long ago I read something about "64 colors" - that makes me think of ColorView mode 15 right off the bat. Am I right?

Thanx!

-Bill-
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/~kendrick/
Playing with 3D :)

294. Re: atari C compiler on unix (was Re: atari disassembler on a unix platform?)

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-17 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <4dheoe$2q0@charm.magnus.acs.ohio-state.edu>
Source record: 86419

In article <4dhdep$88@ns.mcs.kent.edu>,
Craig Lisowski <clisowsk@condor.mcs.kent.edu> wrote:
>Rob Funk (rfunk@magnus.acs.ohio-state.edu) wrote:
>: I'm wondering if it would be possible to make gcc compile to 6502
>: code, but it was mainly intended for 32-bit processors.
>
> Sure it's possible. It would take an *extraordinary* amount of work.
>You would need to setup alot of configuration files, dealing with number
>of registers, pseudoregisters, floating point registers, linking conventions
>and lots of other things.

... which is why I haven't done it already. :-)
And this is a compiler that was built for portablilty -- it would be
harder on one that wasn't.

> If you're curious as to what this includes, grab
>yourself a copy of gcc-2.7.0 (2.7.2's optimizer breaks things on intel x86
>machines if you dont specify -fno-strength-reduce)

(2.6.3 has the same problem, so I just put that switch in the *cc1
section of my gcc specs file.)

> and check out the
>gcc-2.7.0/config subdirectory. I do think they have a 65816 cross-compiler
>configured though.

Hey, I guess that means somebody else already did most of the work.
Although I don't know how different the 65816's native mode is from
its 6502 emulation mode.....
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

295. Discovery Channel

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-17 00:00:00 UTC
From: halliwee@ts436.dyess.af.mil
Message-ID: <30FD4478@syrinx.dyess.af.mil>
Source record: 86420

Just stumbled across this while web browsing...

Apparently, on the January 18th episode of "Invention"
on the Discovery Channel, they'll be running a segment
on the origin of video games. Sounds like a must-see!

--
Clay Halliwell | ATARI XL/XE DO + THE
halliwee@ts436.dyess.af.mil | 8 - B I T S --------
e.halliwell@genie.geis.com | /////////// M A T H

296. Re: What is the Atari 850 Serial Interface?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-17 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <4djsi5$jv2@blackice.winternet.com>
Source record: 86421

> peter.schmitz@tronic.de (Peter Schmitz) writes:
> Hello, 8-bit-fellows...
>
(SNIP)
>
> Oh yeah, and I#ve bought an 850 without manual (I always do stupid
> things like that. Could somebody *please* help me and tell me which
> pins on the 850 printer port have to be connected with which pins on
> the Centronics port of the printer??? Many thanks in advance!
>
> Peter
>
>
>
>
>>>>
The 850 Manul doesn't have a point-to-point pin out, BUT,
is does list what signal is on each pin. Here it is:

Pin 1 data strobe
2 databit 0
3 databit 1
4 databit 2
5 databit 3
6 databit 4
7 databit 5
8 databit 6
9 data pins pullup (+5V)
10 NOT USED
11 signal ground
12` /fault (+5V) (fault is LOW active)
13 busy
15 databit 7

Hope this helps, Rich Mier

297. WTB: "Crypt of the Undead" and "The Nightmare"

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-17 00:00:00 UTC
From: mgfrank@acsu.buffalo.edu
Message-ID: <4djlgh$ibj@azure.acsu.buffalo.edu>
Source record: 86422
Cross-posted to: comp.sys.atari.8bit,rec.games.video.marketplace,misc.forsale.computers.other.software

I'm looking for the Epyx games "Crypt of the Undead" and "The Nightmare"
by Marc Russell Benioff for the Atari 8-bits. If anyone has these for
sale or trade new in box or at least complete in box, or knows where I
can buy them, please let me know! Original disks only.

Thanks!

--
Marc G. Frank
mgfrank@acsu.buffalo.edu

298. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-17 00:00:00 UTC
From: Michael Current <MCURRENT@carleton.edu>
Message-ID: <atari-8-bit/vendev_821851854@rtfm.mit.edu>
Source record: 86423
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: monthly

Welcome to the comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group!

Atari 8-Bit Computers

Vendors and Developers List

Revised 10-Jan-96

NEW ---- All Repair Shops are now listed here. ---- NEW

---- All Print and Disk Magazines are now listed here. ----

Additions/suggestions/comments/corrections are needed! Please send to:

Michael D. Current
URL:mailto:mcurrent@carleton.edu

Where to get the latest copy of this list:

The home of many FTP archives, automatically updated monthly:
URL:ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/vendev

The World Wide Web hypertext version, automatically generated monthly:
URL:http://www.smartpages.com/faqs/atari-8-bit/vendev/faq.html
URL:http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/vendev/faq.html

WWW "flat hypertext" versions, automatically generated monthly:
URL:http://www.cs.ruu.nl/wais/html/na-dir/atari-8-bit/vendev.html
URL:http://www.lib.ox.ac.uk/internet/news/faq/archive/atari-8-bit.vendev.html

Usenet newsgroups where this list is automatically posted monthly:
URL:news:comp.sys.atari.8bit URL:news:comp.answers URL:news:news.answers

You can also send for this list by mail.
URL:mailto:mail-server@rtfm.mit.edu message says:
send usenet/news.answers/atari-8-bit/vendev
quit

Finally, you can always ask me for a copy at URL:mailto:mcurrent@carleton.edu

Conventions
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All commercial vendors, developers, publishers, and repair shops should be
listed here. "Major" shareware/freeware/PD developers should also be listed.
```

"Vendor" = Reseller of products produced by others. Types of products sold are given in categories: new hardware, used hardware, public domain software/freeware/shareware, (new) commercial software, used (commercial) software.

"Developer" = Producer of products. Titles of products produced by the developer are listed. No product can be developed by more than one developer. No prices are given.

"Publisher" = Publishes a print or disk magazine, or a book. Complete subscription or ordering information is given, including prices.

"Repair Shop" = Can repair many 8-bit Atari and related hardware devices. Be sure to contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication title. If no company name exists, a personal name is used. "See" references indicate complete information may be found under the given heading. "See also" references indicate closely-related information may be found under the given heading.

When writing to request catalogs, it's always a good idea to include a Self-Addressed Stamped Envelope. When writing to foreign firms, try enclosing a couple of International Reply Coupons (IRC's) as well.

Verfications -> YOU!

This list is in a constant state of development, and comes with no guarantees. Information of this nature constantly ages; therefore, the information contained in this list is constantly updated. Please use the latest release of this list whenever possible!

I collect information for this list from wherever I can find it. While most updates to this list come from you, the user of the list, I'd like to recognize a few of the more prominent sources I use. Current Notes magazine; Atari Classics magazine, published by Jim Hood and Bob Woolley; and The Atari 8-Bit Omnibus, published by David A. Paterson.

Remember, the success of this list is dependent on YOU, the reader, to send me updates that correct errors that you find. If you use this list, please do your part in keeping it useful for everyone!

Subject: A

8-Bit Magazin (disk magazine)
See: Powersoft

8-Bits Forever (book)
See: GFH Marketing

ABBUC (Atari Bit Byter User Club)
c/o Wolfgang Burger
Wieschenbeck 45

D-45699 Herten
Germany
Phone/Fax: +49 2366 39623
Mailbox: +49 5439 3265
Developer: various hardware and software (also schematics, mailbox,
disk magazine, repair-service, helpline addresses, meetings)
Publisher: Diskmagazin (disk magazine)
Repair Shop.

Aerion Software
PO Box 1222
Bronx NY 10471-0601
USA
tel: (212) 548-0514
Developer: Fury: The Wrath of Taljun Cathu, Lasermaze

The AGDA Group
See also: DataQue
See also: Jeff Potter
Developer: Maze of AGDAgon, GameLink-II (cable)

Paul V. Alhart
524 North Zee St.
Lompoc, CA 93436
Publisher: The AtariWriter+ Companion (book) - $5

AMC-Verlag
Bluecherstr. 17
W-65195 Wiesbaden
Germany
tel: +49 611/405611
Developer: Portronic (joystick port switch/extension),
STEREO Blaster (several versions), STEREO Blaster PRO, Herbert I, Herbert II,
other games

American Techna-Vision (Ralph Maddox)
Mail Order:
15338 Inverness St
San Leandro CA 94579-2016
USA
Sales Office:
1903 Fairway Dr
San Leandro CA 94577-5632
USA
tel: (510) 352-3787
FAX: (510) 352-9227
URL:mailto:rmax99@ix.netcom.com
Vendor: new hardware, commercial software
Repair Shop. 1050 Disk Drives only

Amethyst Software
211 S Kansas Ave

Danville IL 61834-5272
USA
Vendor: commercial/PD/freeware/shareware

ANG Software
Ridderkerksestraat 60
3114 RK Schiedam
The Netherlands
tel/FAX: +31-10-4271732
Vendor: Polish Software, other software/hardware
Developer: Stereo Kit (XL/XE compatible, incl 1 extra pokey chip),
t-shirts with Atari 8-bit game motives on them

David Aronson
2911 Bree Hill Rd
Oakton VA 22124-1213
USA
tel: (703) 620-6183
Vendor: used hardware

Artacyis Software (James Catalano)
639 W Grace St Apt 336
Chicago IL 60613-4005
USA
tel: (312) 248-6065
Developer: over 60 original game titles

AS
See: Mirage

Assisting Children to Excel
PO Box 1213
Camarillo CA 93011-1213
USA
Developer: Educational Master Cartridge, Dorsett Teaching Tapes (8-tape
sets each in: Reading, Spelling, Math, Economics, Physics, Psychology,
U.S. History, World History, Digital Electronics)

Atari 8-Bit Alive
c/o Damon Walker
RR 1 Box 62
Salem NJ 08079-9714
USA
tel: (609) 299-4667
URL:mailto:b.walker26@genie.geis.com
Fidonet: Node 1:266/52
Publisher: Atari 8-Bit Alive (print magazine)
bimonthly, $2.79/issue, or $8/three issues

Atari 8-Bit Omnibus (publication)
See: David A. Paterson

The Atari Classic Programmer's Club
Pen-Tyddyn
Capel Coch
LLangefni
Anglesey
Gwynedd
Wales LL77 7UR
United Kingdom
URL:mailto:mbitdc9306@newi.ac.uk (David Wyn Davies)
Developer: Swift Spreadsheet (Standard or New), Loopz, Helter Skelter

Atari Classics
5507 Langford Ct
Concord CA 94521-1614
USA
tel: (510) 672-1244
FAX: (510) 672-7611
URL:mailto:75126.3446@compuserve.com
URL:mailto:RWoolley@ix.netcom.com (Bob Woolley, Editorial Director)
URL:mailto:j.hood9@genie.geis.com (Jim Hood, Editor-In-Chief)
Publisher: Atari Classics (print magazine)
"no more than 6 per year" 1 Year 2 Years 3 Years
USA 2nd Class Mail $25 $46 $63
Canada Surface Mail $30 $56 $78
Other Foreign Surface Mail $32 $60 $84
European Airmail $38 $72 $102
Asia/Pacific Airmail $40 $76 $108
AC Software Disk (Anywhere) $9 $18 $27 (3 disks/yr)

ATARImagazin (print magazine)
See: Power Per Post

Atari PD Software
c/o Andrew Pittman
418 Marilyn Dr
Pearl MS 39208-3715
USA
Vendor: shareware/freeware/PD

Atari Video Club
c/o Dan Iacovelli
1411 N 36th Ave
Melrose Park IL 60160-2726
USA
tel: (708) 345-4127
Vendor: games

The AtariWriter+ Companion (book)
See: Paul V. Alhart

ATCOM Micro Center (address mail to Barry Keyes, *not* ATCOM Micro Center)
PO Box 294
Newbury Park CA 91319-0294

USA
tel: (805) 376-0299
FAX: (805) 370-0972
Vendor: new/used hardware, new/used software, PD/freeware/shareware
Repair Shop. full-service, all items

ATESIG
c/o Decker G. McAllister, Jr.
145 Surf Pl
Seal Beach CA 90740-5909
USA
tel: (310) 430-5433
tel: (310) 596-6123
URL:mailto:d.mcalliste2@genie.geis.com
Developer: hardware and software for model railroading applications

Avatar (Ulf Petersen)
Postfach 1103
D-24318 Luetjenburg
Germany
tel: +49/4381/418260 (ISDN)
tel: +49/4381/418261 (ISDN)
tel: +49/4381/418262 (ISDN)
FAX: +49/4381/418243
URL:mailto:ulf%antic@cle.de
FIDO: Ulf Petersen@2:240/4060.22
Vendor: new/used hardware, commercial/PD/freeware/shareware
Developer: Pirates of the Barbary Coast, LDS Freezer XL/XE,
LDS "C:" Emulator, Paradise Games #1, PC/XL-Convert II, Ultracopier II
Publisher: User-Mag (disk magazine)
bi-monthly

Subject: B

B&C ComputerVisions
1725 De La Cruz Blvd Ste 7
Santa Clara CA 95050-3011
USA
tel: (408) 986-9960 Phone Orders Tue-Fri 10AM-6PM
FAX: (408) 986-9968 Store Hours Thur & Fri 10am-6pm; Sat-10am-5pm
Vendor: new/used hardware, commercial/PD/freeware/shareware

Bensley Consulting
PO Box 301
Westfield IL 62474-0301
USA
tel: (217) 967-5465
URL:mailto:csbdb@eiu.edu
Developer: Happy's Programs - Math, U.S. History, Astronauts, Triangles

Best Electronics
2021 The Alameda Ste 290
San Jose CA 95126-1127
USA
tel: (408) 243-6950 1-5pm Pacific Time Mon-Fri
FAX: (408) 243-8274
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun

Larry Black
2337 Douglas Rd
Panama City FL 32405-5902
USA
Developer: Atar-Z-Modem

Black Moon Systems (BJ Martnick)
PO Box 152
Wind Gap PA 18091-0152
USA
URL:mailto:benm@sectv.com
Developer: Small Business System, Label Master, Multi-Column Lister

Bolt's Electronic Repair Service
920 Thornwood St
Simi Valley CA 93065-5646
USA
tel: (805) 579-9954
Vendor: used hardware
Repair Shop.

Branch Always Software
14150 NE 20th St Ste 302
Bellevue WA 98007-3700
USA
tel: (206) 236-0540
FAX: (206) 236-0257
URL:mailto:brasoft@halcyon.com <- preferred!
URL:mailto:brasoft@genie.geis.com
MSN: BRASOFT
URL:http://www.halcyon.com/brasoft/
Developer: ST Xformer 3.0 (for Atari ST), PC Xformer 3.3 (for MS-DOS or
Windows 3.1), Xformer cable. Coming soon: PC Xformer 4.0 for Windows 95.

Bravo Sierra Computers (Ben Smith)
tel: (503) 256-9974 24hrs
BBS: (503) 255-9657
URL:mailto:bensmith@teleport.com
URL:http://www.teleport.com/~bensmith/bscomputers.shtml
Vendor: used hardware/software

BRE Software
352 W Bedford Ave Ste 104
Fresno CA 93711-6190

USA
tel: 1-800-347-6760
tel: (209) 432-3072
Vendor: PD/freeware/shareware

Bresnik Software
555 Ware St
Mansfield MA 02048-2947
USA
tel: (508) 339-6090
Developer: Illusions/Audiovisualizer, Ecologian, Word-Search Maker, Animals, Mathematics, Fractals

B. Utschig
This address has recently been reported invalid. Confirmations?
Mailbox
2012 S 314th St
Federal Way WA 98003-5622
USA
Vendor: PD/freeware/shareware

Subject: C

C&T ComputerActive
PO Box 893
Clinton OK 73601-0893
USA
tel: (405) 323-5890
Vendor: ???what???

Change In Heat
12 Bella Vista Pl
Iowa City IA 52245-5840
USA
Developer: Pondering About Max's, 1 other game ???what???

ChildsPlay SoftWare Services
6812 Hill Pl N
Minneapolis MN 55427-2259
USA
Developer: various software

Closer To Home (Tom Hunt)
URL:mailto:tomhunt@brutus.bright.net
URL:http://www.bright.net/~tomhunt/
Developer: SpartaDos 3.2 Utilities: Sound Utility, Term80 Version 1.6, Hyper-Desktop (Under Construction), Long-Integer Library, Armorizer, Shell For Sparta 3.2d, Shell For Sparta 3.2g/gx, SelF eXtraction Utility, Read It, Snapshot 3.3m, Disk Fragmentation Displayer, Filenote Utility, HELP Maker (MAC/65), Zip-Compatable CRC32 File Checker

The Complete and Essential Map (book, in 2 volumes)
See: TWAUG

Compsult
PO Box 5160
San Luis Obispo CA 93403-5160
USA
tel: (805) 544-6616
Vendor: closeout commercial software

Computer Games Plus
1839 E Chapman Ave
Orange CA 92667-7774
USA
tel: (714) 639-8189 Noon-6pm Tue-Fri, Noon-3pm Sat
FAX: (714) 538-1707
URL:mailto:aturco@netcom.com (Art Turco)
Vendor: commercial software

Computer Software Services
See also: Bob Puff
PO Box 17660
Rochester NY 14617-0660
USA
tel: (716) 429-5639 10am-6pm Mon-Fri
FAX: (716) 247-7158
BBS: (716) 247-7157 300-9600 bps
URL:mailto:76702.1076@compuserve.com (Bob Puff)
Vendor: commercial software
Developer: Black Box, Black Box Enhancer, Black Box Printer/Spooler,
Hard Drive Pro Backup, SIO Power Booster, Super E-Burner, Quintopus,
Power Plus, Multiplexer, XF551 Enhancer, XF Single Drive Upgrade,
XF Dual Drive Upgrade, Super Archiver, Super Archiver II, Bit-Writer,
Ultra Speed Plus OS, Floppy Board, XF551 Update, Bit-Writer
Repair Shop.

Creative Software Systems (Rob Satonica)
7775 S Scottdale Rd
Berrien Springs MI 49103-9711
USA
tel: (616) 473-3904
URL:mailto:ddjt62c@prodigy.com
Service: converts disks from Atari to IBM PC 3.5" for SIO2PC/PC Xformer
Vendor: PD/freeware/shareware, formatted for SIO2PC/PC Xformer
Developer: Atari Virtual Disk Shell (for MS-DOS)

Current Notes
559 Birchmount Rd. #2
Scarborough, ON M1K 1P8
Canada
tel: 416-261-5997
tel: 416-752-2744
URL:mailto:redfrog@io.org (Robert Boardman, Publisher/8-Bit Computing)

URL:mailto:hcarson@io.org (Howard E. Carson, Managing Editor)
Publisher: Current Notes (ISSN 8750-1937, "at least 6 times per year")
U.S. Rates: $25/1 yr, $46/2 yr. (US Funds)
Canada: $35/1 yr, $65/2 yr. (Cdn Funds)
Foreign: $48/1 yr, $90/2 yr. (US Funds)

Subject: D

Daisy Dot Software
c/o Roy Goldman
2440 S Jasmine St
Denver CO 80222-6313
USA
Developer: Daisy-Dot III

Nir Dary
19185 Castlebay Ln
Northridge CA 91326-1046
USA
tel: (818) 831-2353 evenings only
Developer: PAL/NTSC Upgrade

Data 8
PO Box 210
Mouthcard KY 41548-0210
USA
Vendor: used hardware, used/commercial/PD/freeware/shareware

DataQue
See also: The AGDA Group
1623 W 4th St
Mansfield OH 44906-1701
USA
tel: (419) 529-9797 1pm-5:30pm EST M-F
URL:mailto:dataque.1@genie.geis.com
URL:mailto:71777.3223@compuserve.com
Developer: 4 Megabyte Bank Select Cartridge, 16K Standard EPROM
Cartridge, TransKey (attach a PC keyboard), Battery Backed ZRAM,
Programmer's Pal, Turbo-Calc 1.01, various Turbo-Calc source list
options, 6502/65816 PC Cross-Development Package, 8-Bit Survival Kit,
Maze of AGDAgon 1.02 Disk and Cartridge, 6ft Atari-8 TriLink GameLinkII Cable

Dean Garraghty
62 Thomson Ave.
Balby
Doncaster
DN4 0NU
England
tel: +44-1302-855-026
Vendor: used hardware, commercial/PD/freeware/shareware

Developer: Digi-Studio, Alien Blast
Publisher: News-Paper (print magazine)
UK: #6.00 / 4 issues
Europe: #8.00 / 4 issues
USA: #10.50 (US$21) / 4 issues
Far East & Rest Of World: #13.00 / 4 issues

Discount Video Too
3223 S US Highway 1 Ste F
Fort Pierce FL 34982-6380
USA
tel: (407) 464-0019 1pm-9pm (EST) Mon-Sat
Vendor: commercial software

Diskmagazin (disk magazine)
See: A.B.B.U.C. e.V.

Doug's Electronic Repair
112 N 1st St
Jacksonville AR 72076-4468
USA
tel: (501) 982-9246
Repair shop.

Dynacomp Inc
178 Phillips Rd Ste 1
Webster NY 14580-9797
USA
tel: (800) 828-6772
Developer: various software

Subject: E

East Hartford Computer
202 Robert St.
East Hartford, CT 06108
United States
tel: (203) 528-4448 11am-8pm Eastern Time Mon-Sat
Vendor: closeout commercial software

Jeff Edwards
138 South Main St.
Travelers Rest, SC 29690
United States
Developer: Digital Music System, PrintShop/Awardware graphics

The Electronic Clinic (Steve Tompkins)
4916 Del-Ray Ave.
Bethesda, MD 20814
United States
tel: (301) 656-7983 or (301) 656-8620

URL:elclinic@aol.com
Vendor: used hardware, commercial/used software
Repair Shop.

Entertainment Excellence
1805 Princeton Place
Merrick, NY 11566
United States
Vendor: commercial software

Evangelo's Software
Angelo V.
27 Stiles St.
Elizabeth, NJ 07208
United States
tel: (908) 558-9518
Vendor: commercial software

Subject: F

Far North Computers
59 College Rd., #217
Fairbanks, AK 99701
United States
tel: (907) 456-3700
Vendor: hardware, software

Fine Tooned Engineering
PO Box 31270
Mesa AZ 85275-1270
USA
URL:mailto:ftooned@delphi.com
URL:mailto:f.tooned@genie.geis.com
Developer: Action! Language Cart, Action! Runtime Libraries Disk, Action! Language Toolkit Disk, BASIC XE Language Cart, BASIC XL Language Cart, BASIC XL Runtime Libraries Dsk, BASIC XL Language Toolkit Disk, X-Press! Terminal Super/Cart, Flashback! HD Backup Software, MAC/65 Language Cart, MAC/65 Language Toolkit Disk, MIO 130XE Extender Card, Atari 850 Style Modem Cable, The MARS 8 Enhancement Board, Newell 256KXLE Memory Board, Newell 65XE 1MB Memory Board, Newell 130XE Memory Board, Newell 800/1200 XL Memory Brd, Omnimon! OS Upgrade for 800, Omnimon! OS Upgrade for XL/XE, Omniview 256K OS Upgrade, Omniview XL/XE OS Upgrade, P:R: Connection, Atari 850 Style Printer Cable, RamRod OS RAM/ROM Card for 800, Ramrod Triple OS for XL/XE's, R-Time 8 Clock Cart, Sweet 16 Upgrade Board ('816), SpartaDOS 3.2, SpartaDOS X Super-Cart, SDX Upgrade ROM, US Doubler

David Firth
URL:mailto:david@signus.demon.co.uk
URL:ftp://ftp.demon.co.uk/pub/emulators/atari/ (158.152.1.44)
Developer: Atari Emulator for Unix and Amiga - 0.2.1

John Foskett
26 Auckland Rd.
Kingston-Upon-Thames
Surrey
England KT1 3BG
United Kingdom
tel: 081 549 8620
Developer: The Cave, Ye Olde House (both adventures), Jurrasic

Futura (disk magazine)
See: North of Scotland Atari User Group (NOSAUG)

Subject: G

Games+
610 North Alma School Rd.
Chandler, AZ 85224
United States
tel: (602) 890-0556
Vendor: new/used hardware, new/used software

GFH Marketing (Gordon Hooper)
253 Regina Ave.
Victoria, BC V8Z 1J6
Canada
Publisher: 8-Bits Forever (book)
$6.99 US or $7.99 CDN (money orders only)

Richard Gore
79 Sprotbrough Road
Sprotbrough
Doncaster
DN5 8BW
England
tel: (01302) 784642
URL:mailto:chmrig@leeds.ac.uk
Vendor: commercial software
Developer: Arena, Bubble Zone, Jawbreaker, Mousekattack, Tube Baddies,
Black Lamp, GTracker, Super Print-Lab XE, Clip Tracker XE
Planned: GTracker XL utilities, Golf Tour '95 and more.....

Subject: H

Historically Brewed (print magazine)
See: Historical Computer Society

Historical Computer Society (David A. Greelish)
2962 Park St., #1
Jacksonville, FL 32205
United States

URL:mailto:historical@aol.com
Publisher: Historically Brewed (print magazine)
6 bimonthly issues: $18 ; or $2 for a sample issue

Horizon Computers
601 South Broadway, Suite B
Denver, CO 80209
United States
tel: (303) 777-8080
Vendor: ????

/HS\-Computertechnik
c/o Tobias Hang
Berliner Str. 31
D-55435 Gau-Algesheim
Germany
tel: (0)6725/2488
Developer: joystick port monitor, 8 channel relais interface,
Interface Control Application Software (INCA), 8 channel Logic Analyser

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Subject: I

IB Computers
10980 S.W. Mulewood Dr.
Portland, OR 97225
United States
tel: (503) 297-8425
Vendor: closeout hardware

IceSoft
c/o Itay Chamiel
9-A Narkis St.
Jerusalem 92461
Israel
URL:mailto:bruck@brachot.jct.ac.il
Developer: Ice-T 2.0 XE, 1.1

Subject: J

Jameco Electronic Components and Computer Products
1355 Shoreway Road
Belmont, CA 94002-4100
USA
tel: 1-800-831-4242
Developer: Atari 400/800/800XL/130XE power supplies (catalog available)

Jeff's Atari Action Outpost
P.O. Box 771244
Lakewood, OH 44107

United States
Vendor: ????

JRC
Vanickova 5
16900
Praha 6-Strahov
Czech Republic
Developer: Turbo Tape, Turbo Tape DOS, Visicopy III (IV?)

JTM Ltd
330 1st NE
Mason City, IA 50401
United States
URL:mailto:jimmason@worf.infonet.net
Developer: dedicated weather station

Subject: K

Kake Software
9 Smith Ct.
Vincentown, NJ 08088
United States
Vendor: PD/freeware/shareware

KARIN
ul. Przemyska 11a
02-361 Warszawa
Poland
tel: (0-49)-(0-22)-659-70-42
-659-34-13
-22-23-31
FAX: -659-34-14
Vendor: commercial software
Developer: KARIN MAXI Disk Drive
Repair Shop: all Atari computers

K-Products (Bob Klaas)
P.O. Box 22122 A.M.F.
Salt Lake City, UT 84120
United States
tel/FAX: (801) 967-7400
BBS: (801) 967-8738
URL:mailto:bobkla19@mail.tcd.net
Vendor: used hardware
Developer: BBS Express! Professional Ver 5.0b, Multiline Version,
Multiline Version & Mux Hardware, Networking Modules,
Pro_Term Terminal Modules, Hardback & Restore, Mux_Time Software,
TurBoss! High Speed O/S, BBS Express! Professional Update Disks,
KPI Hard Disk Drive Interface

Repair Shop.

Nick Kennedy
300 South Vancouver Ave.
Russellville, AR 72801
United States
tel: (501) 967-3843
Developer: SIO2PC 4.04

KE-Soft
c/o Kemal Ezcan
Frankenstrasse 24
63477 Maintal
Germany
tel: +49 6181 87539
FAX: +49 6181 83436
Vendor: new hardware, commercial/PD/freeware/shareware
Developer: Donald, Saper, Tactic, Zador II, Atomit II,
Tecno Ninja, Fisher-Technik interface, The Brundles
Publisher: Zong (print magazine)
40DM/6 months (3 issues)
magazine + disk: 55DM/6 months (3 mags., 3 disks)
abroad: add 10DM p&p

Kinetic Designs
P.O. Box 1646
Orange Park, FL 32067-1646
United States
Vendor: PD/freeware/shareware

Konrad M. Kokoszkiewicz and Jacek Zuk
ul. Tomaszowska 95/37
PL-26-420 Nowe Miasto nad Pilica
Poland
URL:mailto:conradus@plearn.edu.pl
Developer: IDE Hard Drive Interface

Subject: L

L&Y Electronics
13644C Jefferson Davis Hwy NEW/TO CONFIRM: 14628 Build America Drive
Woodbridge, VA 22191
United States
tel: (703) 494-3444 VA
tel: (703) 643-1729 Metro
FAX: (703) 494-3663
Vendor: new/used hardware, new/used software

LACE (London Atari Computer Enthusiasts)
c/o Roy Whiteman, Secretary
153b Swaby Rd.

Earlsfield
London
England SW16
United Kingdom
URL:mailto:trew@def.bae.co.uk
Vendor: used hardware/software, PD/freeware/shareware
Publisher: LACE Newsletter
#7.00 / year (monthly), or free to members

Bertrand Le Roy
See also: Fabien Royer
72 rue des landes
78400 Chatou
France
URL:mailto:bleroy@ccr.jussieu.fr
Developer: F.R.E.E. (graphic adventure)

Lex-Tronics
See: DataQue

Chris Liam
URL:mailto:lamcw@aston.ac.uk
URL:http://www.aston.ac.uk/~lamcw/emulators.html
Developer: Rainbow (for Macintosh)

L.K. Avalon
PO BOX 66
35-959 Rzeszow 2
Poland
Vendor: Blinky's Scary School, Cavernia, Mirax Force, Ninja Commando,
Speed Ace, Stack Up, Zybex, Android, Imagine, Microx, RAM-CART (cartridge
with 64KB or 128KB RAM with battery), Centronics interface: Microprint,
all Polish software
Developer: -games: Barbarian, Frank&Mark, Hawkmoon, Wloczykij, A.D. 2044,
Adax, Barahir, Global War, Hans Kloss, Kampania Wrzesniowa, Klatwa,
Lasermania+Robbo Konstruktor, Misja+Fred, Neron, Piekielko, Robbo, Smus,
Spy Master, Syn Boga Wiatru, The Last Guardian, Uczen Czarnoksieznika,
Upior, Vicky, Wladcy Ciemnosci, Zeus, Aurum, Captain Gather, Change,
Constellation, Czaszki+Electra, Dagobar, Darkness Hour, Digi Duck,
Easy Money+Honky, Gold Hunter, Hydraulik+Snowball, Kernaw, Lorien's Tomb,
Major Bronx, Rucu, Saper, The Jet Action, Trix, U235
-tools: Animator (graph&anim), Automat Perkusyjny (digi drums),
Chaos Music Composer, Geometria (education), Kurs Fizyki (education),
Panther (text editor), Quick Assembler (with some other tools),
Szperacz Dyskowy (disk monitor)

LonerSoft
c/o Clay Halliwell
407 South 2nd St.
Clinton, MO 64735-2107
United States
URL:mailto:halliwee@ts436.dyess.af.mil

URL:mailto:e.halliwell@genie.geis.com
Developer: FlickerTerm 80 (beta), ColorViewSquash, ColorSquashView,
EbonView, Pantheon View, MacView 800, Quad-View 9, XF-ATR, DOMMenu,
Link Basher, Maze-War 3D

Subject: M

Mars Merchandising
1041-B East St. Charles Rd.
Lombard, IL 60148-2059
United States
tel: (708) MARS-INC ((708) 627-7465)
Vendor: new hardware, commercial/PD/freeware/shareware

MCM Electronics
650 Congress Park Drive
Centerville, OH 45459-4072
USA
tel: 1-800-543-4330
Developer: 13 conductor Atari type plug kit - I.E. plugs to make cables for
SIO ports joystick replacement cables and cable extensions (catalog available)

Mega Magazine (Freddy Offenga, a.k.a. Frankenstein)
P.O. Box 164
8800 AD Franeker
The Netherlands
URL:http://pmwww.cs.vu.nl/home/ipoorten/MegaZine/
URL:ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit/megazine/
URL:mailto:offen300@hio.tem.nhl.nl
Publisher: Mega Magazine (disk magazine) -- freeware

Micro-Discount (Derek Fern)
265 Chester Road
Streetly
West Midlands
B74 3EA
England
tel: 0121 353 5730 4pm-8pm Mon-Fri
FAX: 0121 352 1669
URL:mailto:derek@dfern.demon.co.uk
Vendor: new/used hardware, commercial software
Developer: Print-LAB, Tricky Print, Turbo Charger, Menu Print

Mirage / AS
ul. Gen. Abrahama 4
03-982 Warsaw
Poland
tel: 671-77-77
FAX: 671-76-22
Vendor: All Polish software

Developer: -games: Operation Blood, Problem Jasia, Tanks, Bang Bank,
Ship, Tron, Special Forces, Najemnik, Top Secret, Tusker, Mozgprocesor,
Roderic, Inspektor, Magia, Battle Ships, Kolony, Raszyn 1809,
Super Fortuna, Wyprawy Kupca, Tank vs. Tank, Axilox, Cywilizacja,
Thinker, Eureka, Reverse+Missile Action, Whoops, Atomia, Bertyx, Pong,
Duch+Robal, Helix, Jaffar, Midnight, Rycerz, Zbir, Dziedzictwo Gigantow,
Tagalon, Caveman
-edu: Ortografia, Geografia Polski, Historia Polski, New Words,
Geografia Swiata
-tools: Videograph, Sound Tracker Player (Amiga module player),
Audio Master (sample editor), Kleks+Trzmiel (graph),
SN-360 Utility (disk tools), SN-360 Disk Drive (double side),
Sampler (with some software), Video interface (digitizer+genlock)

Moonsoft
See: Black Moon Systems

More Than Games (Rick Detlefsen)
8207 Briarwood Lane
Austin, TX 78757-7642
United States
URL:mailto:74766.1561@compuserve.com
Vendor: new/used hardware, new/used software
Developer: various utilities, hardware projects

MTS Creations
P.O. Box 56762
Chicago, IL 60656
United States
tel: (312) 763-1822
Developer: Font Craft

MWPD Software
890 North Huntington St.
Medina, OH 44256
United States
Vendor: PD/freeware/shareware

MyTek
819 Corby Ave. (not a retail outlet)
Santa Rosa, CA 95407
United States
FAX: (707) 527-0674
URL:mailto:mytek@genie.com
Developer: Studio II (full color video overlay, graphics and text)

Subject: N

National Educational Report Drawing Services (N.E.R.D.S.) Software
c/o Don Loeffler
18 Wendy Drive

Farmingville, NY 11738
United States
Developer: Print Shop icons

New Atari User (print magazine)
See: Page 6 Publishing

New Breed Software
c/o Bill Kendrick
59 Palm Lane
Novato, CA 94945-2574
United States
URL:mailto:kendrick@zippy.sonoma.edu
URL:http://zippy.sonoma.edu/~kendrick/nbs/
Developer: demos: Bob Test, Color Bars, Cells, DAN15, DAN9A, Didi 7, DollMan, Happy Mondays, James Brown, Knives and Forks, Stimpy, T-1000. games: Balloonier, Boom!, Chicken, Cooltris, Elevator, Hopper, Platform, Puzzle, Rodent Revenge, Simon, Sky Diver, Sludge, Usurp. utilities: Colorizer 1.1, DigiPlay Menu, Equation

News-Paper (print magazine)
See: Dean Garraghty

No Frills Software
800 East 23rd St.
Kearney, NE 68847
United States
Developer: Converter, Converter Companion, P.S. Users Utility Disk, PrintShop graphics

North of Scotland Atari User Group (NOSAUG)
P.O. Box 10001
Peterhead
Scotland AB42 6ZN
United Kingdom
Publisher: Futura (disk magazine)
$3 cash or #2 IMO for sample issue

Northwest Phoenix Atari Connection (N.W.P.A.C.)
P.O. Box 67511
Phoenix, AZ 85082
BBS: (602) 278-8505 (Phoenix Atari User Group System)
Publisher: Nybbles & Bytes (print magazine)
bimonthly, $10 / yr (6 issues)

NOVAtari
c/o Geoff DiMego
8612 Thames St.
Springfield, VA 22151
United States
tel: (703) 425-5030
Vendor: PD/freeware/shareware

Nybbles & Bytes (print magazine)
See: Northwest Phoenix Atari Connection (N.W.P.A.C.)

Subject: P

Page 6 Publishing
P.O. Box 54
Stafford
England ST16 1DR
United Kingdom
tel: 0785 213928
FAX: 0785 54335
Vendor: commercial/PD/freeware/shareware
Developer: Enigmatix!
Publisher: New Atari User (print magazine)
(bi-monthly) Magazine only Magazine and Disk
UK #15.00 #25.00
Europe (Air Mail) #17.00 #32.00
USA/Canada - Surface #17.00 #32.00
USA/Canada - Air Mail #23.00 #42.00
Other countries as USA/Canada

Palette Imaging (Marver Seaman)
47 South St.
Norwood, NJ 07648
United States
tel: (201) 767-3913
URL:mailto:itsmarver@aol.com
Developer: ChromaCAD: Sculptured-Surface 3-D Modeling System

Papa's Chip's
1957 Harlen Rd.
Loves Park, IL 61111
United States
tel: (815) 633-6300
Repair Shop.

David A. Paterson
P.O. Box 342
Cote-St-Luc, QU H4V 2Y5
Canada
URL:mailto:d.paterson2@genie.geis.com
Developer: CardStax
Publisher: Atari 8-Bit Omnibus
US$5 for 1994 edition

P.E.E.R.S. of Omaha (Patten's Electronic Equipment Repair Service)
917 North 169th St.
Omaha, NE 68118-9342
United States
tel: (402) 289-3572 Mon-Fri 10am-9pm, Sat 1pm-5pm (CST)

Vendor: used hardware
Repair Shop.

Klaus Peters Elektronik&Software
Moltkestrasse 29
D-42551 Velbert
Germany
tel: (0)2051/84815 or 84410
FAX: (0)2051/85784
Developer: Megaram (1MB), 25K Bibomon, ROM-Disk XL/XE, Burner XL/XE,
Speedy 1050, Disk Drive F2000, Sprint XL, Sound-Monitor

Phoenix
c/o Robert Paden
54 Ardmillan Crescent
Scrabo Estate
Newtownards
Co. Down
Nothern Ireland BT23 4PW
United Kingdom
Publisher: Phoenix (disk magazine)
public domain

Pokey Magazine (print magazine)
See: Stichting Pokey

Jeff Potter
See also: The AGDA Group
202 Chestnut Ridge St.
Winter Springs, FL 32708
United States
URL:mailto:potter@escmail.orl.mmc.com
URL:mailto:74030.2020@compuserve.com
URL:mailto:jdpotter@genie.geis.com
Developer: APACVIEW, APACSHOW, COLRVIEW, DEGASRD, ILBMREAD, GIFNCODE,
CRAB NEBULA, JVIEW XL

Power Per Post (Harald Schoenfeld)
Postfach 1640
D-75006 Bretten
Germany
URL:mailto:Harald.Schoenfeld@rzmail.uni-erlangen.de
Vendor: new hardware, commercial/PD/freeware/shareware
Developer: QUICK Programming Language, QUICK Support Disk 1, QUICK Support
Disk 2, S.A.M. (Screen Aided Management) 80 column Desktop System, S.A.M.
Budget (spreadsheet), S.A.M. Utilities 1, S.A.M. Designer (DTP), Quick Ed (chr
set editor), Glaggs It!, Rubber Ball, MineSweeper, Bombi
Publisher: ATARImagazin (print magazine)
39DM + 6DM p&p/6 months (3 issues)
abroad: 39DM + 12DM p&p/6 months
disk & membership: add 60DM

Powersoft
c/o Markus Roesner
Fachriastr. 9
D-74226 Nordhausen
Germany
tel: (0)7135/2840
Vendor: hardware, commercial/PD/freeware/shareware
especially recent software and hardware from Poland (Avalon etc.)
Publisher: 8-Bit Magazin (disk magazine)

Bob Puff
See also: Computer Software Services
See also: Wordmark Systems
Suite 222
2117 Buffalo Rd.
Rochester, NY 14624
United States
URL:mailto:76702.1076@compuserve.com
Developer: BobTerm

Purple Mountain Computers
15600 NE 8th St. Ste. A3-412
Bellevue, WA 98008
United States
tel: (206) 399-8700
Vendor: used commercial software

Subject: R

Rambit
16 The Green
Thurlby
Bourne
Lincs.
England PE10 0HB
United Kingdom
tel: 0778 424450
Developer: Print-Filer, TaskMaster, Parallel Printer Port,
TurboLoad kit (XC12/1010 upgrade)

READY +TECHNOLOGIES+ (Thomas Smailus)
2245 College Dr Apt 170
Baton Rouge LA 70808-1848
tel: (504) 388-5248
FAX: (504) 388-5263
URL:mailto:tom@ready.rsip.lsu.edu
URL:http://www.rsip.lsu.edu/tom/ready.home.html
Developer: Hardware systems design, developement, and construction; Software
systems design, developement, and coding; Media conversion from magnetic to
optical and imaging; Consulting on system purchases and requirements; Film
production from short to feature length

Revista STAK Atari
Casilla 51552 STGO 1
Correo Central
Santiago de Chile
Chile
Publisher: STAK Atari (print magazine)
air: US$50 (cannot accept checks or credit cards)
magazine + disk, air: US$70

Ronnie Riche
See also: Dale Wooster
1700 Aycock St.
Arabi, LA 70032
United States
Developer: TextPRO 5.20X, Maintenance Upgrade #1

Fabien Royer
See also: Bertrand Le Roy
3211 Society Drive
Claymont, DE 19703
United States
Vendor: F.R.E.E. (graphic adventure)

Subject: S

Sagamore Software
2104 Arapahoe Dr.
Lafayette, IN 47905
United States
Vendor: PD/freeware/shareware

San Jose Computer
moving?
tel: (408) 995-5080

Shadow SoftWare
URL:bensmith@teleport.com
BBS: (503) 761-9074
Developer: Carina (BBS software)

Software Infinity
642 Waring Ave
State College PA 16801-6611
USA
Vendor: commercial/PD/freeware/shareware

STAK Atari (print magazine)
See: Revista STAK Atari

Stichting Pokey (Fred Meijer)
Postbus 425
NL-2920 AK Krimpen ad IJssel

The Netherlands
Vendor: commercial software
Publisher: Pokey Magazine (print magazine)
37,50 guilders / year (6 issues, bimonthly)

Strange Invasion
c/o Stefan Lausberg
Koerschstr. 58
D-70599 Stuttgart
Germany
tel: (0)711/45 51 71
URL:mailto:lausberg@studbox.uni-stuttgart.de
URL:http://rpool1.rus.uni-stuttgart.de/~inf11492/
Publisher: Strange Invasion (disk magazine)
single issue 5DM
6 issues (1/2 year) 25DM

Paul Sungenis
URL:mailto:pab@cnx.sccsi.com
Sharware developer: AtariLink BBS, PabMail PCBoard, PabQwk, Mboard 2000

Super Products
c/o James Bradford
Pikes Rd.
Glasshouse Mtns. QLD 4518
Australia
tel: (074) 969 169
URL:mailto:sup8pdct@closer.brisnet.org.au
URL:ftp://203.4.149.98/8bit
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Subject: T

TEAC (The Educators Atari Club)
P.O. Box 1024
Laytonville, CA 95454
United States
Developer?: education related

Toad Computers
570 Ritchie Hwy
Severna Park MD 21146-2925
USA
tel: (800) 448-8623 Orders
tel: (410) 544-6943 Voice
FAX: (410) 544-1329 FAX
BBS: (410) 544-6999 BBS
FAX: (410) 544-0098 FAXBack
URL:mailto:info@toad.net
URL:ftp://ftp.toad.net/

URL:http://www.toad.net/
Vendor: new/used hardware, new/used software

TOMS
ul. Beldan 2
02-695 Warsaw
Poland
tel: 641-54-29
Developer: TOMS 720 disk drive, TOMS 710 disk drives

TOP-Magazin
c/o Markus Roemer
Schiefersteinstr. 10
D-55606 Kellenbach
Germany
tel: (0)6765-420
BBS: (0)345/78 80 148 (24 hours, 8N1, 16k8bps)
Vendor: new hardware, commercial software
Publisher: TOP-Magazin (disk magazine)
25DM for 6 months (6 issues)

Trans World Exchange
c/o Chris Carson
P.O. Box 44251
Parkland, WA 98444
United States
Vendor: PD/freeware/shareware "shareware games and utilities from Poland"

Anthony Jaroslav Truhlar
26 Byrom Avenue
Levenshulme
Manchester
M19 3HR
United Kingdom
Phone/Fax: +44-(0)161-248-7893
URL:mailto:100756.735@compuserve.com
Developer: CopyPlus 1.1, Metric/Imperial converter, resistance calculator,
several other programs

Steven Tucker
tel: (216) 237-5308
URL:mailto:classics@nacs.net
URL:http://www.nacs.net/~classics/
Developer: APE 1.07 - Atari Peripheral Emulator (UMich Archive: 8bit/Ape/)

TWAUG (Tyne & Wear Atari User Group)
P.O. Box 8
Wallsend
Tyne & Wear
NE28 6DQ
United Kingdom
tel: (0191)-2710086

Vendor: PD/freeware/shareware
Developer: UltiFont
Publisher: The Complete and Essential Map, by Andrew C. Thompson
(book, in 2 volumes) #16.00 plus the following postage:
UK #1.50
Europe #2.50
USA/Canada Air Mail #5.50
USA/Canada Surface #2.50
Australia Air Mail #6.50
Australia Surface #2.50
Publisher: TWAUG Newsletter (print magazine)
bimonthly, includes either disk or cassette
1 copy #2.00---6 copies #11.00 for UK
1 copy #2.20---6 copies #12.50 for Europe
1 copy #2.50---6 copies #14.00 for Elsewhere

Subject: U

UltraBasic
10 East 10th St.
Bloomsburg, PA 17815
United States
Vendor: commercial software

User-Mag (disk magazine)
See: Avatar

Subject: V

Video 61
22735 Congo St. N.E.
Stacy, MN 55079
United States
tel: (612) 462-2500 24hrs
Vendor: new/used hardware, new/used software (mostly game-related)

Video Game Advantage (Michael J. Novak Jr.)
URL:mailto:vga2000@ix.netcom.com
URL:http://www.io.com/~vga2000/
Vendor: used hardware/software

Video Magic
c/o Frank M. Polosky
P.O. Box 9542
Pittsburg, PA 15223
United States
Vendor: used software
Publisher: bimonthly game catalog/newsletter

Subject: W

Dale F. Wooster
See also: Ronnie Riche
7113 W. Pasadena
Glendale, AZ 85303
tel: (602) 846-1575
United States
Developer: TextPRO v5.20x Docs.
printed manual: $12
2-disk set containing program, modules, macros, docs: add $4
2-disk set of more support files: add another $4
Other Docs. available for: early TextPRO v4.5/v5.0, MYDOS 4.5,
Rambrandt, Bobterm 1.2 and several others

Wordmark Systems (Charles Marslett and Bob Puff)
See also: Bob Puff
URL:mailto:chasm@bix.com (Charles Marslett)
URL:mailto:76702.1076@compuserve.com (Bob Puff)
Developer: MYDOS 4.53

Subject: Z

Zong (print magazine)
See: KE-Soft

ZTM Software Manufacturers
P.O. Box 240
Forked River, NJ 08731
United States
tel: (609) 971-5807
Vendor: commercial/PD/freeware/shareware
Developer: Atari Tape Backup Program

==========
End of atari-8-bit/vendev
==========

299. SAN JOSE COMPUTERS

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-17 00:00:00 UTC
From: derek fern <derek@dfern.demon.co.uk>
Message-ID: <821912983snz@dfern.demon.co.uk>
Source record: 86424

does any body have the new telephone and fax number for San Jose Computer
Please Help
Regards
--
derek fern

300. Atari 8-bit Support From Richard Gore

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-17 00:00:00 UTC
From: CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK
Message-ID: <3BD28256163@east-01.novell.leeds.ac.uk>
Source record: 86425

```
ATARI 8-BIT SUPPORT FROM RICHARD GORE
-------------------------------------
NEW PRICES FOR 1996!!

My list of software for sale has now got quite long, so to save space
and bandwidth I will just give a list of what I have got along with
their prices, then if you need any further information you can simply
e-mail me at chmrig@leeds.ac.uk and I will supply the information.

My range of commercial software:-

JAWBREAKER #2.99 ($7) disk, tape, Rambit tape 16k
MOUSEKATTACK #2.99 ($7) disk, tape, Rambit tape 48k
ARENA #2.99 ($7) disk, 64k XL/XE
BUBBLE ZONE #2.99 ($7) disk, 64k XL/XE
SUPER PRINT-LAB XE #6.50 ($15) disk, 128k XL/XE
GTRACKER #6.50 ($15) disk, 64k XL/XE
GTRACKER XL UTILS #6.00 ($13) disk, 64k XL/XE
CLIP TRACKER XE #6.50 ($15) disk, 128k+ XL/XE
BLACK LAMP #4.95 ($11) disk, 64k XL/XE
TUBE BADDIES #4.95 ($11) disk, 64k XL/XE

Special offer (1); buy both Jawbreaker & Mousekattack in one pack for
^^^^^^^^^^^^^^^^^ only #5 ($11).

Special offer (2); buy both Arena & Bubble Zone for only #5 ($11).
^^^^^^^^^^^^^^^^^
Special offer (3); buy both Tube Baddies & Black Lamp on one disk for
^^^^^^^^^^^^^^^^^ only #9.50 ($20).

Special offer (4); buy GTracker and GTracker XL utilities for only
^^^^^^^^^^^^^^^^^ #10 ($21).

Special offer (5); buy all 3 'TRACKER' programs, as offer (3) plus
^^^^^^^^^^^^^^^^^ CLIP TRACKER XE for only #15 ($30).

Ex-stock, shrink wrapped commercial software. Limited stocks. You are
advised to check stock levels before ordering:-

Disks: SUMMERGAMES #5.00 ($10)
----- SOLAR STAR #5.00 ($10) also known as Sun Star.

ONE OF EACH ONLY: DROPZONE (disk) #5.00 ($11)
---------------- HALLEY PATROL (disk) #2.00 ($5)
GAUNTLET DEEP'(disk) #2.00 ($5)

Prices in UK pounds (#) include p&p to UK, overseas add #2 for p&p,
payable in pounds sterling or UK cheques, IMO, Postal Orders.
```

Prices in US dollars ($) include shipping to USA, but payment must be in US$ cash, sorry no cheques (checks).

For further information or to order contact RICHARD GORE at

79 SPROTBROUGH ROAD, SPROTBROUGH, DONCASTER, DN5 8BW, ENGLAND

Tel. no. (01302) 784642

E-mail: chmrig@leeds.ac.uk

301. WTB: Marble Madness!!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-17 00:00:00 UTC
From: ken@cup.hp.com
Message-ID: <4dk0t3$kdg@hpax.cup.hp.com>
Source record: 86426

I've been looking for a while for the game "Marble Madness" by Electronic
Arts. I know of only one person who has the game, so I know it exists.

I have the game "Mad Marble Maze" which I think came from Europe, but I
REALLY want the original game by EA.

If anyone wants to sell their copy, or make me a copy,
name your price.

Thanks 1E6 in advance.

| Ken Sumrall HP Cupertino Systems Lab ken@cup.hp.com |
| "He who will not reason, is a bigot; he who cannot is a fool; |
| and he who dares not is a slave." -- Sir William Drummond |

302. Re: M.U.L.E

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-17 00:00:00 UTC
From: Eric Calcagni <calcagni@cbvcp.com>
Message-ID: <30FD745B.558@cbvcp.com>
Source record: 86427

> (Actually, when it was first written, EOA [as they used to call
> themselves - never could figure out where the O came from] claimed
> that it (MULE) would only be released for the Atari 8bit, since it
> was the only machine advanced enough to run it. :)
>
> I also find it amusing that the C64 version still has the planet
> "Irata". :)

From what I was told, the C64 version didn't have earthquakes either.
Kind of interesting.

Eric

303. PBI tech, & Re: How to set/unset COMMAND line?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-17 00:00:00 UTC
From: bmcbrine@hakatac.port.island.net
Message-ID: <4dk864$e2p@hakatac.port.island.net>
Source record: 86428

In article <4ctcfe$83p@gateway1.brisnet.org.au>,
James Bradford <sup8pdct@brisnet.org.au> wrote:
>In <DKr4tL.3Bq@freenet.carleton.ca>, ai123@FreeNet.Carleton.CA (Steven J. Tucker) writes:
>>How can I manually set and unset the command line without going through
>> some SIO routine? Its seems its should be a bit in the Dxxx range, but
>> my Mapping the Atari says nothing about it! :(
>
>Yes it does, look at page 132 in the revised edition.
> under location 54019 $D303 PBCTL.

I see it, but it's still cryptic... it says bit 3 is "peripheral command
identification, init'd to 60 ($3C)". Forgive my ignorance, but how
is the command line utilised?

>>It does however document the clock in/out lines. Are these actually hooked
>> up inside the unit and useable, or driven to ground?
>
>Those come from pokey. used for external sync for the serial lines.
>Hardly any thing uses them. Drives, printers, cassette doesn,t.

I find this especially curious. If things don't listen to sync/clock
lines, then how do they get data across? I'd like to know a bit more
about the SIO system... any good sources of tech-ref info?

BTW - I wish to be able to use the PBI on my XL's, I have the Antic
issues (the 4 part article) which was very poorly done. It gave some
information, but half way through the series the author changes his
plans, and meanders all over the place forgetting what he's talking
about the PBI. He Yabbles about a specific serial controller project
which wasn't supposed to be the articles intent in the first place!
VERY FRUSTRATING when I bought the issues specially for the PBI series!

Can someone point be to some info I can _really_ use on the PBI ?
(also interested about the XE bus, similar data to PBI is requestes!)

Thanks!!

l8r...
--
* Bill McBrine *** EMail: ragtag@hakatac.almanac.bc.ca (other address pending)
Interests: Atari8bit. Tandy 6000 (i have 3.1) * bmcbrine@{this doesn't work!?}
Robotics. Amiga News & Devl's. Networking. Userfriendly Datamanagement Systems.
Disclaimer: I cannot be held accountable for my action or inaction...Can I?

304. Text-to-Speech software?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-17 00:00:00 UTC
From: Mr.MegaOhms@resistance.com
Message-ID: <4dj9s6$1sg_001@phx.primenet.com>
Source record: 86429

Hi! Many (O.K... a lot) of years ago I had a simple text-to-speech
program that ran on my 800XL. I'd love to use this software now
in a school project but the disk is unreadable (read: coaster).
Could any of you kind folks help me find this program again?

My e-mail address is timex@primenet.com

Thanks...

Kim

305. Re: M.U.L.E

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-17 00:00:00 UTC
From: ime@zombie.hancad.co.at
Message-ID: <4di8lm$ep4@hancad.hancad.co.at>
Source record: 86430

J_Bond_007 (j_bond_007@usa.pipeline.com) wrote:
: Does anyone know whether there is a PC version
: of the old Atari game "M.U.L.E. anywhere on the 'Net ?
:
: Rumor has it that there is such an animal (pun intended) !
:
: --
: Bond . . . James Bond

There is a remake on the PC calling 'Subtrade - Return to Irata'
The M.U.L.E.s are now turtles and the playfield is under water.
Maybe it is a german software (I dunno)

Adolf

306. Re: Closer To Home Shareware

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-17 00:00:00 UTC
From: tomhunt@bright.net
Message-ID: <4djvdb$b44@brutus.bright.net>
Source record: 86431

kendrick@zippy.sonoma.edu (William Kendrick) wrote:

>Tom Hunt (tomhunt@bright.net) wrote:

><about a TON of cool stuff he offers>

>Tom, are you sure everything you present is SpartaDOS-only? For example,
>I know that your Sound Utility works under MyDOS. I hope that some of your
>other stuff does, too (armorizer, filenote, sfx (althought I think I tried
>it and it didn't work)).

>Keep up the excellent work!!!!!!!!! And good luck with the BBS -> Net soft-
>ware! :)

There are a few that should work with all types of dos. I put that in there
because I know that they work with those specific types of dos. The others,
I'm not sure about.

The bbs <-> news thingie still needs some work. I'm going to do some more
research and see if I can fix the FROM field problem.

Tom Hunt, sole owner of Closer To Home Enterprises.
Atari 8-bit developer.
Sysop of The Closer To Home BBS, 419-368-4413, 3-14.4, USR.
Oldest bbs in Ashland County, Ohio U.S.A.!

307. Re: What is the Atari 850 Serial Interface?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-18 00:00:00 UTC
From: klaatu@nando.net
Message-ID: <4dk8gk$o5h@castle.nando.net>
Source record: 86432

okay, okay

The 850 supports FOUR RS-232 Serials with DB9 connectors and ONE
Centronics Parallel with a DB15 connector. Plus the usual two atari
serial jacks & original series power plug.

308. Re: memory upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-18 00:00:00 UTC
From: Bob Klaas <bobkla19@mail.tcd.net>
Message-ID: <4dk6f5$7m2@news.tcd.net>
Source record: 86433

Hahahaha...

The only self done upgrade on the Atari 8-bit, worse than what
you ask for (notice I did say self done!), is the 800XL to 1mg.

There are several Atari 8bit BBS that carry the docs for this
type upgrade..Find one have about 4hours of free time when you ar
e in a super mood and go through them then start the project..

The first step is taking the 130xe from 128, to 320..got that
done fine..move on to 512k, set it up done. works fine..move onto
the 1mg upgrade...not really that expensive but one heck of a
time consumer...

Done a bunch of these and wish I had a dime for everytime I got
interupted doing one..never fails..take your phone off the hook
disconnect your doorbell! and set up something to shoot the one
that enters your domain before your finished!!

And when you finally get the darn thing finished you actually
feel human and relieved..until the next one comes along!!!

309. Re: Atari 1050 power supply

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-18 00:00:00 UTC
From: Bob Klaas <bobkla19@mail.tcd.net>
Message-ID: <4dk6qe$7m2@news.tcd.net>
Source record: 86434

The 9v ac will work with the 1050..do not plug in the Indus power
supply to anything but an Indus as it will rip the power circuit
in the Atari drives..!!!

310. Re: how do I fix my 1050?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-18 00:00:00 UTC
From: Bob Klaas <bobkla19@mail.tcd.net>
Message-ID: <4dk91a$800@news.tcd.net>
Source record: 86435

If after all the suggestions you receive and you can not get your drive up and running.. I will fix the d..thing, for $20.00 plus shipping..and gurantee it to work..

Bob Klaas
4267 W. Midway Dr
Salt Lake City, Ut..84120

phone 801-967-7400.v/fax..after 3:30pm mdst..

311. Atari 8-Bit/Game Machines Hardware and Software

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-18 00:00:00 UTC
From: ice@skypoint.com
Message-ID: <4dl5kt$lh@stratus.skypoint.net>
Source record: 86436

```
To receive a FREE catalog of all Atari 8-Bit and game machine products
or to request more information, email your name and address
to ice@skypoint.com
```

312. Re: Memory upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-18 00:00:00 UTC
From: Bob Klaas <bobkla19@mail.tcd.net>
Message-ID: <4dk5ud$7m2@news.tcd.net>
Source record: 86437

There are several text files available where you can build your own. The files are straight forward, not really hard to understand and if you do it your self..I would guess, the price would be in the range of not over $15.00, including parts from radio shack..your most expensive would be 8 41256k ram chips.

This project will take you approximinatly 4 1/2 hours of un-interrupted time..the worst being building the board with the 3 to 5 chips depending upon which 800xl you happen to have if you have a 22297 chip then it only takes 3 chips for the board..the problem being is you have to obtain a small piece of circuit board from radio shack and hand wire all the pins per the instructions..If you can't find 41256k rams cheap enough I can furnish you with pulls, these were working in another computer (IBM), and I have done a ram test on them with a factory ramtester..for $.75 (cents) each..plus postage..

Remember you have to be a half/a..ed decent solderier...just make sure all connections are soldered tight clean and nothing slopped over..I know you can do it..!! everyone starts somewhere..

bob..

313. Re: P:R:Connection R: cables..

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-18 00:00:00 UTC
From: Bob Klaas <bobkla19@mail.tcd.net>
Message-ID: <4dk7qi$7m2@news.tcd.net>
Source record: 86438

Ok, now that we have a trade?....hahaha

Remember, when running a PR:C system that it is not a standard sparta dos or any other dos RS232.COM file...you need to set up the file PRC.SYS, to run instead of RS232.COM!!!!! While many will tell you that RS232.COM will work fine it in fact will not!

You need a cable built. or rather if I can find it a factory cable, which I am sure I have some where here in this mess..I think we can work something out....like hours of your work for a few minutes of my time?? God this sounds aggrivating doesn't it..but At presant I am limited on coding...but am very fimialar with the PRC, 850 ect...

Stupid question I know but why did you go this route over an 850 interface, when they are redialy available ect? And besides the 850, kicks butt...goes to 19.2 insted of being limited to 9600b?? limited PR:C...!!!

If you can't find an 850 interface, I will hold one I am sitting on for you...in exchange...you know what I am looking for..!!

314. Re: S: Sherlock Holmes Criminal Cabinet

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-18 00:00:00 UTC
From: lelie@smail.srl.ford.com
Message-ID: <lelie.124.000C5432@smail.srl.ford.com>
Source record: 86439

In article <4dfiot$q1r@fbi-news.Informatik.Uni-Dortmund.DE>
rosans00@marvin.informatik.uni-dortmund.de (Thomas Rosanski) writes:
>From: rosans00@marvin.informatik.uni-dortmund.de (Thomas Rosanski)
>Subject: S: Sherlock Holmes Criminal Cabinet
>Date: 16 Jan 1996 07:06:05 GMT
>Summary: I am looking for the game "Sherlock Holmes" for the ATARI XL
>Keywords: ATARI XL, Sherlock Holmes, game, wanted

>Hello!

>I am looking for the game "Sherlock Holmes" (by R+E Software, Raetz Eberle,
>the editors of the german ATARImagazin).
>If you have it and do not want it anymore, contact me and tell me how much
>money do you want for it.

Ah, Tom, do you mean perhaps 228 Baker St.? That is the only 'Holmes' game
for the 8 bits I remember, but I thenk it was by Epyx (I have to check). Sort
of like a computerized 'Clue' game starring Holmes. I have one of those I
would be willing to part with, with disk, manuel, box and notebooks for the
players.

Larry Elie
lelie@smail.srl.ford.com
lelie@ford.com

>Greetings...

> ___ Thomas Rosanski * rosans00@marvin.informatik.uni-dortmund.de
> | _ World Wide Web Homepage: http://dosis.uni-dortmund.de/~toro
> | | | _ BETA Webpages: http://dosis.uni-dortmund.de/~toro/beta.html
> |_| |_| _
> |\ | | freedom is the freedom to say that two plus two make four
> |_| if that is granted, all else follows (George Orwell, 1984)

315. Re: Andy Robot

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-18 00:00:00 UTC
From: mjewison@irus.rri.uwo.ca
Message-ID: <4dmbad$ov6@falcon.ccs.uwo.ca>
Source record: 86440

In article <4dg4hg$rg0@news.xmission.com>, jeking@xmission.com (James King) writes:
|> Just purchased an Andy Robot for the 8bit Atari, and was wondering if
|> anybody else has such a beast.
|>
|> Looking for programs created for this little robot...

Ya, I've got one of those things. Andy the Personality Robot, brought to you (us) by Nolan Bushnell (after he was bumped from Atari) and Axlon. I always had plans to do some really nifty things with him but never was able to make the time. Did you get the disk and documentation with yours? There was some software which did a few rudimentary things (move, blink, beep, etc.) which was included with the robot. If you didn't get any of this let me know and I'll see what I can do.

- Mike Jewison
mjewison@irus.rri.uwo.ca

316. Re: PBI tech, & Re: How to set/unset COMMAND line?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-18 00:00:00 UTC
From: gmaguire <gmaguire@pennet.net>
Message-ID: <4dmeci$drp@crash.microserve.net>
Source record: 86441

You will have a hard time finding any info on the PBI. If you want to make a device like the BB or MIO you will need a EPROM burner. Supra used to make a board called the microport Xl that plugged into the bus. You could than interface various hardware devices through 6821/6520 PIA. I built a clock and a X10 interface and use it control things around the house. The last time I looked Best Electronics was still selling them.

GM

317. ANSI Term

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-18 00:00:00 UTC
From: halliwee@ts436.dyess.af.mil
Message-ID: <30FEBE9B@syrinx.dyess.af.mil>
Source record: 86442

Whatever happened to the author of ANSI Term? I think his
name was Robert Sinclair.

I wonder if he's gotten any of those $30 registration fees
in lately? <g>

--
Clay Halliwell | ATARI XL/XE DO + THE
halliwee@ts436.dyess.af.mil | 8 - B I T S --------
e.halliwell@genie.geis.com | /////////// M A T H

318. Re: M.U.L.E

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-18 00:00:00 UTC
From: Will Dwinnell <predictor@delphi.com>
Message-ID: <RRJF-X6.predictor@delphi.com>
Source record: 86443

Scott Butler <sydtech@skypoint.com> writes:

>Supposedly (and this is just a rumour I heard somewhere; maybe in CGW) Dani
>Bunten was working on a remake for modern hardware, but it got shelved due to
>some creative differences with the publisher. Anyone have any more concrete
>info on this?

.
Yes, this was reported in "Computer Gaming World", and the story was
that the publishers wanted the developer (who was one of the original
M.U.L.E. developers, I believe) to add "guns and bombs". Yes, "guns
and bombs"! Everyone I know who played M.U.L.E. who hears this has
the same reaction: they all think the publisher is crazy. I'd like
to learn more details on this. If this story is true, I would be
amazed at the stupidity on the part of the publisher, since "come-back"
games are doing pretty well, as far as I know (like the remakes of
Archon, Pitfall and Lode Runner).
.
Will

319. Antique Atari Commercail Software

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-18 00:00:00 UTC
From: Bob Klaas <bobkla19@mail.tcd.net>
Message-ID: <4dkalm$800@news.tcd.net>
Source record: 86444

Disk Based Software. Cartridge Software.
Molecue Man Gateway to Apshai
Math Blaster Age 6-?? Popeye..!!
Atari Writer Pluss Gorf..
The Tail of Beta Lvrae ORC Attack
Cosmic Tunnels Kids on Keys
F15 Strike Eagle Atari Writer
Antic Antics SpyvsSpy III E T Phone Home
Chohens Towers Karetka
Jet Boot Jack K-Razy Shoot Out..
Hacker...with docs..
Trail Blazer..
Peachtree..accounting package..
this is complete.has all disks ect..
even Peachtree does not have this one
available anymore..the original price
on Peachtree was $199.95..

This is only a small listing of what I have available..I didn't
have time dig it all out..will accept reasonable offer on this
software..not looking to get rich..But if ordered expect the
check or money order within 5 business days..or it goes out to
the first acceptable offer with check/money order in..

Now there is a way to beat the odds..I have a BBS up and running
for BBS Express Professional!...801-967-8738..logon as a new
user. leave the #1 sysop feedback..give me a credit card number
and what you want..in feedback..I can take Visa/Mastercard with
their approval of your amount and order will ship the next day..

Nice thing about Atari 8bit BBS'S they don't have the problem
with someone attaching your info on a credit card nor are they
subsiptable to a virus!!! With BBS Express! Professional, no one
but myself has access to your informaton!!

I also repair Atari 8bit items..with resonable rates not gouge
the user..or will accept your old broken item at a discounted
rate, in trade for something I have already repaired in exchange.

Bob

320. Re: "Pool" disk

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-18 00:00:00 UTC
From: Will Dwinnell <predictor@delphi.com>
Message-ID: <RIBnnBx.predictor@delphi.com>
Source record: 86445

Bingham <bbingham@haven.ios.com> writes:

>Ok, You got it! By tonight there will be an 8-bit program to
>UNATR and UNXFD! Also a PC program ATR2PATH which will take a
>sparta dos image and create the mirror path of it.

.
Ok, I just started reading this thread and am confused. I understand
that there are now one or more CD-ROMs which contain those Atari
disk images used (I think) by SIO2PC and the Atari 8-bit emulators which
run on the IBM. What I am wondering is: is it possible to run SIO2PC
(or some suitable substitute) to access the CD-ROM (more or less directly)
from the Atari 8-bit?
.
Will

321. Re: What is the Atari 850 Serial Interface?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-18 00:00:00 UTC
From: Michael Ellis <michael@anest4.anest.ufl.edu>
Message-ID: <4dlm17$s0t@no-names.nerdc.ufl.edu>
Source record: 86446

mreg@panix.com (Mitchell Regenbogen) wrote:
>In article <4d5rlo$9da@no-names.nerdc.ufl.edu>,
> Michael Ellis <michael@anest4.anest.ufl.edu> wrote:
>>
>>The 850 Interface provides your computer with two RS-232 standard
>>serial ports (R1: and R2:) and a parallel printer port (P:).
>>
>>Note, however, that the pin assignments of R1: and R2: are NOT
>>the same as, say, the 9-pin connectors found on a IBM-clone.
>>You will need to buy a special DB9-DB25 cable or make your
>>own in order to hook the 850 up to a standard 25-pin RS-232
>>device (such as a modem).
>
>I don't believe that's true. If I remember the RS232 ports on the 850
>Interface Module are standard serial ports.

Yes, the 850's R: ports have standard RS-232 SIGNALS, but the pin ASSIGNMENTS
are different. IB & C sells 9 to 25 pin cables that undo the non-standard pin
assignments. I made one for myself. I know for a fact that this is true.

>>
>>The printer port also requires a special cable.
>>
>
>I'm pretty sure that's wrong. The printer port is a standard Centronics.
>

Once again, the SIGNALS are standard Centronics, but the CONNECTOR is NOT a
standard centronics 25-pin connector (on the 850 itself).

-Michael Ellis

322. Atari software - still in package, selling cheap

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-18 00:00:00 UTC
From: twokits@primenet.com
Message-ID: <twokits-1801961540430001@ip015.lax.primenet.com>
Source record: 86447

I've got a bunch of older Atari software still in the package, and I'm selling it cheap:

Cyber Paint pro animation studio

Spectrum omni-color Paint Program

Cyber Studio Cad-3D 2.0

Cyber Control CAD 3D Motion Control Language (goes with Cyber Studion)

CAD-3D Font Package

Architectural Design Disk

Human Design Disk

Genesis - The Stereo Molecular Modeler

If you have an Atari you're probably familiar with some of this stuff. I don't, and I'm not. It's all still in the package. I worked for an Audio Visual magazine back in 1987 and it was sent to the magazine for review. Nobody wanted it, and I ended up with it, thinking I would be getting an Atari. I didn't.

I think it all sold for about $400 new. Anybody wants it for $50 plus $8 shipping, email me and it's yours. If not, I suppose I can use the three ring manual binders for something....;-)

Neal Lightfeldt
twokits@primenet.com

323. Re: M.U.L.E

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-18 00:00:00 UTC
From: Long Haired Computer Geek <beresr@peanut>
Message-ID: <Pine.NXT.3.91.960117193656.4124C-100000@peanut>
Source record: 86448

On 16 Jan 1996, Scott Butler wrote:

> In article <30fb20da.54877838@news.servtech.com>,
> jeffk914@groucho.roc.servtech.com (Jeff Kyle) wrote:
> >On 14 Jan 1996 22:48:54 GMT, sydtech@skypoint.com (Scott Butler)
> >wrote:
> >
> [snip]
> >To the best of my knowledge, the last version of MULE produced was for
> >the Nintendo. (The old 8bit one.) The only other versions that I know
> >of were for the Atari 8bit and the C64.
>
> Yep - the last "official" version. Got it. The Atari 8-bit and C64 versions
> are much better. They seemed to have scrimped on the graphics quite a bit in
> the NES version, and it just doesn't "feel" right.
>
> I'm still looking forward to an update remake for modern hardware, if EA can
> ever get it together....
>
> Scott
>
>
Nintendo version of MULE sucked bad. The timer was always slow, so
auctions took forever. The store was HUGE! You wasted half yourtime
trying to get out of there. You could catch the mountain wumpus 6 or 7
times a round... easy money there. The sounds and graphics paled in
comparison to the Atari. In other words, they didn't even try. Shoulda
forced the programmer of that one to sit down at an Atari console for
several days and play MULE all the time.

But still, someone should come out with some of those classic Atari games
for the PC. Alternate Reality for the PC would rock.. especially ifthey
finished the series. :)

```
*-------------------------------------------*----KRISPY!!----*
/ Richard Beres, "Long Haired Computer Geek" / Atari computers \
/ At Eastern New Mexico University / Power without the \
*-------------------------------------------* price *
| | MK1, MK2, MK3, UMK3 |
| "Only two things are infinite, the universe | Quite possibly the |
| and human stupidity, and I'm not sure | Greatest video games |
| about the former." | ever |
| -- Albert Einstein | Play more Nintendo!! |
| | IRC junkie |
*-------------------------------------------* Squaresoft: makers of*
```

\ The opinions expressed in this post are mine\ the finest RPGs in /
\ .. God help the fool who agrees with them. \ the world /
------------<beresr@math.enmu.edu>---------------TOASTY!!----*

324. Questions

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-18 00:00:00 UTC
From: John Haines <john_haines@pointless.gen.nz>
Message-ID: <60118232632$6FC8@pointless.gen.nz>
Source record: 86449

Hi Peoples, couple of questions for you all:

1) - I'm writing a program for our 8-bit users group that will display a menu of programs on the newsletter disk (yea I know there are plenty around, but I want to be different :-)) - I know how to load and run a ML program, display a text file and print a file from within a ML (6502 assembly language) program, but my problem is I haven't a clue how to load and run a BASIC program from the ML program...

2) - Are there a couple of you programmers out there that would be interested in testing my 80 column QWK offline reader for me, as I would really like some feedback from some programmers out there...

3) - Could the person that sent me the nntools.arc program please send it again as my gateway sorta lost it and I haven't had any luck in getting onto Umich to grab it from there..

If anyone can help please drop me a line at the address above...

Thanks for your time...

---
* SIMPQWK80 * #1 * for Atari8's

325. Black Box Hard Disk System FS

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-18 00:00:00 UTC
From: buesc911@raven.csrv.uidaho.edu
Message-ID: <4dmank$74f@newshound.csrv.uidaho.edu>
Source record: 86450

Sad to say, I've been using a PC as my primary system for the past year and a half and my 8-bit is getting dusty. I'd like to see my Black Box + 150 meg hard disk put to better use than just sitting around in my apartment, where I don't even have space right now to keep an 8-bit set up full-time. Includes all cables, docs, and a PC power supply for the hard disk. The Black Box is your typical late-model black box with a printer port, fast (19.2k) serial port, SCSI port, and pins to mount a CSS floppy interface. Plugs directly into a 130XE and has cable to attach to XLs. Everything works, of course. I'l like to get about $245 + shipping for it but will of course entertain any reasonable offers including trades for really cool stuff (I'm thinking like a computereyes + some smaller amount of $$$, for example). Will throw in a Super Video 2.1 upgraded 800XL that's guaranteed to work with it if necessary (some machines' PBIs are flaky).

Brent

326. Re: atari C compiler on unix (was Re: atari disassembler on a unix platform?)

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-18 00:00:00 UTC
From: tomhunt@bright.net
Message-ID: <4dmjg7$npq@brutus.bright.net>
Source record: 86451

```
-----BEGIN PGP SIGNED MESSAGE-----

rfunk@magnus.acs.ohio-state.edu (Rob Funk) wrote:

>In article <4dd195$dgj@nuke.csu.net>,
>William Kendrick <kendrick@zippy.sonoma.edu> wrote:
>>And is there a good (ie, comparable to "gcc" for Unix) C compiler for
>>6502 and/or 65816 (esp. with some Atari XL libraries! 8^) ) for Unix???

>Does CC65 count?

>I'm wondering if it would be possible to make gcc compile to 6502
>code, but it was mainly intended for 32-bit processors.

I believe that perhaps Bill Binham has done some work in that area. I know JRD
(author of cc65) actually did have a UN*X version of cc65, ra65, and link65.

How about it, Bill?

-----BEGIN PGP SIGNATURE-----
Version: 2.6.2

iQCVAwUBMP0SVZE8W2AK/tGNAQGYjwP7BzE4vDqaKBK9U93WCIQfWYJPIVJ5BO4p
3hd4LqQIKyKxWXUA8biaDdGp0UDJY1nv51U5NUDBTirI3jzdErRSEDiCCbjuSeVb
FDQMq27Iu2GKndYkd7rFdGNq3HtPkAZKEOC8cM8cOI0W3/J2SQxV9JjyXcAbjHL1
t3E7+k4SdwQ=
=D1EC
-----END PGP SIGNATURE-----

Tom Hunt, sole owner of Closer To Home Enterprises.
Atari 8-bit developer.
Sysop of The Closer To Home BBS, 419-368-4413, 3-14.4, USR.
Oldest bbs in Ashland County, Ohio U.S.A.!
```

327. Re: M.U.L.E

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-19 00:00:00 UTC
From: peter.schmitz@tronic.de
Message-ID: <DLFKJB.7I1@news.zippo.com>
Source record: 86356

ime@zombie.hancad.co.at (Mollnhuber Adolf) wrote:

>There is a remake on the PC calling 'Subtrade - Return to Irata'
>The M.U.L.E.s are now turtles and the playfield is under water.
>Maybe it is a german software (I dunno)

>Adolf

Yes, it is - by boeder software, published 1993 for the Amiga and 1994 for the PC.

Even better is another M.U.L.E. clone for the PC named TRADERS - it has got that cute "alien science-fiction fun" feeling that made the original M.U.L.E. so amusing. TRADERS was published by the Swiss company LINEL in - I think - 1993.

And, last not least, there is the shareware game R.U.L.E. by a German author that is really much fun to play. Though the graphics are very basic, the gameplay is an exact 1:1-conversation from the Atari original. If someone wants to see it, please send me an E-mail, and I will mail you the game as an E-mail attachment (I think that is better than posting it to this newsgroup what perhaps might make some people get angry on me {;o))>).

Peter

"If it moves, salute to it. If it doesn't move, pick it up. If it can't be picked up, paint it green."
(basic law for military newbies)

328. Re: S: Sherlock Holmes Criminal Cabinet

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-19 00:00:00 UTC
From: rosans00@marvin.informatik.uni-dortmund.de
Message-ID: <4do6e0$t1d@fbi-news.Informatik.Uni-Dortmund.DE>
Source record: 86357

Larry Elie (lelie@smail.srl.ford.com) wrote:
: In article <4dfiot$q1r@fbi-news.Informatik.Uni-Dortmund.DE>
rosans00@marvin.informatik.uni-dortmund.de (Thomas Rosanski) writes:
: >I am looking for the game "Sherlock Holmes" (by R+E Software, Raetz Eberle,
: >the editors of the german ATARImagazin).
: >If you have it and do not want it anymore, contact me and tell me how much
: >money do you want for it.

: Ah, Tom, do you mean perhaps 228 Baker St.? That is the only 'Holmes' game
: for the 8 bits I remember, but I thenk it was by Epyx (I have to check). Sort
: of like a computerized 'Clue' game starring Holmes. I have one of those I
: would be willing to part with, with disk, manuel, box and notebooks for the
: players.

No, I dont mean 228 Baker St., I do not even know it. Sherlok Holmes" is a
german game, which was published by R+E Software (Bretten, germany). The game
was first published as a boardgame and some guys have written a computer
version. If possible, please tell me more about 228 Baker St., as it seems to
be the same kind of game, that I am looking for.

--

[no save]
___ Thomas Rosanski * rosans00@marvin.informatik.uni-dortmund.de
| _ World Wide Web Homepage: http://dosis.uni-dortmund.de/~toro
| | | _ BETA Webpages: http://dosis.uni-dortmund.de/~toro/beta.html
|_| |_| _
|\ | | freedom is the freedom to say that two plus two make four
|_| if that is granted, all else follows (George Orwell, 1984)

329. Re: M.U.L.E

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-19 00:00:00 UTC
From: msteiner@aa.net
Message-ID: <4dor36$gev@Holly.aa.net>
Source record: 86358

I downloaded a copy of the IBM version that didn't work initially. After some fooling around with the program configuration (like turning off the "music" option, etc) I was able to get it to run and was >quite< impressed. The authors clearly spent a lot of time thinking how to recreate and expand the program, offering different types of planets to colonize, ability to modify character attributes etc. Although it didn't have the same graphical 'feel' as the atari version, it seemed very worthwhile to acquire. Unfortunately, I only have it on my machine at work, so haven't really got to play a full game.

J_Bond_007 (j_bond_007@usa.pipeline.com) wrote:
: Does anyone know whether there is a PC version
: of the old Atari game "M.U.L.E. anywhere on the 'Net ?
:
: Rumor has it that there is such an animal (pun intended) !
:
: --
: Bond . . . James Bond

330. Re: atari C compiler on unix (was Re: atari disassembler on a unix platform?)

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-19 00:00:00 UTC
From: bbingham@haven.ios.com
Message-ID: <4dp6ic$20r@news.ios.com>
Source record: 86359

: >Does CC65 count?

I think it should, to bad it doesn't handle ++ like GPP would <g>.

: >I'm wondering if it would be possible to make gcc compile to 6502
: >code, but it was mainly intended for 32-bit processors.

: I believe that perhaps Bill Binham has done some work in that area. I know JRD
: (author of cc65) actually did have a UN*X version of cc65, ra65, and link65.

: How about it, Bill?

You caught me hanging back <g>. I was waiting to hear what they came up
with via GCC. But I'm still having the same old problem compiling the
link65 source with GCC on the PC. cc65 works fine, ra65 fine, link65 bombs
misserably...

Ken Siders gave me some helpful hints, but I just hate wading through
this code.

IF ANYONE SUCESSFULLY COMPILES AND GETS THE LINK65 WORKING ON AN IBM PC
PLEASE, HAND OVER THE SOURCE / METHOD!!

Thanx in advance..
Bill

331. Re: "Pool" disk

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-19 00:00:00 UTC
From: "Ernest.R.Schreurs" <ernest@pi.net>
Message-ID: <4doscr$d32@neptunus.pi.net>
Source record: 86360

Will Dwinnell <predictor@delphi.com> wrote:
>Ok, I just started reading this thread and am confused. I understand
>that there are now one or more CD-ROMs which contain those Atari
>disk images used (I think) by SIO2PC and the Atari 8-bit emulators which
>run on the IBM. What I am wondering is: is it possible to run SIO2PC
>(or some suitable substitute) to access the CD-ROM (more or less directly)
>from the Atari 8-bit?
Since the SIO2PC program is a program written in PC assembly, it is
impossible to run it on an Atari 8-bit. What you have to do is get a PC
with a CD-Rom drive. The PC can read the CD-Rom. SIO2PC running on that
PC can access any ATR file, be it on hard disk or on CD. The 8-bit is
then connected to the PC and the ATR image is used to emulate a 1050
drive. There is a program included with SIO2PC that allows the user at
the 8-bit keyboard to send a command to the SIO2PC program to load some
other disk image file. Until there is some way of actually reading a
CD-Rom on an Atari 8-bit itself, you will always need a PC or a ST as
host to operate the CD-Rom device for you. There are several interfaces
that allow connecting the hardware to the 8-bit, but there is currently
no software to access it.

332. Re: What is the Atari 850 Serial Interface?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-19 00:00:00 UTC
From: Michael Ellis <michael@anest4.anest.ufl.edu>
Message-ID: <4doa5a$3t3@no-names.nerdc.ufl.edu>
Source record: 86361

Russ.Gilbert@apk.wariat.org (Russ Gilbert) wrote:

>I've seen this mentioned before. Maybe I got lucky or maybe what's
>available today isn't like what I got years ago, but I just bought a
>standard 'AT' 9 pin to 25 pin RS232 cable and used that. And my
>printer cables were likewise 'ordinary' 15 pin to centronics. Can
>anybody clear this up, or am I just causing confusion. The FAQ has all
>the pinouts of the 850 if anyone is uptite, but I would take a bet that
>any 15 to centronics from your biggie computer store would do for
>printer and any 'AT' 9pin to 25pin 'serial' cable would work fine.

As far as the RS232 connectors go, they are NOT the same as what is used on
the AT-style serial connectors of PCs. Bear in mind that the Atari 850
came out YEARS before the AT and its serial ports. In 1983, probably
the only 9-pin to 25-pin cable out there was FOR an 850 (PC XTs used
25-pin serial connectors).

Same deal with the printer port. The DB15 on the 850 is not what one
would call "standard" today. Today computers equipped with a parrallel
port (including STs and Amigas) use a DB25 connector. If you have
a DB15 to Centronics cable, it was likely DESIGNED to work with the 850.

-Michael Ellis

333. XFD vs ATR vs DCM

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-19 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4dp3vd$789@nuke.csu.net>
Source record: 86362

Ok.. Here's the deal. People have made CDROM's of Atari files. These CD's can be used by the following people:

PC Xformer users
ST Xformer users
Rainbow users (at least some of them, I'm sure)
SIO2PC users
APE users

The problem is, these people can't use them:

Atari 8bit BBSes (because only PC/Mac/ST users could use the files)
Atari 8bit users (when we get CDROM's, we'll need more special software)

The reason is because the CDROM's contain uncompressed disk images. ATR's and <shudder> XFD's.

The STANDARD disk image (compressed, and splitable) for the Atari 8-bit is DCM. Now, Unix, Mac, PC and probably ST users can ALL convert DCM's into ATR's. The problem is, Atari 8-bit users CAN'T easily convert ATR's into disks or DCM's!

Ah ha! Now, first I'll "get rid of" the XFD format. ST Xformer source code is now freely available, right? Right. Let's fix it to support the more modern and safer ATR format. That way, no other program would need to support XFD, and no new CDROM will have to waste 1/2 of its space to support the few(?) ST Xformer users who are around.

Now, the good part: Let's change the CDROM's from containing ATR's at ALL to containing ONLY DCM's!

"How?" you ask? Simple:

APE supports the DCM format. This means it should be very little trouble for PC Xformer, ST Xformer, Rainbow, Atari800, and SIO2PC to support it too!

"But you can't write into a DCM file!" I thought - almost deciding to abort this post. Then I remembered "You can't write onto a CDROM ANYWAY!"

So - any new CDROM should support the DCM disk format. It's compressed, and it's the most compatible (err.. it WILL be once all of these ATR/XFD-using programs start supporting DCM's like APE already does!)

Then, everyone will be happy:

ST Xformer users (new release)
PC Xformer users (perhaps 4.0)

Rainbow users (whatever the next version will be)
Atari800 users (ditto)
SIO2PC users (ditto)
APE users (already happy!)
BBS users (EVERYone can download disk images from the online CDROM!)
Atari 8bit users (they can easily run DiskComm to convert the DCM on the
CDROM into a real disk)

Cool, huh!?

So, Darek Mihocka, Chris Lam, David Firth, and Nick Kennedy - SUPPORT DCM's!!!

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/~kendrick/

334. Re: P:R:Connection R: cables..

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-19 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4dp487$789@nuke.csu.net>
Source record: 86363

Bob - is this reply for ME??

Bob Klaas (bobkla19@mail.tcd.net) wrote:
: Ok, now that we have a trade?....hahaha

If it is for me - umm.. remind me what that is about. :)

: Remember, when running a PR:C system that it is not a standard
: sparta dos or any other dos RS232.COM file...you need to set up
: the file PRC.SYS, to run instead of RS232.COM!!!!! While many
: will tell you that RS232.COM will work fine it in fact will not!

I run RS232.SYS (the 1 sector thing) and it loads the R: handler from the
P:R:Conn and I can run IceT, BobTerm, AtarZModem, and FlickerTerm80....
No problems.

: Stupid question I know but why did you go this route over an 850
: interface, when they are redialy available ect? And besides the
: 850, kicks butt...goes to 19.2 insted of being limited to 9600b??
: limited PR:C...!!!

Again, if this question is to me, it's because it was the most readily
available (a friend had a spare). I also assumed it was better. This
one is known to support 19.2k. Note that ICD release earlier revision
P:R:Conn's which I hear did NOT support >9600 bps. They denied it, though.
(Dumbasses). Again this is only what I remember hearing a long time ago
here on c.s.a.8.

: If you can't find an 850 interface, I will hold one I am sitting
: on for you...in exchange...you know what I am looking for..!!

Well.. it'd be cool to have BOTH of my MUX slaves "connected", for when
I set up a BBS or something. :)

-bill!
kendrick@zippy.sonoma.edu
Coming some day: MyBBS 1.0 for MyDOS!

335. Re: "Pool" disk

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-19 00:00:00 UTC
From: bbingham@haven.ios.com
Message-ID: <4dp6q9$20r@news.ios.com>
Source record: 86364

Will Dwinnell (predictor@delphi.com) wrote:
: Bingham <bbingham@haven.ios.com> writes:
:
: >Ok, You got it! By tonight there will be an 8-bit program to
: >UNATR and UNXFD! Also a PC program ATR2PATH which will take a
: >sparta dos image and create the mirror path of it.
:
: .
: Ok, I just started reading this thread and am confused. I understand
: that there are now one or more CD-ROMs which contain those Atari
: disk images used (I think) by SIO2PC and the Atari 8-bit emulators which
: run on the IBM. What I am wondering is: is it possible to run SIO2PC
: (or some suitable substitute) to access the CD-ROM (more or less directly)
: from the Atari 8-bit?
: .
: Will

Oh, that works just fine! That wasn't the problem. Someone didn't have an
SIO2PC cable (neither do I but I wasn't complaining) and wanted a way to
get the files out of the atr.

336. Discovery Channel

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-19 00:00:00 UTC
From: DAG.HUGDAHL@f47.n282.z1.fidonet.org
Message-ID: <fc6_9601200106@flight.org>
Source record: 86365

Quoting From: halliwee@ts436.dyess.af.mil (Halliwell E Sra 436TS/TAC)

HE>Apparently, on the January 18th episode of "Invention"
HE>on the Discovery Channel, they'll be running a segment
HE>on the origin of video games. Sounds like a must-see!
HE>
And, of course, I read this the day after! Doh!

-Dag-

dag.hugdahl@flight.org

---
* PabQwk 2.0 #23 * Atari 8-bits: Computers for the 21st Century!
--------------------------- -//- ---------------------------
Internet: DAG.HUGDAHL@f47.n282.z1.fidonet.org
| FlightLine data.612.544.5118 <> note: the views of this |
| Aviation & FlightSim Resource <> user are strictly his own. |
--------------------------- -//- ---------------------------

337. Re: memory upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-19 00:00:00 UTC
From: mstatz@cei.net
Message-ID: <4dp4fp$7l9@ren.cei.net>
Source record: 86366

In article <4dk6f5$7m2@news.tcd.net>, bobkla19@mail.tcd.net says...
>
>Hahahaha...
>
>The only self done upgrade on the Atari 8-bit, worse than what
>you ask for (notice I did say self done!), is the 800XL to 1mg.
>
>There are several Atari 8bit BBS that carry the docs for this
>type upgrade..Find one have about 4hours of free time when you ar
>e in a super mood and go through them then start the project..

I've got a dead computer with a Rambo XL board in it(256k) with a 512k modification to it (stack another set of 256 on top of the orig 256 chips) and *no directions*. I have a working 64k 800xl I'd like to put this in, but I need a schematic for the Rambo, and the 256/512 upgrade (Bucholtz?)

Can somone *please* help?

Mark Statzer
mstatz@cei.net

338. Re: 800 XL BASIC

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-19 00:00:00 UTC
From: pm524301@dsi.unimi.it
Message-ID: <4doeqi$7jo@tic.sm.dsi.unimi.it>
Source record: 86367

>Does anyone know of a way to permanently disable BASIC in the 800XL. I
>am tired of holding down the option key.

Try the hard one: replace the "normally open" Option Key with a
"normally closed" one...
ask your nearest RadioShack dealer about doing that...

--

____
N message by / envoye' par / spedito da
^ Paolo Marchiori aka Bussola
| http://www.dsi.unimi.it/Users/Students/000008
W <--O--> E e-mail: pm524301@dsi.unimi.it
| PGP available via finger
V Join me on the first italian MOO: LITTLE ITALY
S -=> telnet little.usr.dsi.unimi.it:4444 <=-

339. XL/XE version of M.U.L.E.?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-19 00:00:00 UTC
From: oscar@primenet.com
Message-ID: <4dpv7h$3v3@nnrp1.news.primenet.com>
Source record: 86368

Hey folks -

A while back I bought a copy of MULE from B&C eventhough
I didn't even have an 8bit at the time. I thought I might
run in on PCXFormer, but that never happened (and I've
yet to get a reply from Darek about upgrades to PCX - it's
been months...) Anyway, I now have an 800XL and a 1050
drive (and APE, which works wonderfully, btw...) but much
to my dismay, I've found that the copy of MULE I have won't
run on XL/XE machines. I *assume* that a version which will
do so was eventually released, no? If so, I'd like to
know where it's available (B&C doesn't seem to have it).

Thanks,
Oscar

--

Oscar Fowler
oscar@primenet.com | oscar@cs.arizona.edu | oscar@rightfax.com
http://www.primenet.com/~oscar

340. Atari 8-Bit/Game Machines Hardware and Software

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-19 00:00:00 UTC
From: ice@skypoint.com
Message-ID: <4dp1et$2sc@stratus.skypoint.net>
Source record: 86369

```
**************************************************************************
* Have you ever thought there was no place on earth to get software *
* and hardware for your Atari 8-Bit and game machine? Well look no further!*
* *
* To receive a FREE catalog of all Atari 8-bit and game machine products, *
* email your full name and postal mailing address to: ice@skypoint.com *
**************************************************************************
```

341. Re: Andy Robot

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-19 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <4dmvu4$don@news.xmission.com>
Source record: 86452

Mike Jewison (mjewison@irus.rri.uwo.ca) wrote:
: Ya, I've got one of those things. Andy the Personality Robot, brought to
: you (us) by Nolan Bushnell (after he was bumped from Atari) and Axlon. I
: always had plans to do some really nifty things with him but never was
: able to make the time. Did you get the disk and documentation with yours?
: There was some software which did a few rudimentary things (move, blink,
: beep, etc.) which was included with the robot. If you didn't get any of
: this let me know and I'll see what I can do.

I got the software and manual. I was just hoping somebody else had one
and had spent some time developing movement programs, etc..

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

342. Re: APE problem

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-19 00:00:00 UTC
From: SQJY33C@prodigy.com
Message-ID: <4dn6kv$2hds@usenetp1.news.prodigy.com>
Source record: 86453

I had a similar problem (copying from a virtual disk to the actual disk) until I changed the physical drive to D2, since this worked ok I never tried it as D3 again.....

-
FRED EDWARDS SQJY33C@prodigy.com

343. scsi's

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-19 00:00:00 UTC
From: codepoet <codepoet@cnetech.com>
Message-ID: <4dnhal$18b@news.cnetech.com>
Source record: 86454

I have a few of them... maybe 4 or 5.
I also have the rest of the setup, harddrive, MIO, cables, etc.
It all works. Got 6 XL's, and an EX. 2 MIO's (256K)
I have some other fun things... a few boxes of odds and ends... paddles, an XEP80, about 3 XF-551's, and a stack of 1050's... also 2 floppys that have digital readouts... Indus GT's I think...
Ive got power supplys for it all, and a few thousand disks with anything you can think of on them. Ive got nearly the whole collection of Antic disks, and a few hundred pounds of Antic (the atari magazine) magazines. I could see getting rid of it all if someone was interested. Oh yeah, about 20 cartridges... 2 RTime-8's in that, and 2 XL's and an XE. The others are like monkeywrench, and games. I think there is a complete Koala pad setup in there too. Anyway, sitting in the middle of a room, it makes quite a dent. I am codepoet@cnetech.com.
By the way... what is the status of Atari BBS's these days? I remember when they were IT! AMIS Arcade had just been released and we were all trying to figure out the program. The came hard drives and the MIO. Wow.. what a time.

344. Re: "Pool" disk

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-19 00:00:00 UTC
From: classics@nacs.net
Message-ID: <4dnk9s$cc8@wariat.wariat.org>
Source record: 86455

Will Dwinnell (predictor@delphi.com) writes:
: Bingham <bbingham@haven.ios.com> writes:
:
: >Ok, You got it! By tonight there will be an 8-bit program to
: >UNATR and UNXFD! Also a PC program ATR2PATH which will take a
: >sparta dos image and create the mirror path of it.
:
: .
: Ok, I just started reading this thread and am confused. I understand
: that there are now one or more CD-ROMs which contain those Atari
: disk images used (I think) by SIO2PC and the Atari 8-bit emulators which
: run on the IBM. What I am wondering is: is it possible to run SIO2PC
: (or some suitable substitute) to access the CD-ROM (more or less directly)
: from the Atari 8-bit?

Yes, you can access any CD-ROM in your PC directly from the PC-MIRROR of
APE.

Loading the .ATR in one drive, and simply using a sector copier to move
the .ATR to a real disk will produce a real working diskette.

However, I think the problem above is that they dont want to use a
product like ape, and want to be able to expand .ATR files that
exist on atari disks.

Steve

345. fs Newell XL

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-20 00:00:00 UTC
From: Jim Treber <JTreber@gnn.com>
Message-ID: <4dqnv9$h1r@news-e2a.gnn.com>
Source record: 86370

```
800XL Newell 256k, no ps. $25.
```

346. Excss Hardware

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-20 00:00:00 UTC
From: Bob Klaas <bobkla19@mail.tcd.net>
Message-ID: <4dpfq7$m0u@news.tcd.net>
Source record: 86371

I have, oh do I have Atari 8bit hardware collecting dust, have
been repairing them since 1986. I have just about any disk
drive, compute,or attachment available for the Atari 8bit
computer..including a brand new MUX system I have sat on for 2
years..I am open to offers, on what you may want or need with
shipping included.

Upgrades? If I don't have it I can convert it..ie:

400 computers stock..with 48k upgrade.
800 comouters stock..with upgrade..64 or to 256k..(pain in butt)
800XL Computers..upgradeable to 1mg
130XL Computers Stock to 1mg upgraeable to 1mg..
Forgot...1200xl's..Stock
Disk drives..
Atari 810...some with Happy. and or Archiver..
Atari 1050..Stock, double dens, some with Happy Clone?
TraK...Disk drives stock
Rana Disk Drives, the only disk drive that will format a disk
without the help of a computer attached..stock..
Indus..The Cadalac of the Atari Disk drives...
Atari XF551 Stock...
Key Pads..
Kola Pads...

If it isn't listed..then ask for it..??

I can fix what isn't working or what you have screwed up!
Provided you are not in a super hurry..If so then the price of
repair goes up..(understandibly!)...

You wish something I can provide..send me e-mail with a price
including shipping..will do my best to accommodate you..

Bob

347. Web Page: Bravo's Atari Store: On-Line Catalogs. Check this out!

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-20 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <4dq9gc$1b9@linda.teleport.com>
Source record: 86372
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,fr.comp.sys.atari,de.comp.sys.st,fido.ger.atari,ger.atari,ka.comp.sys.atari

Check out my new Web Page for Bravo Sierra Computers. Resellers of
fine New and Used Atari Goods. My Web Address is below. On-Line Catalogs that
you can View and Contact me via my Web Page!

WWW: http://www.teleport.com/~bensmith/bscomputers.shtml Bravo's Atari Store

--Thanks--
---Ben---
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Catalogs are FREE & updated monthly. Reply in E-Mail to bensmith@teleport.com WWW:
http://www.teleport.com/~bensmith/bscomputers.shtml Bravo's Atari Store

348. WANTED: Dealers for SwapMeet: Pacific NorthWest!

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-20 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <4dq8bg$sjm@linda.teleport.com>
Source record: 86373
Cross-posted to: alt.forsale,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.mac.wanted,comp.sys.tandy,comp.sys.ti,or.forsale

The next SwapMeet is Monday, February 5th, 1996.

WANTED: Dealers to sell at Upcoming Swap Meets. Dealerships sought fall into such Categories as Computer Dealers, all kinds. All kinds of Computer HardWare, SoftWare, Peripherals & Accessories for ALL Computer Makes and Types.

Also Sought are Dealers in Video Gaming Equipment, such as Video Game Consoles, Cartidges, Video Game CD Players and Video Game CDs. ALL Video Game Makes and Types. ALL Video Game Consoles, Cartridges, CDs, Peripherals & Accessories.

At Februarys SwapMeet do we have a SweetHeart of a deal for you! A Hewlett Packard Deskjet Printer offered as a Door Prize! Any one can win, just show up for the drawing!

Recruiting New Dealers with Membership for Dealer Value. You could setup at a full year of swapmeets, 12 Monthly swapmeets at $10 a Meet, for $120 a year, or join our group and setup ***FREE*** for a year for ONLY $50! Greater than a 50% Savings!

Also Wanted are Dealers in ALL Types of Electronics.

WANTED are Dealers in Ham Radio, CB Radio, Music CDs and other Recorded Music. Stereo Equipment also Wanted.

Also Wanted are VCR's, Video Tapes, TVs and Satelite Gear.

This is an ALL Computers, Game Machine and Electronics Swap Meet!!

Small Businesses, and Dealers Welcome and Wanted!!

NO ADMISSION CHARGE!!! PLENTY OF FREE PARKING!!! NO ADMISSION CHARGE!!!

TABLES $10! TABLES, FIRST COME, FIRST SERVE!

Swap Meet Location in Portland, Oregon. USA. At 1819 N.W. Everett St. at the NorthWest Service Center On the First Monday of each Month.

To find out about more about the Swap Meet call our 24 Hour Recorded info line at (503)650-7196 or for Live info, call from 3 PM - Midnight, Monday - Thursday, Friday 3 PM - 6 PM. Please call, especially dealers at: (503)256-9974 (VOICE/VOICE MESSAGING), leave your home number if Ben is not answering!

Reply in E-Mail to bensmith@teleport.com. Or Call Ben Anytime at

Please Direct all replies to bensmith@teleport.com in E-Mail or Call
Our 24 Hour Recorded Info Line at (503)650-7196

The next SwapMeet is Monday, February 5th, 1996.

--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Catalogs are FREE & updated monthly. Reply in E-Mail to bensmith@teleport.com WWW:
http://www.teleport.com/~bensmith/bscomputers.shtml Bravo's Atari Store

349. Re: P:R:Connection R: cables..

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-20 00:00:00 UTC
From: classics@nacs.net
Message-ID: <4dq53l$qen@wariat.wariat.org>
Source record: 86374

William Kendrick (kendrick@zippy.sonoma.edu) writes:
: Bob - is this reply for ME??
:
: Bob Klaas (bobkla19@mail.tcd.net) wrote:
: : Ok, now that we have a trade?....hahaha
:
: If it is for me - umm.. remind me what that is about. :)
:
: : Remember, when running a PR:C system that it is not a standard
: : sparta dos or any other dos RS232.COM file...you need to set up
: : the file PRC.SYS, to run instead of RS232.COM!!!!! While many
: : will tell you that RS232.COM will work fine it in fact will not!
:
: I run RS232.SYS (the 1 sector thing) and it loads the R: handler from the
: P:R:Conn and I can run IceT, BobTerm, AtarZModem, and FlickerTerm80....
: No problems.

I think the early versions of the PR had a problem w/ downloading the
code for the handler. Any device that is '850' stage 1 compliant will
automatically download its handler, regardless of what it is.

A single, small SIO command is used to 'bootstrap' the code out of
these cool devices. Allows for literally any type of device to
run on the sio bus w/ its own 6502 handler in rom.

This stage 1 SIO command downloads a small block of code from the
850/pr connection that I call the Stage 2 handler. This code then
makes the call to the device the way it wants so it can download
the 'big momma' hander, stage 3. Thats the big BEEEEEEEEEEEEEEEEP you
hear when the 850 boots.

: : Stupid question I know but why did you go this route over an 850
: : interface, when they are redialy available ect? And besides the
: : 850, kicks butt...goes to 19.2 insted of being limited to 9600b??
: : limited PR:C...!!!
:
: Again, if this question is to me, it's because it was the most readily
: available (a friend had a spare). I also assumed it was better. This
: one is known to support 19.2k. Note that ICD release earlier revision
: P:R:Conn's which I hear did NOT support >9600 bps. They denied it, though.
: (Dumbasses). Again this is only what I remember hearing a long time ago
: here on c.s.a.8.

Since when does the 850 support 19.2k? Not any 850 interface I own. The
POKEY baud divisor in the 850 handler for 9600 and 19.2 are the same. Your
terminal programn might THINK its in 19.2k mode, but the POKEY is still

transmitting at 9600.

The 850 interface technical manual clearly lists the last two baud rates as both 9600. I've been all through the hander on 2 diffrent revisions of the 850 and neither is capable of 19.2k.

Steve

350. Mail problems

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-20 00:00:00 UTC
From: classics@nacs.net
Message-ID: <4dq59n$qen@wariat.wariat.org>
Source record: 86375

It appears when using my linux machine ive been 'poping' my e-mail into
the wrong mailbox for quite awhile. Anyone who has had problems
getting in touch w/ me the past week or so (mabey longer) please
be patient as I have the e-mail now and will try to catch up
as soon as possible! (hopefully tonight! :)

Steve

351. fs system

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-20 00:00:00 UTC
From: Jim Treber <JTreber@gnn.com>
Message-ID: <4dqnsr$h1j@news-e2a.gnn.com>
Source record: 86376

800XL stock, 1050 stock, 1025 80 col. printer with extra
ribbons, SX212 modem, currently in use by my nephews. Whole package
for $50.

352. Re: Excss Hardware

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-20 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <4dqtbf$oqc@news.xmission.com>
Source record: 86377

Bob Klaas <bobkla19@mail.tcd.net> wrote:

>Upgrades? If I don't have it I can convert it..ie:

I'd like to get a muxable Atari 800. Do you have such a beast, or are
you willing to modify one?

@@@@@ ------------------------------------ @@@@@
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, Network Analyst by Accident!

353. Re: Can Atari Output S video?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-20 00:00:00 UTC
From: dwh@delphi.com
Message-ID: <hJIJYeJ.dwh@delphi.com>
Source record: 86378

Pardon the jump in...
The Atari 800 & 130XE support/output so-called "S-video". I don't know the pinouts of the special s-video connector to directly connect the Atari to an s-video input plug on a tv or vcr, but the video is the same... separate chroma output and separate luminance output.

354. Re: M.U.L.E

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-20 00:00:00 UTC
From: dewhite@delta.globalcom.net
Message-ID: <4drlj0$j0q@head.globalcom.net>
Source record: 86379

In <4d9nh7$pnt@news1.usa.pipeline.com>, j_bond_007@usa.pipeline.com(J_Bond_007) writes:
>Does anyone know whether there is a PC version
>of the old Atari game "M.U.L.E. anywhere on the 'Net ?
>
>Rumor has it that there is such an animal (pun intended) !
>
>-
>Bond . . . James Bond

Yes, I've seen and gotten a PC version of M.U.L.E.

I can't reccomend it though. If you're really a M.U.L.E. fan you'll have to
sniff it out. If you have OS/2 that is. I'm pretty sure it's an OS/2 game.
I'll see if I can't find it again and E-mail or post here again.

Don

355. Big List Of Classic Game Programmers - dngetdoc.htm (0/1)

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-21 00:00:00 UTC
From: tomhunt@bright.net
Message-ID: <4dur7s$ah2@brutus.bright.net>
Source record: 86380

```
-----BEGIN PGP SIGNED MESSAGE-----

I hope I don't get yelled at for posting this.

After reading various messages about people wanting to contact the original
copyright owners of Classic Atari 8-Bit programs, I came across this list. It
is not my own, I found it somewhere.

All programs in this list are not specific to the Atari 8-bit. But <many> are.
It might be possible to use the names in this list to trace down the copyright
owners.

-----BEGIN PGP SIGNATURE-----
Version: 2.6.2

iQCVAwUBMQCQWZE8W2AK/tGNAQEBGAP7BMkQwY0kwTFKzEtasATd54a0D9T7ZwF9
4nCqZkfFI/eQEk5upc+JVIc1XJJ9TgH9OixDxTLbm6bDXVhxuvoGGDezdzhvhTvE
KdnXqivigos+N23v8NzN+s7pjCokwcOxZV4QYRu1TaTtBOLTq/Jd5z0k8jLSy3Xc
y4ilzJnZ3Hg=
=xnbB
-----END PGP SIGNATURE-----

Tom Hunt, sole owner of Closer To Home Enterprises.
Atari 8-bit developer.
Sysop of The Closer To Home BBS, 419-368-4413, 3-14.4, USR.
Oldest bbs in Ashland County, Ohio U.S.A.!
```

356. Big List Of Classic Game Programmers - dngetdoc.htm (0/1)

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-21 00:00:00 UTC
From: tomhunt@bright.net
Message-ID: <4dtpe0$b1h@brutus.bright.net>
Source record: 86381

```
-----BEGIN PGP SIGNED MESSAGE-----

I hope I don't get yelled at for posting this.

After reading various messages about people wanting to contact the original
copyright owners of Classic Atari 8-Bit programs, I came across this list. It
is not my own, I found it somewhere.

All programs in this list are not specific to the Atari 8-bit. But <many> are.
It might be possible to use the names in this list to trace down the copyright
owners.

-----BEGIN PGP SIGNATURE-----
Version: 2.6.2

iQCVAwUBMQCQWZE8W2AK/tGNAQEBGAP7BMkQwY0kwTFKzEtasATd54a0D9T7ZwF9
4nCqZkfFI/eQEk5upc+JVIc1XJJ9TgH9OixDxTLbm6bDXVhxuvoGGDezdzhvhTvE
KdnXqivigos+N23v8NzN+s7pjCokwcOxZV4QYRu1TaTtBOLTq/Jd5z0k8jLSy3Xc
y4ilzJnZ3Hg=
=xnbB
-----END PGP SIGNATURE-----

Tom Hunt, sole owner of Closer To Home Enterprises.
Atari 8-bit developer.
Sysop of The Closer To Home BBS, 419-368-4413, 3-14.4, USR.
Oldest bbs in Ashland County, Ohio U.S.A.!
```

357. FS: Atari Trak-Ball

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-21 00:00:00 UTC
From: mvc@ix.netcom.com
Message-ID: <4du183$pfg@ixnews8.ix.netcom.com>
Source record: 86382
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

One Atari Trak-Ball. Haven't tried it out but I think it works. Serial number 511. Offer me something (prefer $, not trade).

358. Re: atari C compiler on unix (was Re: atari disassembler on a unix pla

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-21 00:00:00 UTC
From: Kevin Foss <IO20816@MAINE.MAINE.EDU>
Message-ID: <96021.035548IO20816@MAINE.MAINE.EDU>
Source record: 86383

In article <4dp6ic$20r@news.ios.com>, bbingham@haven.ios.com (Bingham) says:
>You caught me hanging back <g>. I was waiting to hear what they came up
>with via GCC. But I'm still having the same old problem compiling the
>link65 source with GCC on the PC. cc65 works fine, ra65 fine, link65 bombs
>misserably...
>
>IF ANYONE SUCESSFULLY COMPILES AND GETS THE LINK65 WORKING ON AN IBM PC
>PLEASE, HAND OVER THE SOURCE / METHOD!!

It works for me when I compile using the EMX port of gcc for DOS & OS/2. To be honest, I did it all in OS/2, so I didn't have to worry about any long filename to 8.3 conversions, etc. link65 actually compiled easier for me than cc65, but the problems were mostly user error. :)

I would assume that it would also compile fine in DOS using EMX, after making any necessary conversions, but I'm not sure. I haven't even bothered to try the binaries under DOS yet. I'm not sure which gcc version you are using on your PC, but EMX, I know, is specially designed to facilitate UNIX ports.

[I've been able to compile the UNIX Atari emulator -- in text/curses mode as well under OS/2, with EMX...]

-Kevin

Kevin A. Foss ---------- io20816@maine.maine.edu
---

359. Re: atari C compiler on unix (was Re: atari disassembler on a unix platform?)

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-21 00:00:00 UTC
From: clisowsk@condor.mcs.kent.edu
Message-ID: <4dsnfl$pso@ns.mcs.kent.edu>
Source record: 86384

Bingham (bbingham@haven.ios.com) wrote:
: You caught me hanging back <g>. I was waiting to hear what they came up
: with via GCC. But I'm still having the same old problem compiling the
: link65 source with GCC on the PC. cc65 works fine, ra65 fine, link65 bombs
: misserably...
: IF ANYONE SUCESSFULLY COMPILES AND GETS THE LINK65 WORKING ON AN IBM PC
: PLEASE, HAND OVER THE SOURCE / METHOD!!

When you say IBM PC, which operating system are trying to compile
under, and which compiler are you using? I've managed to get all the files,
CC65/RA65/LINK65 compiled under nearly every single Unix variant I have
access to - HPUX(8,9,10.0), SunOS(4.1.x), Linux(1.0,1.2), AIX(2.2,3.4)
and SCO(SysVr3) as well as AOS(4.3). Now if you're trying to do so
under MS-DOS, then you might want to really look into using DJGPP.
If I remember correctly, some of the routines I've had to change
slightly, mostly it was their read8() function, since it wasn't properly
addressing the endianess like the other files were.

--Craig
--
We the willing, lead by the ungrateful, are doing the impossible with nothing.
We have done so much, with so little, for so long that we are now qualified to
do anything with nothing.

360. Atari 8-Bit/Game Machines Harware and Software Dealer

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-21 00:00:00 UTC
From: ice@skypoint.com
Message-ID: <4dsopt$2qh@stratus.skypoint.net>
Source record: 86385

```
**************************************************************************
* Have you ever thought there was no place on earth to get software *
* and hardware for your Atari 8-Bit and game machine? Well look no further!*
* *
* To receive a FREE catalog of all Atari 8-bit and game machine products, *
* email your full name and postal mailing address to: ice@skypoint.com *
**************************************************************************
```

361. Atari 800 System for sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-21 00:00:00 UTC
From: freethinkr@aol.com
Message-ID: <4dv2od$ker@newsbf02.news.aol.com>
Source record: 86386

```
Atari 800 with two 5.25" floppy drives, software and manuals. Still works
great.
$200 or best offer. Send mail if interested.
FreeThinkr@AOL.COM
```

362. Atari 8-bit BBS list???

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-21 00:00:00 UTC
From: nathan355@aol.com
Message-ID: <4dv1jh$jq4@newsbf02.news.aol.com>
Source record: 86387

Anyone know if there is a comprehensive list of Atari 8-bit BBS's one can get a hold of? Thanks.

Nathan

363. Re: P:R:Connection R: cables..

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-22 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1996Jan22.162800.19660@wariat.UUCP>
Source record: 86306

(Bill K. latest in series of questions about 850 modem and printer ports. I'm sure B&C computervisions has the correct cables at probably less than you would pay for the wrong ones at Radio Shack.)
(Pre written post following:)
(Discussion of 850, P:R:, MIO RS232 and Printer ports.)
I hereby decide that Rich Mier, Jim King, Michael Ellis and whoever else said/says 850 modem and printer cables are 'non-standard' are correct. I must have gotten lucky when I bought my printer and modem cables years ago at a standard (read IBM) computer store or something. I went to my local biggie computer store and the only IBM AT type cables they had were db9 female to db25 male, definitely not 850 type cables. Also, 'Computer Shopper' only lists db9 female to db25 male 'AT' modem cables. Finally, Rich Mier said he referred to a IEEE book to get his information, I only went by my memory and the cables I have in my possession. (The Atari 850 db9 male to db25 male modem cable 'pin thrus' I posted earlier are still correct however.)
I apologize if anyone went out and bought a 'AT' modem cable and it didn't work. The fact that the 9 pin end is the wrong gender ought to give a clue. I'm not even going to get into the printer cables at this point.
So, Rich Mier says an adapter for the 'AT' modem cables would change pin 1 to 2, pin 2 to 4 and pin 4 to 1, in addition to making the gender change.

--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

364. Re: 800 XL BASIC

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-22 00:00:00 UTC
From: peter.schmitz@tronic.de
Message-ID: <4dvsti$9j1@Dortmund.Germany.EU.net>
Source record: 86307

pm524301@dsi.unimi.it (Paolo "Bussola" Marchiori) wrote:

>>Does anyone know of a way to permanently disable BASIC in the 800XL. I
>>am tired of holding down the option key.

>Try the hard one: replace the "normally open" Option Key with a
>"normally closed" one...
>ask your nearest RadioShack dealer about doing that...

Great idea! (evil grin) So you'll get a superb effect when it comes to
choosing difficulty levels in games which is most often done by
pressing the <Option> key. A totally new meaning for "turn-around
time"... ;o)))>

Peter

365. Re: 800 XL BASIC

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-22 00:00:00 UTC
From: pm524301@dsi.unimi.it
Message-ID: <4e06t8$qra@tic.sm.dsi.unimi.it>
Source record: 86308

```
> Great idea! (evil grin) So you'll get a superb effect when it comes to
> choosing difficulty levels in games which is most often done by
> pressing the <Option> key. A totally new meaning for "turn-around
> time"... ;o)))>

... urgh...
I noticed the bullshit I wrote immediately after having posted it...
no excuses, that was a perfect example of "writing without thinking"

SORRY!!! :-)

--
_____________________________________________________________________
N message by / envoye' par / spedito da
^ Paolo Marchiori aka Bussola
| http://www.dsi.unimi.it/Users/Students/000008
W <--O--> E e-mail: pm524301@dsi.unimi.it
| PGP available via finger
V Join me on the first italian MOO: LITTLE ITALY
S -=> telnet little.usr.dsi.unimi.it:4444 <=-
```

366. Re: Search for Touch Tablet / Koala Pad

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-22 00:00:00 UTC
From: classics@nacs.net
Message-ID: <4e13cv$nsn@wariat.wariat.org>
Source record: 86309

Peter Schmitz (peter.schmitz@tronic.de) writes:
: Hello, fellow-8-bitters!
:
: My good old Atari is still searching for a Touch Tablet or Koala Pad.
:
: In a shop I found a Koala Pad for the VC64, and someone lent me a copy
: of the Koala Micro Illustrator for Atari, but the pad version for the
: Commo turned out to have a logarithmic layout of the resulting paddle
: values so that on the Atari you can't paint anything with it (the
: values on the major part of the pad kind of stick together while the
: main band width between about 10 and 255 is distributed only on a very
: small space in the lower right corner of the pad). I think the Atari
: version must have a linear layout.
: So I'll have to sell the Commo version again and hope to gain a unique
: Atari version (sigh!). And the search goes on...

This gives me a interesting idea, assuming these work by simple
2 plane resistance, would it not be possible to wire one upto the
gameport of a PC and with the appripriate driver (which I could write)
use it as a 'touch' mouse?

Sounds neat to me! :) Ive always wanted one of those $90 touchpads.

Steve

367. Book to good home

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-22 00:00:00 UTC
From: tom.smith@sdcs.org
Message-ID: <9601221836.0Q4OE00@sdcs.org>
Source record: 86310

I have an extra copy of the book Machine Language for Beginners, by Richard Mansfield, published by Compute!, 1983. The subtitle is Personal Computer Machine Language Programming for the Atari, Vic, Apple, Commodore 64, and PET/CBM computers. I would like to give it to someone who will use it. Email your postal address to tom.smith@sdcs.org.

368. Re: Text-to-Speech software?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-22 00:00:00 UTC
From: peter.schmitz@tronic.de
Message-ID: <4dvs23$903@Dortmund.Germany.EU.net>
Source record: 86311

Richard Tubb <richard@rtubb.demon.co.uk> wrote:

(snip)

>I can't help with the program immediately, but I seem to recall
>using some text-to-speech software called SAM, which I'll keep my
>eye out for. I hope adding a name to your program helps you find
>it a little quicker.

S.A.M. (software automatic mouth) was developed by Don't Ask Software.
The "Reciter" that came with it spoke English text out of a plain
ASCII text file while the S.A.M. kernel itself used a phonem language.
The program was released in 1981 (I think), and very probably it
cannot be bought anywhere any more. I've got a copy and a manual, but
I really do not very much like to part with it. If someone really
urgently needs to use S.A.M., he (or she) may contact me via E-mail,
and we'll see if we find a solution for the problem.

Peter

369. Re: XL/XE version of M.U.L.E.?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-22 00:00:00 UTC
From: sunspot@well.com
Message-ID: <4dvji9$2ae@nkosi.well.com>
Source record: 86312

oscar@primenet.com (Oscar Fowler) wrote:

>Hey folks -

>A while back I bought a copy of MULE from B&C eventhough
>I didn't even have an 8bit at the time. I thought I might
>run in on PCXFormer, but that never happened (and I've
>yet to get a reply from Darek about upgrades to PCX - it's
>been months...) Anyway, I now have an 800XL and a 1050
>drive (and APE, which works wonderfully, btw...) but much
>to my dismay, I've found that the copy of MULE I have won't
>run on XL/XE machines. I *assume* that a version which will
>do so was eventually released, no? If so, I'd like to
>know where it's available (B&C doesn't seem to have it).

I had an XL and was able to run MULE by loading the Transformer.
Remember to hold down the Option key as you boot, to disable the
built-in BASIC.

The missing joystick ports could also be giving you problems. Try
holding down on fire button on one (or both) of the sticks as the game
loads. I recall having to do something like that, I think. I also
remember using the paddle controllers in the auctions - the ones that
once came with the 2600.

Anyhow, it *will* work, unless the disc is fried.

= All good dreamers pass this way, some day
= Cynical and drunk and boring someone in some dark cafe . . .
= Joni Mitchell - "The Last Time I Saw Richard"

370. 800 XL BASIC

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-22 00:00:00 UTC
From: halliwee@ts436.dyess.af.mil
Message-ID: <310413A2@syrinx.dyess.af.mil>
Source record: 86313

On 19 Jan 1996, pm524301@dsi.unimi.it (Paolo "Bussola" Marchiori) said:

>>Does anyone know of a way to permanently disable BASIC in the 800XL. I
>>am tired of holding down the option key.
>
>Try the hard one: replace the "normally open" Option Key with a
>"normally closed" one...
>ask your nearest RadioShack dealer about doing that...

Please tell me you're joking. Wouldn't this cause problems for the two
or three programs that actually use the console keys?

--
Clay Halliwell | ATARI XL/XE DO + THE
halliwee@ts436.dyess.af.mil | 8 - B I T S --------
e.halliwell@genie.geis.com | /////////// M A T H

371. Discovery Channel

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-22 00:00:00 UTC
From: halliwee@ts436.dyess.af.mil
Message-ID: <310413A9@syrinx.dyess.af.mil>
Source record: 86314

On 19 Jan 96 20:58:00, DAG.HUGDAHL@f47.n282.z1.fidonet.org (DAG HUGDAHL)
said:

>HE>Apparently, on the January 18th episode of "Invention"
>HE>on the Discovery Channel, they'll be running a segment
>HE>on the origin of video games. Sounds like a must-see!
>HE>
> And, of course, I read this the day after! Doh!
>
> -Dag-

As it turns out, you didn't miss much. It touched on Pong, then
skipped to Super Nintendos. There was a boring interview with
Nolan Bushnell. Pretty much of a non-event.

--
Clay Halliwell | ATARI XL/XE DO + THE
halliwee@ts436.dyess.af.mil | 8 - B I T S --------
e.halliwell@genie.geis.com | //////////// M A T H

372. Can Atari Output S video?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-22 00:00:00 UTC
From: halliwee@ts436.dyess.af.mil
Message-ID: <310413A7@syrinx.dyess.af.mil>
Source record: 86315

On at, 20 Jan 96, dwh@delphi.com said:

> Pardon the jump in...
> The Atari 800 & 130XE support/output so-called "S-video". I don't know
the
> pinouts of the special s-video connector to directly connect the Atari to

What on earth do you mean by "so-called" s-video? What do YOU think
it should be called?

--
The so-called
Clay Halliwell | ATARI XL/XE DO + THE
halliwee@ts436.dyess.af.mil | 8 - B I T S --------
e.halliwell@genie.geis.com | //////////// M A T H

373. Which is the better buy 800XL or 65XE?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-22 00:00:00 UTC
From: darrins@cyllene.uwa.edu.au
Message-ID: <4dviiv$afs@styx.uwa.edu.au>
Source record: 86316

The local junk shop has both. Which should I get?

--
Darrin Smith Phone:(work) 09 224 0263 (+61 9 224 0263)
Ph.D Student, University Dept of Medicine (fax) 09 224 0246 (+61 9 224 0246)
Medical Research Foundation Building (home) 09 305 9425 (+61 9 305 9425)
Level 4, 50 Murray St. PERTH WA 6000 (mob) 0414 534 120 (+61 414 534 120)

E-Mail: darrins@cyllene.uwa.edu.au WWW: http://www.uwa.edu.au/cyllene/darrins
---

374. Re: Atari 8-Bit/Game Machines Harware and Software Dealer

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-22 00:00:00 UTC
From: username@starnetinc.com
Message-ID: <4e0dma$5jr@news.ais.net>
Source record: 86388

I'm interested in your catalog.

My address is:

Jason Frankowiak
323 N. Stewart
Lombard, IL 60148

375. Search for Touch Tablet / Koala Pad

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-22 00:00:00 UTC
From: peter.schmitz@tronic.de
Message-ID: <4dvtvf$a4m@Dortmund.Germany.EU.net>
Source record: 86389

Hello, fellow-8-bitters!

My good old Atari is still searching for a Touch Tablet or Koala Pad.

In a shop I found a Koala Pad for the VC64, and someone lent me a copy of the Koala Micro Illustrator for Atari, but the pad version for the Commo turned out to have a logarithmic layout of the resulting paddle values so that on the Atari you can't paint anything with it (the values on the major part of the pad kind of stick together while the main band width between about 10 and 255 is distributed only on a very small space in the lower right corner of the pad). I think the Atari version must have a linear layout.
So I'll have to sell the Commo version again and hope to gain a unique Atari version (sigh!). And the search goes on...

Again: Touch Tablet or Koala Pad for 8-Bit-Atari desparately wanted.
Who will sell me one?

Please E-mail to me, thank you.

Peter

376. Re: XFD vs ATR vs DCM

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-22 00:00:00 UTC
From: classics@nacs.net
Message-ID: <4e0rqt$clb@wariat.wariat.org>
Source record: 86390

Chris Lam (lamcw@aston.ac.uk) writes:
: kendrick@zippy.sonoma.edu (William Kendrick) wrote:
:
:
: ;Ah ha! Now, first I'll "get rid of" the XFD format. ST Xformer source code
: ;is now freely available, right? Right. Let's fix it to support the more
: ;modern and safer ATR format.
:
: I kinda like the so-called XFD (I call them 'standard' images, well, I would
: wouldn't I) because they are exact carbon copies of the original disk.
: Pure, if you like. The conversion from ATR to XFD is trivial; you chop off
: the first 16 bytes. Standard images to ATR is not so trivial since you need
: to create the header.

It also is an excersise in stupidity to 'image' a disk in such a formless
blob. In a real disk drive there is a disk controller and OS to
identify and report the size of the diskette to the operating
system based on the low level format.

With a blob format like XFD, the only way to determine the size of a
disk is with arithmetic. If you add a byte to the end, or a few, as
can easily happen with data transfers, the math gets messed up and you
have to resort to just 'guesstamating' the size of the disk.

Ive seen plenty of XFD's that are trashed this way.

: ;Now, the good part: Let's change the CDROM's from containing ATR's at ALL to
: ;containing ONLY DCM's!

Since there is no batch ATR->DCM converter, your asking a great deal
at the moment. Compressing the throsands of ATR images with an 8 bit
(or 2) running Disccomm3 would take forever and a day.

So... who wants to write the PC Atr->Dcm?

<Why is everyone pointing at me???> ;)

Steve

377. Re: M.U.L.E

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-22 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <149848@cup.portal.com>
Source record: 86391

>Scott Butler <sydtech@skypoint.com> writes:
>
>>Supposedly (and this is just a rumour I heard somewhere; maybe in CGW) Dani
>>Bunten was working on a remake for modern hardware, but it got shelved due to

>>some creative differences with the publisher. Anyone have any more concrete
>>info on this?
>
>.
>Yes, this was reported in "Computer Gaming World", and the story was
>that the publishers wanted the developer (who was one of the original
>M.U.L.E. developers, I believe) to add "guns and bombs". Yes, "guns
>and bombs"! Everyone I know who played M.U.L.E. who hears this has
>the same reaction: they all think the publisher is crazy. I'd like
>to learn more details on this. If this story is true, I would be
>amazed at the stupidity on the part of the publisher, since "come-back"
>games are doing pretty well, as far as I know (like the remakes of
>Archon, Pitfall and Lode Runner).

Fascinating, and more than a little incredible!

So who ARE these "publishers?" And how might I/we contact them and let
them know just what idiots they are for this "guns and bombs" business?
I, for one, would have NO problem phoning them up and telling them direct-
ly that they had their heads up their butts...

Chris
Chris_F_Chiesa@cup.portal.com

378. Re: "Pool" disk

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-22 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <149849@cup.portal.com>
Source record: 86392

Speaking of the SIO2PC cable et al, back around late November or early December I made contact with someone here who said he'd make me an SIO2PC cable for a fairly low price "in January." Well, it's January, almost February, and I seem to have misplaced that person's identity. If this sounds familiar to anyone, would you please e-mail me? I'm DYING to run SIO2PC/APE!

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

379. Re: atari C compiler on unix (was Re: atari disassembler on a u

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-22 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <149850@cup.portal.com>
Source record: 86393

For what it's worth, I got CC65, RA65, and LINK65 compiled/working on a Sun Microsystems SPARCstation oh, about five years ago now... I had to do a LOT of hacking to resolve case-sensitivity, unavailable-Sun-RTL-routine, and other problems... I had the advantage at that time of more-or-less direct (via e-mail) contact with John Dunning, CC65 author...

As it stands now, I have John's actual floppies, for what they're worth... I can't really read all of 'em because some are double-sided and I don't have a double-sided (I presume XF551) drive...

In any case, I'd be willing to try to help you get LINK65 going on the PC, though I warn you I have no PC-specific software-building experience...

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

380. Help with 850 programming

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-22 00:00:00 UTC
From: askwersk@mit.edu
Message-ID: <askwersk-2201961000220001@yavin.mit.edu>
Source record: 86394

I'm trying to work on the serial port.

I have a little program:

```
10 DIM A$(50)
20 OPEN #1,7,0,"R1:"
30 PRINT #1,"AT"
40 CLOSE #1
50 OPEN #1,6,0,"R1:"
60 INPUT #1,A$
70 PRINT A$
80 CLOSE #1
```

It breaks with:

ERROR- 135 AT LINE 30

When I change the 7 in 30 to 13 then instead it says..

ERROR- 154 AT Line 60

I cannot even find 154 in the error code listings. Can someone please explain to me how to send and recieve to a modem connected to the 850 interface?

I used to program on an 800 but it broke, then I bought an cheap used 800xl and an 850 interface but the previous owner forgot to include the 850 docs.

Adam Skwersky

--
Adam Skwersky
Graduate Student Department of Mechanical Engineering, MIT
askwersk@mit.edu

381. Another (small) cleanout

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-22 00:00:00 UTC
From: lelie@smail.srl.ford.com
Message-ID: <lelie.129.000EA7E4@smail.srl.ford.com>
Source record: 86395

My wife says 'Clean up again.' I have 2 nice 800XL's, I think they should be worth about $35 each (+ UPS shipping or US mail), as well as a 1050 drive in excellent shape, and a 1050 with a loose connection inside (works some of the time), and an old Star Gemini printer. I have to look to see what else I have. Any offers?

Larry Elie
lelie@smail.srl.ford.com
lelie@ford.com

382. Re: atari C compiler on unix (was Re: atari disassembler on a unix platform?)

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-22 00:00:00 UTC
From: bbingham@haven.ios.com
Message-ID: <4e000h$bm0@news.ios.com>
Source record: 86396

Craig Lisowski (clisowsk@condor.mcs.kent.edu) wrote:
: When you say IBM PC, which operating system are trying to compile
: under, and which compiler are you using? I've managed to get all the files,
: CC65/RA65/LINK65 compiled under nearly every single Unix variant I have
: access to - HPUX(8,9,10.0), SunOS(4.1.x), Linux(1.0,1.2), AIX(2.2,3.4)
: and SCO(SysVr3) as well as AOS(4.3). Now if you're trying to do so
: under MS-DOS, then you might want to really look into using DJGPP.
: If I remember correctly, some of the routines I've had to change
: slightly, mostly it was their read8() function, since it wasn't properly
: addressing the endianess like the other files were.

I meant MS-DOS, Yip, And I've compiled using DJGPP, but the linker fails.
I'd kill for any code you have that compiles and runs correctly via DJGPP
for the linker, (Actually I'd like to see the whole bunch <g>)

I love cc65, just hate having to compile on the 8-bit <g.>
(of course there is always linux eh?)

TTYl
Bill

383. printing help

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-22 00:00:00 UTC
From: halliwee@ts436.dyess.af.mil
Message-ID: <310413AB@syrinx.dyess.af.mil>
Source record: 86397

On 16 Jan 1996 21:50:27, () said:

> hello. I need help printing out text files. Almost everytime i try to
> print something out on my printer, the text is not formatted right. Is
> there a sure fire way to print out text files where they are formatted

Could you be a bit more specific? What program are you using?
What printer are you using? What interface are you using? What's
going wrong? Is it double-spacing everything? Is it printing
everything on one line? Is every other character in italics? Is it
ignoring line feeds? Is it printing passages from the Necromonicon?
Details!!

--
Clay Halliwell | ATARI XL/XE DO + THE
halliwee@ts436.dyess.af.mil | 8 - B I T S --------
e.halliwell@genie.geis.com | /////////// M A T H

384. Re: Help with 850 programming

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-22 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <4e11o2$2hru@usenetp1.news.prodigy.com>
Source record: 86398

I thought that the way to write to an Atari 8 bit device was to send an
8 for the second number. At least to send to a printer, I'd use an
OPEN #1,8,0,"P:" or am I out of touch with reality here?

385. Emulators

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-22 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <4e0voo$6ca@usenetp1.news.prodigy.com>
Source record: 86399

Does anyone know where I can get an Atari 8 bit emulator that runs on the Amiga?

386. Re: Help with 850 programming

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-22 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1996Jan22.163352.19660@wariat.UUCP>
Source record: 86400

```
(Adam S. asks about a simple term program for his 850.)
error 154 means you didn't have the channel set for concurrent input
and output, which is done with a xio command. You gotta have a
suitable 850 R: handler installed, which I don't think you mentioned.
And finally, here's a little program from my old Avatex book that
works.
10 CLOSE #2:OPEN #2,4,0,"K:"
20 CLOSE #3:OPEN #3,13,0,"R:":REM CONCURRENT MODE
30 CLOSE #4:OPEN #4,8,0,"E:"
40 XIO 34,#3,192+48+3,"R:"
50 XIO 40,#3,0,0,"R:"
100 STATUS #3,AVAR
110 IF PEEK(747)=0 THEN 200
120 GET #3,CHAR
124 IF CHAR=0 OR CHAR=10 THEN GOTO 200
130 PUT #4,CHAR
200 IF PEEK(764)=255 THEN GOTO 100
210 GET #2,KEY
220 PUT #3,KEY
240 GOTO 100
(Hope I typed that correctly.)
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
**********************************************************************
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
**********************************************************************
```

387. Where to find software for the 800xl?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-22 00:00:00 UTC
From: ted@aros.net
Message-ID: <4e165s$k0j@news.aros.net>
Source record: 86401

The title says it all...where do I find some old games for the 800xl?
I just got an emulator for the PC and I want to play some of the old games I
used to love so much on my old 800xl (which I stupidly sold years ago). I
particularly remeber a game called Sir Galahad and the Search for the Holy
Grail. Anybody remember that one? Or where I could get it? please respond
to me via e-mail, for I do not frequent this group. thanks in advace
-McKay Davis-

388. Re: Atari 800 System for sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-22 00:00:00 UTC
From: Michael Ellis <michael@anest4.anest.ufl.edu>
Message-ID: <4e079f$n7s@no-names.nerdc.ufl.edu>
Source record: 86402

freethinkr@aol.com (FreeThinkr) wrote:
>Atari 800 with two 5.25" floppy drives, software and manuals. Still works
>great.
>$200 or best offer. Send mail if interested.
>FreeThinkr@AOL.COM

Is it my news-server, or does that say $200?

-Michael Ellis

389. Iomega Zip FAQ Updated!

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-22 00:00:00 UTC
From: steveg@cnct.com
Message-ID: <steveg-2201960118140001@192.0.2.1>
Source record: 86403
Cross-posted to: comp.sys.mac.hardware,comp.sys.mac.hardware.misc,comp.sys.mac.hardware.storage,comp.sys.atari.8bit,comp.sys.atari.st.tech,comp.sys.amiga.hardware,comp.sys.ibm.pc.hardware,comp.sys.ibm.pc.hardware.storage

```
The Official Internet Iomega Zip FAQ has (finally!) been updated to
version 1.7a. Lots of new information has been added including more
benchmarks, troubleshooting assistance, non-Mac/non-PC information, and a
very important introductory message. Happy reading!

- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -
steveg@cnct.com -=> http://earth.cnct.com/home/steveg
Iomega Zip FAQ -=> http://earth.cnct.com/home/steveg/zip.html
Steve's Trading Post -=> http://earth.cnct.com/home/steveg/trading.html
Ferret is Latin for "little thief". "Little fuzzy fearless klutz that
hides valuables" apparently takes too long to say in Latin.
------------------------------------------------------------------------
```

390. ansi to ascii

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-22 00:00:00 UTC
From: cooley@nevada.edu
Message-ID: <4e15jd$puq@pioneer.nevada.edu>
Source record: 86404

Hello. using Ice-Term, and sometimes telnet to various chat systems thru the internet. One type of system is known as Majornet. A regular bbs with multiple chat lines, sorta like IRC. well i sometimes download and capture stuff, and when i look at it by viewing it with text editor or something, i see lotsa ansi codes. Any possible way (besides goin thru the whole file and manually deleting each ansi code sequence) that i could modify it so it would be readable ascii?

please reply..

391. Re: XFD vs ATR vs DCM

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-22 00:00:00 UTC
From: lamcw@aston.ac.uk
Message-ID: <DLKz9E.HM3@aston.ac.uk>
Source record: 86405

kendrick@zippy.sonoma.edu (William Kendrick) wrote:

;Ah ha! Now, first I'll "get rid of" the XFD format. ST Xformer source code
;is now freely available, right? Right. Let's fix it to support the more
;modern and safer ATR format.

I kinda like the so-called XFD (I call them 'standard' images, well, I would
wouldn't I) because they are exact carbon copies of the original disk.
Pure, if you like. The conversion from ATR to XFD is trivial; you chop off
the first 16 bytes. Standard images to ATR is not so trivial since you need
to create the header.

; SUPPORT DCM's!!!

Well, with Rainbow you can use Disk Communicator 3 under emulation
to create DCM images and also to uncompress them. It's slow but it's nice way to
do it. Otherwise there's the DCMTOATR utility.

;Now, the good part: Let's change the CDROM's from containing ATR's at ALL to
;containing ONLY DCM's!

Someone send me a clear, technical note on DCM compression and it may become
an integral part of Rainbow!

; Rainbow users (whatever the next version will be)

Version 1.1 and it released this week :)

Chris Lam.

392. Re: Search for Touch Tablet / Koala Pad

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-23 00:00:00 UTC
From: lelie@smail.srl.ford.com
Message-ID: <lelie.132.000D0665@smail.srl.ford.com>
Source record: 86317

In article <4e13cv$nsn@wariat.wariat.org> classics@nacs.net (Steven J Tucker) writes:
>From: classics@nacs.net (Steven J Tucker)
>Subject: Re: Search for Touch Tablet / Koala Pad
>Date: 22 Jan 1996 22:34:07 GMT

>Peter Schmitz (peter.schmitz@tronic.de) writes:
>: Hello, fellow-8-bitters!
>:
>: My good old Atari is still searching for a Touch Tablet or Koala Pad.
>:
>: In a shop I found a Koala Pad for the VC64, and someone lent me a copy
>: of the Koala Micro Illustrator for Atari, but the pad version for the
>: Commo turned out to have a logarithmic layout of the resulting paddle
>: values so that on the Atari you can't paint anything with it (the
>: values on the major part of the pad kind of stick together while the
>: main band width between about 10 and 255 is distributed only on a very
>: small space in the lower right corner of the pad). I think the Atari
>: version must have a linear layout.
>: So I'll have to sell the Commo version again and hope to gain a unique
>: Atari version (sigh!). And the search goes on...

>This gives me a interesting idea, assuming these work by simple
> 2 plane resistance, would it not be possible to wire one upto the
> gameport of a PC and with the appripriate driver (which I could write)
> use it as a 'touch' mouse?

>Sounds neat to me! :) Ive always wanted one of those $90 touchpads.

>Steve

I know a dealer that has at least 2 dozzen Kolas for Atari (half disk, half
cart. based). I bought one. The media had 'dried-out' behind the flexible
screen... it didn't work. If anyone knows how to re-juvinate the media, these
things were $10-15 each.... and not as neat as the Atari brand touch pad.

Info avail. upon request...

Larry Elie
lelie@smail.srl.ford.com

393. Re: Help with 850 programming

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-23 00:00:00 UTC
From: lamcw@aston.ac.uk
Message-ID: <DLMvI3.19q@aston.ac.uk>
Source record: 86318

askwersk@mit.edu (Adam Skwersky) wrote:

;I cannot even find 154 in the error code listings. Can someone please
;explain to me how to send and recieve to a modem connected to the 850
;interface?

Sorry I can't help you with your particular program as I need the manual
in front of me. And even that might not help :D

Seriously, the RS232 is a bummer. One thing I do know is that you should
always use CONCURRENT I/O as this is much more reliable than BLOCK transfer.
And don't skimp on reading the manual, you'll regret it later :)

394. Re: Help with 850 programming

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-23 00:00:00 UTC
From: klingp@penguin.cle.ab.com
Message-ID: <KLINGP.96Jan23112525@penguin.cle.ab.com>
Source record: 86319

8 is correct for output only
4 for input only
12 for input and output

but, using a serial port, a special 850 only mode (called concurrent?)
must be used.

5 for concurrent input only
13 for concurrent input and output

In article <4e11o2$2hru@usenetp1.news.prodigy.com> UASZ40A@prodigy.com (Robert Stone)
writes:

> From: UASZ40A@prodigy.com (Robert Stone)
> Newsgroups: comp.sys.atari.8bit
> Date: 22 Jan 1996 22:05:54 GMT
> Organization: Prodigy Services Company 1-800-PRODIGY
>
> I thought that the way to write to an Atari 8 bit device was to send an
> 8 for the second number. At least to send to a printer, I'd use an
> OPEN #1,8,0,"P:" or am I out of touch with reality here?
>

395. Re: Which is the better buy 800XL or 65XE?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-23 00:00:00 UTC
From: jseaver@bigwpi.WPI.EDU
Message-ID: <4e33vc$3tu@bigboote.WPI.EDU>
Source record: 86320

In article <4dviiv$afs@styx.uwa.edu.au>,
Darrin Smith <darrins@cyllene.uwa.edu.au> wrote:
>The local junk shop has both. Which should I get?

Depends what you intend to do with it. The 800XL has the Parallel
Bus in the back, which is what is generally used to hook up hard drives,
Black Boxes, MIOs, etc. The 65XE doesn't. However, most 800XLs have a buggy
version of BASIC which can be remedied by ordering a Revision "C" BASIC
cartridge from many dealers (B&C, I think, has them). This is only a problem
if you intend to do much BASIC programming.

Some 800XLs have socketed chips rather than soldered ones, which makes
for easier repair and expansion. All 65XEs, I believe, are soldered. The
only real downside to the 800XL is that the keyboard's feel isn't that great;
I don't know how the 65XE's was (the one with the XEGS was miserable).

In short: The 800XL.

--
Jason Seaver: jseaver@wpi.wpi.edu |"Is this a good thing, Bull?"
WPI Student and fan of Atari, |"No, Axl, it's a continuous employment
Taz-Mania and SeaQuest 2032. | thing - and that's better than good!"
Boy, can I pick 'em or what? | -Taz-Mania, "Taz Babies"

396. Re: Favorite Synapse Games

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-23 00:00:00 UTC
From: etxansk@garbo.ericsson.se
Message-ID: <4e34um$coi@erinews.ericsson.se>
Source record: 86321

I played "Alley Cat" this Christmas. Still very entertaining game. The sound effects are really cool, for instance when the cats kiss. A similar sound effect was used in "Salmon Run", but that is not a Synapse game.

Anders Skelander

397. Re: P:R:Connection R: cables..

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-23 00:00:00 UTC
From: Michael Ellis <michael@anest4.anest.ufl.edu>
Message-ID: <4e18g7$n01@no-names.nerdc.ufl.edu>
Source record: 86322

kendrick@cs.sonoma.edu (William Kendrick) wrote:
>Hello! It is not exactly spelled out in bold in the P:R:Connection manual,
>and I've always remebered this to be true, but is the connector between the
>P:R:Connection and a standard RS232 device (ie, modem) STANDARD?

No. You'll need to buy one or build one (B&C has them), See the WHAT
IS AN 850 INTERFACE thread for details.

>So... if it ISN't a standard cable, where can I get one, and/or is it
>very easy to build? <gulp> The P:R:Conn. manual has a pin-to-pin listing,
>so I wouldn't need the description on how to build it. BUT again, I wanna
>just go to a store or something and have one pre-made.

I built one by purchasing a 9-pin to 9-pin cable and hacking one end off.
On this end I soldered on male 25-pin connector with the correct wires
breaking out to their respective pins.

-Michael Ellis

398. Re: M.U.L.E

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-23 00:00:00 UTC
From: Will Dwinnell <predictor@delphi.com>
Message-ID: <hPFqo2n.predictor@delphi.com>
Source record: 86323

<Chris_F_Chiesa@cup.portal.com> writes:

>Fascinating, and more than a little incredible!
>
>So who ARE these "publishers?" And how might I/we contact them and let
>them know just what idiots they are for this "guns and bombs" business?
>I, for one, would have NO problem phoning them up and telling them direct-
>ly that they had their heads up their butts...

.
Yes, the whole story was strange, and I cannot confirm it, but that
is what was printed in "Computer Gaming World". I don't remember who
the publisher was, but I'd imagine is was EA (they did the original
M.U.L.E.).
.
Will Dwinnell
Commercial Intelligence Inc.

399. Atari 800/XF551 hardware probs

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-23 00:00:00 UTC
From: jay_eckert <jay_eckert@intersolv.com>
Message-ID: <3104EBB6.799B@intersolv.com>
Source record: 86324

I've finally decided to break out my Atari 800 and XF551 disk drive after six years of gathering dust. I've got two hardware problems.

First, when I turn on the 800 w/ or w/out a cartridge, I get a black screen on the TV. I think I used to know what it might mean, but now I've got no idea.

Second, there's something funky going on w/ the power connection to the disk drive. The disk drive will not go on unless I jiggle the power cable in the drive's jack. Sometimes I can get the drive to spin for the requisite couple of seconds, sometimes it only blinks.

Can anyone help me out with these two problems? I'm dying to load up Shamus, Frogger, Phobos, Temple of Apshai (if I still have it). I wonder if the data on the disks is still there? Heck I'd like to fiddle w/ the Star Raiders or Gorf cartridges!

Thanks,
Jay

400. FS/T: Atari 8-bit computer equipment [01/23/96]

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-23 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <4e2jdu$8af@ixnews6.ix.netcom.com>
Source record: 86325

```
updated 01/23/96
----------------
I have the following Atari 8-bit software and hardware for sale or
trade.

Everything is sold as is. Unless specified, all items have been
tested and are in perfect working order.

Buyer has ten (10) days to send payment, and pays all shipping
costs, which will be sent via U.S. Postal Service. The shipping
cost depends on both the weight of the package and the distance
that it is traveling. Buyer has the choice of either first class
or parcel post (which is slower, but cheaper).

Payment must be made in U.S. funds, by either check or money order,
drawn from a U.S. bank branch. Canadian buyers must send a Canadian
Postal Money Order, payable in U.S. funds. This is the only way I
have found to deal with my friends to the north (my bank is very
picky, but the U.S. Post Office will cash a Canadian Postal M.O.)

SOFTWARE:

NOTE: If the company name isn't listed, then the game was released
by the same company as the system.

NOTE: All cartridges are loose (ie. without box and manual), unless
specified.

NOTE: Since all cartridges are used, some labels will have small
defects. Major defects will be listed.

ATARI 8-BIT COMPUTER:
---------------------
Loose cartridges, no box or manual:
$ 6.00 Atariwriter
$ 6.00 Basic
$10.00 Delta Drawing (Spinnaker)
$ 7.00 Eastern Front: 1941
$10.00 Kids on Keys (Spinnaker)
$ 5.00 Pac-Man

Loose cartridges with manual:
$ 6.00 Star Raiders

Cartridges with box and manual:
$10.00 Eastern Front: 1941 (also includes poster map)

HARDWARE:
```

NOTE #1 FOR THOSE BUYING SYSTEMS: If you buy certain systems (they are marked) you will have the option of buying a BRAND NEW RF switchbox for $5 that is virtually identical to one sold at Radio Shack for $7, plus tax. It allows for the connection of both 300 OHM and 75 OHM antenna lead-in's.

If you already have an RF switchbox, most systems will work fine with it. Some systems still include one, please read carefully.

LOT #1

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 600XL COMPUTER with original power supply.

I will also throw in a second non-working ATARI 600XL for parts, FREE.

This is a complete system, except for RF switchbox and RCA cable.

$24.00

*****

LOT #2

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 800XL COMPUTER with original power supply.

I will also throw in a second non-working ATARI 800XL for parts, FREE.

This is a complete system, except for RF switchbox and RCA cable.

$44.00

*****

LOT #3

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 65XE COMPUTER with original power supply.

This is a complete system, except for RF switchbox and RCA cable.

$34.00

*****

LOT #4

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 130XE COMPUTER with original power supply.

This is a complete system, except for RF switchbox and RCA cable.

$59.00

*****

LOT #5

ATARI 1050 (127K) DISK DRIVE, with original power supply, and
one (1) Molex connector cable.

$39.00

*****

LOT #6

ATARI 1050 (127K) DISK DRIVE, with one (1) Molex connector cable.

This disk drive doesn't include the power supply.

$34.00

*****

To reserve an item listed here, please contact me.

Michael J. Novak Jr.
VGA2000@ix.netcom.com -- for quickest response
VGA2000@io.com
dw901@cleveland.freenet.edu

--
Michael J. Novak Jr. BUYING/SELLING/TRADING: 3DO, Atari Jaguar & Lynx,
Video Game Advantage Nintendo Game Boy, NES & Super Nintendo, Sega 32X,
6861 Anthony Lane Saturn, Genesis, Sega CD, Game Gear & SMS, Sony
Parma Hts., OH 44130 Playstation, Turbo Duo, all Classic systems, and
(216) 843-8815 Voice Classic cartridge based computers!

Over 2 years on the Internet! Now on the WWW at http://www.io.com/~vga2000/

For current list, or to be placed on my e-mail list, please leave E-Mail at:
VGA2000@ix.netcom.com OR VGA2000@io.com OR dw901@cleveland.freenet.edu

401. free to good home:800, 810, 850...

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-23 00:00:00 UTC
From: micornwell@aol.com
Message-ID: <4e29ub$9p3@newsbf02.news.aol.com>
Source record: 86326

As it syas above: Closet cleanout has finally made me realize that my first computer would be better suited in someone else's hands. Last time I had the machine working, it worked fine. I believe it has 48K, plus a nice aftermarket joy stick, 810 drive 850 i/f, cables. About 50 or 60 disks of games, utilities, etc.... All I ask is you pay for shipping. Should be about $15-$20 depending on where you are. (I'm in San Diego). First person to respond and agree to above get it all, though considering it's free, if you could prepay for shipping, I'd appreciate it.

Go for it, there may be some games you have never seen before.

Mike
micornwell@aol.com
mcornwell@abtechsys.com

402. Re: XL/XE version of M.U.L.E.?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-23 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.137.000F45A2@mindspring.com>
Source record: 86327

In article <4dpv7h$3v3@nnrp1.news.primenet.com> oscar@primenet.com (Oscar Fowler) writes:
>From: oscar@primenet.com (Oscar Fowler)
>Subject: XL/XE version of M.U.L.E.?
>Date: 19 Jan 1996 22:40:01 -0700

>Hey folks -

>to my dismay, I've found that the copy of MULE I have won't
>run on XL/XE machines. I *assume* that a version which will
>do so was eventually released, no? If so, I'd like to
>know where it's available (B&C doesn't seem to have it).

To the best of my knowledge, there was never a version for the XL/XE. It is possible to play it on one though, if you use the Translator or FIXXL. In that case, there is still the problem of the 3rd and 4th joysticks. Since the ports are scanned when you start the game, if you are not holding the buttons on the first 2 joysticks, then 3 and 4 will be selected by default and you have to start again. When you start the game, hold down the buttons on the joysticks you're using. Release the buttons in order, 1st joystick, then 2nd joystick for a two player game. You can play up to 3 players if you use paddles on the second joystick port only. These buttons also have to be held and released in order. On the whole, it's easier to pick up a 48K 400 or 800 to play, and the game is worth it!

Bruce Willard bwillard@mindspring.com

403. Re: 800 XL BASIC

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-23 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <DLMwIC.Dv7@iglou.com>
Source record: 86328

It just takes a simple machine language program to turn Basic on or off.
The BASIC.OFF program could be used as AUTORUN.SYS (or *.AR? on Mydos).
I could try to find these and uuencode them.

--
Bill Marcum bmarcum@iglou.com
"THIS SUBJECT IS SO STIPID!!!!!:(" --[name_withheld]@aol.com

404. FS: 400, 825, 850, Green Screen

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-23 00:00:00 UTC
From: jeep@tc.fluke.COM
Message-ID: <DLn4IB.IEJ@tc.fluke.COM>
Source record: 86329

For Sale:

Atari 400 Computer, 16k (not working)
Atari 825 Printer with cable for 850
Atari 850 Interface
Green Screen Monitor, good for 80 column output
Replacement button for Atari 1010 Recorder

Goes to highest offer a week from today. You pay
shipping.
--
jeep@tc.fluke.COM Dale Chaudiere (206) 356-5894
Fluke Corporation
P.O. Box 9090, M/S 273G
Everett, WA 98206 USA

405. Re: Atari 800/XF551 hardware probs

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-23 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <4e3mas$5l4@blackice.winternet.com>
Source record: 86330

> jay_eckert <jay_eckert@intersolv.com> writes:
> I've finally decided to break out my Atari 800 and XF551 disk drive
> after six years of gathering dust. I've got two hardware problems.
>
> First, when I turn on the 800 w/ or w/out a cartridge, I get a black
> screen on the TV. I think I used to know what it might mean, but now
> I've got no idea.

Humm, have you tried reseating the PCA boards on to the
Main board? Could be just poor conections having been setting around for
so long.

>
> Second, there's something funky going on w/ the power connection to the
> disk drive. The disk drive will not go on unless I jiggle the power
> cable in the drive's jack. Sometimes I can get the drive to spin for the
> requisite couple of seconds, sometimes it only blinks.

Well, this is the classic problem on the XF551's. Next to go will
be the SIO connectors (Intermittant). The problem lies in the way the PC
board is made, only Single Sided and NOT plated through holes. Wiggle or
bump the connectors and the solder breaks the foils. It is repairable, just
need someone that is handy with a screwdrive (to take it apart) and a
soldering iron. If you do take it apart to fix the power connector, replace the
eyelets that hold the SIO connectors to the PCA with small screws and nuts.
4-40 screws about 3/8" long if I remember correctly.

Rich Mier

406. Re: P:R:Connection R: cables..

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-23 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <4e3nf0$5l4@blackice.winternet.com>
Source record: 86331

> Russ.Gilbert@apk.wariat.org (Russ Gilbert) writes:
> (Bill K. latest in series of questions about 850 modem and printer
> ports. I'm sure B&C computervisions has the correct cables at probably
> less than you would pay for the wrong ones at Radio Shack.)
(SNIP)
> So, Rich Mier says an adapter for the 'AT' modem cables
> would change pin 1 to 2, pin 2 to 4 and pin 4 to 1, in
> addition to making the gender change.
>>>
You can get 'AT' cable with the correct gender, I was just
refering to a particular 'Pocket Modem' that someone brought to me and
wanted to connect it to his P:R:C. (A VERY good friend or I wouldn't
have done it.) One thing to look for is that the DB9 end is NOT a
moulded connector, but is one that can be taken apart.
Another short note on the pin out of the Atari RS232 port:
The 850 Interface came out just BEFORE the Standard for the DB25 to
DB9, RS232C cable. That's why it is slightly different. Also, I believe it
was changed to make it easier for company's to use flat ribbon cables
with pressed on connectors on each end. Not too sure about this.
About the Printer cable, Atari's DB15 to Centronics 34. I have
NEVER seen any other one. Atari is the only company that ever use this
cable so if you find one, it should work.

Rich Mier

407. Atari Light Pen

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-23 00:00:00 UTC
From: Jim Treber <JTreber@gnn.com>
Message-ID: <4e1vpa$r5v@news-e2a.gnn.com>
Source record: 86332

I have an Atari Light Pen, unused and still in the box for
$10. Also an 850 interface for $25. Also PR Connectors with
software and manual. $25 for 2.
I have a hardware game called PQ The Party Quiz Game by
Suncom. I have never used it and it's still in the box. It has 4
controllers, each with 4 large buttons, all 4 controllers leading
to an interface that plugs into a joystick port. $5.
Also an Adaptec 4000a controller. $30.
PrintShop disks and manual in original box. $5.

408. Re: XL/XE version of M.U.L.E.?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-23 00:00:00 UTC
From: Will Dwinnell <predictor@delphi.com>
Message-ID: <hvOKQii.predictor@delphi.com>
Source record: 86333

Bruce Willard <bwillard@mindspring.com> writes:

>To the best of my knowledge, there was never a version for the XL/XE. It is
>possible to play it on one though, if you use the Translator or FIXXL. In that
>case, there is still the problem of the 3rd and 4th joysticks. Since the ports
>are scanned when you start the game, if you are not holding the buttons on the
>first 2 joysticks, then 3 and 4 will be selected by default and you have to
>start again. When you start the game, hold down the buttons on the joysticks
>you're using. Release the buttons in order, 1st joystick, then 2nd joystick
>for a two player game. You can play up to 3 players if you use paddles on the
>second joystick port only. These buttons also have to be held and released in
>order. On the whole, it's easier to pick up a 48K 400 or 800 to play, and the

>game is worth it!

.

I am pretty sure that you don't need to do all this. We load it on
an 800XL without the Translator disk. We do have to: 1. hold down
the Option button (to get rid of BASIC) and 2. use the joystick key
I mentioned in a previous post.
.
Will Dwinnell
Commercial Intelligence Inc.

409. Re: free to good home:800, 810, 850...

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-23 00:00:00 UTC
From: Will Dwinnell <predictor@delphi.com>
Message-ID: <hvPoo2o.predictor@delphi.com>
Source record: 86334

MiCornwell <micornwell@aol.com> writes:

>As it syas above: Closet cleanout has finally made me realize that my
>first computer would be better suited in someone else's hands. Last time
>I had the machine working, it worked fine. I believe it has 48K, plus a
>nice aftermarket joy stick, 810 drive 850 i/f, cables. About 50 or 60
>disks of games, utilities, etc.... All I ask is you pay for shipping.
>Should be about $15-$20 depending on where you are. (I'm in San Diego).
>First person to respond and agree to above get it all, though considering
>it's free, if you could prepay for shipping, I'd appreciate it.
>

.
If this is an Atari 800 (not an XL), and you can ship it for $20 or less
(regular old U.S. mail is fine), then I'll take it and can guarantee
that it'll find a loving home here in Pennsylvania. If so, e-mail
me and you've got a deal.
.
Will Dwinnell
Commercial Intelligence Inc.

410. Re: Which is the better buy 800XL or 65XE?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-23 00:00:00 UTC
From: Michael Ellis <michael@anest4.anest.ufl.edu>
Message-ID: <4e3q0p$1g8@no-names.nerdc.ufl.edu>
Source record: 86335

darrins@cyllene.uwa.edu.au (Darrin Smith) wrote:

>The local junk shop has both. Which should I get?
>

The 800XL physically more solid and potentially easier to upgrade (if its RAM chips reside in sockets). In addition, the 800XL has a parallel bus connector on the back AND a cartidge slot on top. If you plan to attach an MIO or Black Box you will want it set up this way; on the 130XE and 65XE you need a "enhanced cartidge interface" adaptor to use the parallel bus, and many times you lose your cartidge slot this way.

On the downside, the built-in BASIC on many 800XLs is Rev. B which is buggy when SAVEing files. But then, if you're programming in BASIC on a 2MHz machine, you're a sadist anyway ;-).

Hope this helps...

-Michael Ellis

411. Re: XL/XE version of M.U.L.E.?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-23 00:00:00 UTC
From: Will Dwinnell <predictor@delphi.com>
Message-ID: <htNJoeh.predictor@delphi.com>
Source record: 86336

Dan Flanery <sunspot@well.com> writes:

>I had an XL and was able to run MULE by loading the Transformer.
>Remember to hold down the Option key as you boot, to disable the
>built-in BASIC.

.
I was wondering about the original post when I read it, since we
have M.U.L.E. running on an 800XL here. I just checked and I do have
that disk marked as requiring the XL "joystick key"- this is a little
doo-hickey that must keep that fire button pressed. The joystick key
is nothing more than the end of a joystick cable with an electrical cap
on it- it must have the fire button wire crossed with the ground.
.
Will Dwinnell
Commercial Intelligence Inc.

412. Re: Search for Touch Tablet / Koala Pad

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-24 00:00:00 UTC
From: peter.schmitz@tronic.de
Message-ID: <4e641v$38h@Dortmund.Germany.EU.net>
Source record: 86337

classics@nacs.net (Steven J Tucker) wrote:

(((koala pad for Commo / koala pad for Atari XL)))

(snip)

>This gives me a interesting idea, assuming these work by simple
> 2 plane resistance, would it not be possible to wire one upto the
> gameport of a PC and with the appripriate driver (which I could write)
> use it as a 'touch' mouse?

>Sounds neat to me! :) Ive always wanted one of those $90 touchpads.

Great idea! I've tested the PADDLE(x) values of my Commo koala which simply correspond to the resistance values HOR and VERT, and they match the range of Commo paddles (I think that the Atari version of koala pad matches the range of Atari paddles :o)))))>). The problem may be simply the same as the one I had when I tried to use the Commo koala on the Atari: The distribution of values on the pad isn't linear but logarithmic, and a "pad driver" for the PC would have to deal with that. That means in effect, the resolution won't be the same on any section of the pad.

But, on the other hand, Steven: Do you think it's THAT easy to write a mouse driver that simply interprets two resistance values from the joystick port? I mean, it would have to comply with Windows (gulp!) if the whole thing should be of any sense, and who in the world, being an upright, healthy, well-minded Atari-8-bit-user would dare to write a WINDOWS DRIVER...?

;o{))))>

(Please don't mind my English again; I'm already 35 and still learning...)

Peter

413. Chimera

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-24 00:00:00 UTC
From: msaurman@legend.akron.oh.us
Message-ID: <msaurman.2t9g@legend.akron.oh.us>
Source record: 86338

I've been playing this game and it is VERY hard. It says you can't beat it if you worked on it continuously in 1 month unless you were a hacker or Einstein. So has anyone here beat it or got a map to it? Whats the ending like? Oh and whats that song it plays when you put it on pause? Thanx.

---Mark

414. Re: Which is the better buy 800XL or 65XE?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-24 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <4e3v8f$ghe@charm.magnus.acs.ohio-state.edu>
Source record: 86339

```
In article <4e3q0p$1g8@no-names.nerdc.ufl.edu>,
Michael Ellis <michael@anest4.anest.ufl.edu> wrote:
>On the downside, the built-in BASIC on many 800XLs is Rev. B which is
>buggy when SAVEing files. But then, if you're programming in BASIC on
>a 2MHz machine, you're a sadist anyway ;-).

You do mean masochist, don't you? :-)

But I'd rather program in Basic on an Atari than on a faster computer,
partly because on the faster computers it's easier to use languages
such as Perl.
(I'm still toying with the idea of making a partial Atari Basic
interpreter for Unix, but it's on the far back burner.)
--
------------ R o b F u n k -------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr
```

415. XF551 upgrade (Dual high density)

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-24 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <4e4b8d$7vj@news.xmission.com>
Source record: 86340

Had a PUFF modifed XF551 (internal mount, dual high density
controlling), but I fried it last night, while moving all my Atari
stuff into one large full size tower case.

Anybody else have one of these for sale or trade?

@@@@@ ------------------------------------ @@@@@
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, Network Analyst by Accident!

416. Re: Atari 800/XF551 hardware probs

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-24 00:00:00 UTC
From: Jay Eckert <jay_eckert@intersolv.com>
Message-ID: <31063C89.4849@intersolv.com>
Source record: 86341

Rich Mier wrote:
>
> > jay_eckert <jay_eckert@intersolv.com> writes:
> > I've finally decided to break out my Atari 800 and XF551 disk drive
> > after six years of gathering dust. I've got two hardware problems.
> >
> > First, when I turn on the 800 w/ or w/out a cartridge, I get a black
> > screen on the TV. I think I used to know what it might mean, but now
> > I've got no idea.
>
> Humm, have you tried reseating the PCA boards on to the
> Main board? Could be just poor conections having been setting around for
> so long.
>
> >
> > Second, there's something funky going on w/ the power connection to the
> > disk drive. The disk drive will not go on unless I jiggle the power
> > cable in the drive's jack. Sometimes I can get the drive to spin for the
> > requisite couple of seconds, sometimes it only blinks.
>
> Well, this is the classic problem on the XF551's. Next to go will
> be the SIO connectors (Intermittant). The problem lies in the way the PC
> board is made, only Single Sided and NOT plated through holes. Wiggle or
> bump the connectors and the solder breaks the foils. It is repairable, just
> need someone that is handy with a screwdrive (to take it apart) and a
> soldering iron. If you do take it apart to fix the power connector, replace the
> eyelets that hold the SIO connectors to the PCA with small screws and nuts.
> 4-40 screws about 3/8" long if I remember correctly.
>
> Rich MierThanks an awful lot. I think the last time I actually soldered anything
productively was the Atari 800 when I put in a switch to toggle the
keyboard speaker click on/off. I'll give it another go!

417. Re: Favorite Synapse Games

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-24 00:00:00 UTC
From: Jay Eckert <jay_eckert@intersolv.com>
Message-ID: <310669F4.5DD0@intersolv.com>
Source record: 86342

```
Will McDonald wrote:
>
> I believe "Blue Max" was a Synapse game.
>
> It is one of my all-time favorites!
>
> WillA very very cool game.
```

418. Re: Can Atari Output S video?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-24 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <DLp4L8.DAF@iglou.com>
Source record: 86343

In article <310413A7@syrinx.dyess.af.mil>,
Halliwell E Sra 436TS/TAC <halliwee@ts436.dyess.af.mil> wrote:
>What on earth do you mean by "so-called" s-video? What do YOU think
>it should be called?
>
Maybe he said "so-called" because the Atari 8-bits were designed before
the S-Video standard, and they don't have S connectors.

--
Bill Marcum bmarcum@iglou.com
"THIS SUBJECT IS SO STIPID!!!!!:(" --[name_withheld]@aol.com

419. Re: XL/XE version of M.U.L.E.?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-24 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.140.002490CB@mindspring.com>
Source record: 86344

In article <3105a009.84429778@news.servtech.com> jeffk914@groucho.roc.servtech.com (Jeff Kyle) writes:
>From: jeffk914@groucho.roc.servtech.com (Jeff Kyle)
>Subject: Re: XL/XE version of M.U.L.E.?
>Date: Wed, 24 Jan 1996 02:58:46 GMT

>On Mon, 22 Jan 1996 08:57:21 GMT, sunspot@well.com (Dan Flanery)
>wrote:

>>I had an XL and was able to run MULE by loading the Transformer.
>>Remember to hold down the Option key as you boot, to disable the
>>built-in BASIC.

>Strange... I remember MULE when it first came out, and it's always
>worked on whatever machine I tried it on, be 400, 800XL, or 130XE...

>Of course, my 130XE has the UltraSpeed+ OS, so if it WAS 400/800 only,
>it's as simply as flipping a switch to make it work... :) But it
>wasn't, I'm not aware of two versions, and the one version that's out
>there should work fine on XL/XEs.

I guarantee it does not. One of the reasons is the scanning of the joystick ports. Since the XL/XE has reassigned the 3rd & 4th ports to something else, it tries to select them instead of the real joysticks unless you're careful. M.U.L.E. was on of my wife's and my favorite games and I always pulled out the 400 to play it because it was such a hassle on the 130XE.

Bruce Willard bwillard@mindspring.com

420. Re: XL/XE version of M.U.L.E.?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-24 00:00:00 UTC
From: jeffk914@groucho.roc.servtech.com
Message-ID: <3105a009.84429778@news.servtech.com>
Source record: 86345

On Mon, 22 Jan 1996 08:57:21 GMT, sunspot@well.com (Dan Flanery)
wrote:

>I had an XL and was able to run MULE by loading the Transformer.
>Remember to hold down the Option key as you boot, to disable the
>built-in BASIC.

Strange... I remember MULE when it first came out, and it's always
worked on whatever machine I tried it on, be 400, 800XL, or 130XE...

Of course, my 130XE has the UltraSpeed+ OS, so if it WAS 400/800 only,
it's as simply as flipping a switch to make it work... :) But it
wasn't, I'm not aware of two versions, and the one version that's out
there should work fine on XL/XEs.

| Jeff Kyle jeffk914@groucho.roc.servtech.com |
| Rochester, NY "Katarina" 1975 Porsche 914 |
| http://www.servtech.com/public/jeffk914 |
| Car pictures, TMBG MIDI archive, and more! |
| "No One Knows My Signature." |

421. Re: Chimera

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-24 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.139.002125FB@mindspring.com>
Source record: 86346

In article <msaurman.2t9g@legend.akron.oh.us> msaurman@legend.akron.oh.us (Mark Saurman) writes:
>From: msaurman@legend.akron.oh.us (Mark Saurman)
>Subject: Chimera
>Summary:
>Keywords:
>Date: 24 Jan 96 15:38:30 EST

>I've been playing this game and it is VERY hard. It says you can't beat it
>if you worked on it continuously in 1 month unless you were a hacker or
>Einstein. So has anyone here beat it or got a map to it? Whats the ending
>like? Oh and whats that song it plays when you put it on pause? Thanx.

>---Mark

What is Chimera? I've never heard of it!

Bruce Willard bwillard@mindspring.com

422. Re: XL/XE version of M.U.L.E.?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-24 00:00:00 UTC
From: ken@cup.hp.com
Message-ID: <4e5urv$ph7@hpax.cup.hp.com>
Source record: 86347

Jeff Kyle (jeffk914@groucho.roc.servtech.com) wrote:
> On Mon, 22 Jan 1996 08:57:21 GMT, sunspot@well.com (Dan Flanery)
> wrote:
>
> >I had an XL and was able to run MULE by loading the Transformer.
> >Remember to hold down the Option key as you boot, to disable the
> >built-in BASIC.
>
> Strange... I remember MULE when it first came out, and it's always
> worked on whatever machine I tried it on, be 400, 800XL, or 130XE...
>
When I boot M.U.L.E. on my 800XL with the Option key held down, I get the
message "Remove ROM at $C000".

> Of course, my 130XE has the UltraSpeed+ OS, so if it WAS 400/800 only,
> it's as simply as flipping a switch to make it work... :) But it
> wasn't, I'm not aware of two versions, and the one version that's out
> there should work fine on XL/XEs.
>
>
I have the Ramrod XL in my machine, so at the flip of a switch, I can run
the original XL OS, the Omniview XL OS, or the Omnimon XL OS. Neither OS
makes my copy of M.U.L.E. happy. I have to use the translator, and I have
to hold down the joystick buttons as mentioned in previous post.

My theory is that EA silently changed the loader on the M.U.L.E. disk to allow
XL's to boot their games. I must have an earlier loader. The odd thing is
the reference card that came with my copy of M.U.L.E. says to hold down the
Option key when booting on an 800XL, even though that doesn't work...

I always meant to hack my copy of M.U.L.E. to ignore joystick ports 3 and 4.
It can't be that hard...

| Ken Sumrall HP Cupertino Systems Lab ken@cup.hp.com |
| "He who will not reason, is a bigot; he who cannot is a fool; |
| and he who dares not is a slave." -- Sir William Drummond |

423. Help with ATARI 130 XE connector

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-24 00:00:00 UTC
From: thebestpc@pacwan.mm-soft.fr
Message-ID: <DLo32L.546@news.zippo.com>
Source record: 86348

Hello,

I found an old ATARI 130 XE only with power. So does anyone know function
of each pin of :

* video connector
* peripheral connector

I have no monitor, only TV.

Thanks a lot,

Janusz.

424. Re: Which is the better buy 800XL or 65XE?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-24 00:00:00 UTC
From: Will Dwinnell <predictor@delphi.com>
Message-ID: <xzLro+i.predictor@delphi.com>
Source record: 86349

Michael Ellis <michael@anest4.anest.ufl.edu> writes:

>On the downside, the built-in BASIC on many 800XLs is Rev. B which is
>buggy when SAVEing files. But then, if you're programming in BASIC on
>a 2MHz machine, you're a sadist anyway ;-).

.
I disagree! It really depends on what you want to do. I wouldn't write
any grand applications in interpreted BASIC on the Atari 8-bit platform
at this point, but it can be great for small jobs, like embedded control.
.
Will Dwinnell
Commercial Intelligence Inc.

425. Re: M.U.L.E

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-24 00:00:00 UTC
From: William Rouck <wrouck@pioneer.uspto.gov>
Message-ID: <3106306A.3B8D@pioneer.uspto.gov>
Source record: 86350

Roger Steiner wrote:
> I downloaded a copy of the IBM version that didn't work initially. After
> some fooling around with the program configuration (like turning off the
> "music" option, etc) I was able to get it to run and was >quite<
> impressed.
> have the same graphical 'feel' as the atari version, it seemed very
> worthwhile to acquire. Unfortunately, I only have it on my machine at
> work, so haven't really got to play a full game.

Do you remember where you downloaded it from?

Bill

426. Re: Help with ATARI 130 XE connector

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-24 00:00:00 UTC
From: ba930@FreeNet.Carleton.CA
Message-ID: <DLoDIy.4Mr@freenet.carleton.ca>
Source record: 86351

Janusz Malinowski (thebestpc@pacwan.mm-soft.fr) writes:
> Hello,
>
> I found an old ATARI 130 XE only with power. So does anyone know function
> of each pin of :
>
> * video connector
> * peripheral connector
>
> I have no monitor, only TV.

Well, there's two things you can do... one which I'm not sure of..

1. Get an RF adapter for your TV.. teh Atari will work with either a TV or monitor(nice and handy for video productions, cause you don't need any TV card :)

2. Find schematics for an 800XL power supply and build one. It will work with a 130XE just fine, and it's the best replacement for the 130XE "brick" power supplies which become just that.. a brick.. once they die because all of the parts inside are encased in epoxy.

--
Chris Brown ba930@freenet.carleton.ca | "Your God is dead and no one cares
-> Finger for Public Key <- | If there is a hell, I'll see you
=>J e s S T 0 d d ` z S p A C e!<= | there" -|\| | |/|, Heresy
FTPWWWNINROTFLRTFMIRCVGACRTLOLIMHOPGPRSANSANASACIADoDKGBPLOANDMANYOTHERACRONYMS

427. Wanted: Vic 20 stuff or Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-24 00:00:00 UTC
From: Kenneth Inman <75054.3217@CompuServe.COM>
Message-ID: <4e5ljsshd1@mhadf.production.compuserve.com>
Source record: 86352
Cross-posted to: comp.emulators.cbm,comp.sys.atari.8bit,comp.sys.cbm

Anybody have any old vic-20 cartridges the no longer need? Or how
about atari 800 carts? I'm interested!

--
Kenneth Inman
Vitamin Research Products
3579 Hwy 50 E Carson City, NV 89701
1-800-VRP-24HR -or- vrp@delphi.com

428. Re: XL/XE version of M.U.L.E.?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-25 00:00:00 UTC
From: irvi2187@sundance.sjsu.edu
Message-ID: <4e8daa$8ht@nuke.csu.net>
Source record: 86206

Will Dwinnell (predictor@delphi.com) wrote:

: .
: I know that M.U.L.E. works on the 800XL- we run it that way all the time.
: The two special things we do are: 1. press down Option (to get rid
: of BASIC) and 2. keep a joystick key in joystick port 2 (which I can
: only assume has the stick trigger permanently crossed). I will admit that
: I have not tried loading without the joystick key, and not having tried
: removing the key once the game has loaded (with it in you are
: obviously limited to 1 human player), but M.U.L.E. does run on the
: 800XL.
: .
: Something which does ocurr to me is that the 800XL had (at least) two
: ROM revisions: B and C. Maybe that makes a difference?

But didn't the ROM versions determine which BASIC the machine had? My
800XL has revision C, and I get the "invalid ROM at $c000" or whatever
that message was. I haven't tried booting up the translator,
though; actually, I don't even *have* a translator because I also
have an 800 which I use when I have compatibility problems.

I would be curious, though, to know how I can get M.U.L.E. to run on
the XL; it's a bit of a hassle to move everything to the 800 (though
it is connected to the 25" TV in the living room, giving us a large
screen experience!).

--
Tim Irvin, irvi2187@sundance.sjsu.edu--CS Grad Student, San Jose State Univ.
Geek, Husband, System Administrator, Softball Maniac, Numismatist, et cetera
"The net.persona formerly known as ziggy29"
New & Improved for '96 ==> http://www.mathcs.sjsu.edu/student/irvi2187/

429. Re: Which is the better buy 800XL or 65XE?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-25 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <4e8pf7$2mg@charm.magnus.acs.ohio-state.edu>
Source record: 86207

In article <4e7fc8$s9p@news.cnetech.com>,
codepoet <codepoet@cnetech.com> wrote:
>A better idea would be a real C compiler for the Atari that is shareware.

Have you tried cc65?
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

430. Need an SIO cable

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-25 00:00:00 UTC
From: Richard Rognlie <rrognlie@vtsu.prc.com>
Message-ID: <3107DF57.167EB0E7@vtsu.prc.com>
Source record: 86208

I recently retrieved my 130XE from my sister's home, only to discover that the SIO cable was missing. Anyone have a spare they can live without?

Richard

--
/ __ | Richard Rognlie / Pr. Computer Analyst / PRC Inc. / McLean, VA
__/ \ | E-Mail: rrognlie@vtsu.prc.com rrognlie@qnet.com
/ __/ | Phone: (Office) (703) 556-2458 (Home) (703) 361-4764
__/ | WWW: http://coyote.vtsu.prc.com:8080/~rrognlie

431. Re: Chimera

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-25 00:00:00 UTC
From: msaurman@legend.akron.oh.us
Message-ID: <msaurman.2u7x@legend.akron.oh.us>
Source record: 86209

Tamas Bene (ethtbe@duna.ericsson.se) wrote:
: In article 2t9g@legend.akron.oh.us, msaurman@legend.akron.oh.us (Mark Saurman) writes:
: >I've been playing this game and it is VERY hard. It says you can't beat it
: >if you worked on it continuously in 1 month unless you were a hacker or
: >Einstein. So has anyone here beat it or got a map to it? Whats the ending
: >like? Oh and whats that song it plays when you put it on pause? Thanx.
: >
: >---Mark
: >
:
: A couple of years ago I did have the original cassette version of Chimera,
: but didn't get too far with it. I'm not sure if it can be finished at all,
: because there is an error (probably) in the program: When I picked up the
: Warhead and tried to use it on the terminal :) in the lower left (?) corner
: of the maze, the following message (or something similar) appeared:
: "You have found a ... #$T%#^#$ ... dgghd ... " , and the program crashed.
: I don't know if this error exists in the disk version, though.
: I'm curious if anybody has still managed to beat this game.
:
: /Tamas
:
: _____________________________________
: Tamas Bene --- ethtbe@duna.ericsson.se
:
: /__ __ __ _\
: / / /_|_ | |__\ Software, Hungary
: _____________________________________
:
:

I have it on disk and I don't remember encountering such an error. In that part of the maze, all I can think of is that loaf of bread out there. If you want a copy of the disk version, I'll send it out your way. Also, if you know how to open doors on that, please tell. Thanks.

---MArk

432. OSS

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-25 00:00:00 UTC
From: Cyrus <cyrus@lagrange.amd.com>
Message-ID: <3107F819.1BA7@lagrange.amd.com>
Source record: 86210

Is OSS still in business? I have MAC65 and am interested in
any later releases, and also a disk-based version that includes
the DDT tool. Any help here?

Cyrus

433. Re: atari C compiler on unix (was Re: atari disassembler on a unix platform?)

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-25 00:00:00 UTC
From: bmcbrine@hakatac.port.island.net
Message-ID: <4e9jj9$q45@hakatac.port.island.net>
Source record: 86211

In article <4e000h$bm0@news.ios.com>, Bingham <bbingham@haven.ios.com> wrote:
>Craig Lisowski (clisowsk@condor.mcs.kent.edu) wrote:
>: When you say IBM PC, which operating system are trying to compile
>: under, and which compiler are you using? I've managed to get all the files,
>: CC65/RA65/LINK65 compiled under nearly every single Unix variant I have

>I meant MS-DOS, Yip, And I've compiled using DJGPP, but the linker fails.
>I'd kill for any code you have that compiles and runs correctly via DJGPP
>for the linker, (Actually I'd like to see the whole bunch <g>)
>
>I love cc65, just hate having to compile on the 8-bit <g.>
>(of course there is always linux eh?)

Perhaps these DJGPP versions could be made available at some ftp site
so everybody doesn't need to compile em? I don't mind myself, but I'd
still prefer to have binaries if possible.

PS > C compiler development for the Atari-8 under gcc... * I LOVE IT!! *

Thanks
l8r...
--
* Bill McBrine *** EMail: ragtag@hakatac.almanac.bc.ca (other address pending)
Interests: Atari8bit. Tandy 6000 (I have 3.1) * bmcbrine@alb.almanac.bc.ca
Robotics. Linux. Amiga News. Networking. User-friendly Data-management Systems.

434. Atari 8-bit games wanted

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-25 00:00:00 UTC
From: Joe.Blenkle@1657.gigo.com
Message-ID: <bef_9601250115@gigo.com>
Source record: 86212

#WANTED - Atari 8-bit computer (400/800/800XL/XE type) game carts/disks
in particularly the following:

Agent USA
Choplifter
E.T. Phone Home
Kaboom
Keystone Kapers
Last Starfighter
Megamania
Millipede
Miner 2049er
Miner 2049er 2: Bounty Bob Strikes Back
Ms. PacMan
Pitfall
Pitfall II
River Raid

Atari 2600 Games
___--------------
Tunnel Runner

Please leave mail back or to joe.blenkle@726.gigo.com

... Backup not found: (A)bort (R)etry (S)lap nearest innocent bystander.

___ Blue Wave/QWK v2.20 [NR]
--
: Fidonet: Joe Blenkle 1:203/1657 .. speaking for only myself.
: Internet: Joe.Blenkle@1657.gigo.com

435. Re: Chimera

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-25 00:00:00 UTC
From: ethtbe@duna.ericsson.se
Message-ID: <4e7k8l$q60@erinews.ericsson.se>
Source record: 86213

In article 2t9g@legend.akron.oh.us, msaurman@legend.akron.oh.us (Mark Saurman) writes:
>I've been playing this game and it is VERY hard. It says you can't beat it
>if you worked on it continuously in 1 month unless you were a hacker or
>Einstein. So has anyone here beat it or got a map to it? Whats the ending
>like? Oh and whats that song it plays when you put it on pause? Thanx.
>
>---Mark
>

A couple of years ago I did have the original cassette version of Chimera,
but didn't get too far with it. I'm not sure if it can be finished at all,
because there is an error (probably) in the program: When I picked up the
Warhead and tried to use it on the terminal :) in the lower left (?) corner
of the maze, the following message (or something similar) appeared:
"You have found a ... #$T%#^#$ ... dgghd ... " , and the program crashed.
I don't know if this error exists in the disk version, though.
I'm curious if anybody has still managed to beat this game.

/Tamas

____
Tamas Bene --- ethtbe@duna.ericsson.se

/__ __ __ _\
/ / /_|_ | |__\ Software, Hungary
____

436. Re: XL/XE version of M.U.L.E.?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-25 00:00:00 UTC
From: Will Dwinnell <predictor@delphi.com>
Message-ID: <hFFKo62.predictor@delphi.com>
Source record: 86214

Bruce Willard <bwillard@mindspring.com> writes:

>>>I had an XL and was able to run MULE by loading the Transformer.
>>>Remember to hold down the Option key as you boot, to disable the
>>>built-in BASIC.
>
>>Strange... I remember MULE when it first came out, and it's always
>>worked on whatever machine I tried it on, be 400, 800XL, or 130XE...

>
>>Of course, my 130XE has the UltraSpeed+ OS, so if it WAS 400/800 only,
>>it's as simply as flipping a switch to make it work... :) But it
>>wasn't, I'm not aware of two versions, and the one version that's out
>>there should work fine on XL/XEs.
>
>I guarantee it does not. One of the reasons is the scanning of the joystick
>ports. Since the XL/XE has reassigned the 3rd & 4th ports to something else,
>it tries to select them instead of the real joysticks unless you're careful.
>M.U.L.E. was on of my wife's and my favorite games and I always pulled out the

>400 to play it because it was such a hassle on the 130XE.

.
I know that M.U.L.E. works on the 800XL- we run it that way all the time.
The two special things we do are: 1. press down Option (to get rid
of BASIC) and 2. keep a joystick key in joystick port 2 (which I can
only assume has the stick trigger permanently crossed). I will admit that
I have not tried loading without the joystick key, and not having tried
removing the key once the game has loaded (with it in you are
obviously limited to 1 human player), but M.U.L.E. does run on the
800XL.
.
Something which does ocurr to me is that the 800XL had (at least) two
ROM revisions: B and C. Maybe that makes a difference?
.
Will Dwinnell

437. Re: Which is the better buy 800XL or 65XE?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-25 00:00:00 UTC
From: codepoet <codepoet@cnetech.com>
Message-ID: <4e7fc8$s9p@news.cnetech.com>
Source record: 86215

rfunk@magnus.acs.ohio-state.edu (Rob Funk) wrote:
>In article <4e3q0p$1g8@no-names.nerdc.ufl.edu>,
>Michael Ellis <michael@anest4.anest.ufl.edu> wrote:
>>On the downside, the built-in BASIC on many 800XLs is Rev. B which is
>(I'm still toying with the idea of making a partial Atari Basic
>interpreter for Unix, but it's on the far back burner.)
>rfunk@magnus.acs.ohio-state.edu
>rfunk@freenet.columbus.oh.us
>http://er4www.eng.ohio-state.edu/~funkr

A better idea would be a real C compiler for the Atari that is shareware.
I played with Deep Blue and Ace and the other C compilers for the Arari,
and found in each and all cases that the XE or XL cart in FAST mode was
faster. Sad that a machine as great as the Atari never got a good
compiler. I would go as far as saying that that was the Primary reason
Atari stoped where it is now. With a good C compiler, (or pascal) the
programer junkies like myself could have written demanding applications,
forceing the advent of faster chips... perhaps user instaled CPU upgrades.
High-speed 6502's do exist now, of coarse, but its a little late.

438. Re: ChromaCAD 3D

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-25 00:00:00 UTC
From: bbingham@haven.ios.com
Message-ID: <4e7ut7$7cr@news.ios.com>
Source record: 86216

William Kendrick (kendrick@zippy.sonoma.edu) wrote:

: I'm curious about ChromaCAD 3D. The author is (last I tried) no longer
: contactable at his AOL e-mail address ("ItsMarver@aol.com").

I almost worked for M.S. Just after he finished that project. One of
the ex-girlfriends did some beta testing for him. I know he used to
live about 15 minutes from me. I'll try to get his home #, could
take a couple days (gotta find that ex-girlfriend...).

Maybe we'll get lucky?

Bill

439. FS: Atari software/cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-25 00:00:00 UTC
From: basil@rain.org
Message-ID: <basil.822541146@rain.org>
Source record: 86353
Cross-posted to: comp.sys.atari.8bit,misc.forsale.computers.other.software

I am posting this message for a friend without Internet access.
If you send me e-mail, I will pass it along to him. -- Basil
------------------------------cut here-------------------------------------
ATARI ST/8-BIT

ALL SOFTWARE PACKAGES ARE ORIGINALS WITH COMPLETE DOCS, DISKS, AND
BOXES, unless noted with a * which means there is no box. I will refund
your money on any disks or cartridges that do not work.

Best offer applies to all.

Atari ST 3.5" software:
E-Z Track MIDI Sequencer (new, unopened) (2 of them).....$5
Personal Pascal *.....$4
ST Key *.....$4

Atari 8-bit software:
Atariwriter (cartridge) *.....$4
Home Filing Manager (disk) *.....$4
Pilot language (cartridge).....$4
Print Shop (disk) *.....$5
Telelink (cartridge).....$4
Turtle Tracks (disk).....$4

The above prices do not include shipping.

Minimum purchase is $12 worth for Atari items. The shipping cost depends on
how many items you want, if they have boxes, and how heavy they are. For
items that can be sent with the standard 2 lb. US mail book rate, shipping
is $3. For everything else, I will weigh the items and call UPS to get a
shipping cost for you. I will only ship within the continental UNITED STATES.
No exceptions.

Very few prices are set in stone. The more you buy or the more you
have to trade, the more interested I will be in making the transaction
worthwhile for both of us.

Thank you,
Randall
------------------------------cut here-------------------------------------
Please send any e-mail to basil@rain.org and include at the top of the
message or in the subject header: "Forward to Randall".

440. Re: Search for Touch Tablet / Koala Pad

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-25 00:00:00 UTC
From: classics@nacs.net
Message-ID: <4e77db$jc3@wariat.wariat.org>
Source record: 86354

Peter Schmitz (peter.schmitz@tronic.de) writes:
: classics@nacs.net (Steven J Tucker) wrote:
:
: (((koala pad for Commo / koala pad for Atari XL)))
:
: (snip)
:
: >This gives me a interesting idea, assuming these work by simple
: > 2 plane resistance, would it not be possible to wire one upto the
: > gameport of a PC and with the appripriate driver (which I could write)
: > use it as a 'touch' mouse?
:
: >Sounds neat to me! :) Ive always wanted one of those $90 touchpads.
:
: Great idea! I've tested the PADDLE(x) values of my Commo koala which
: simply correspond to the resistance values HOR and VERT, and they
: match the range of Commo paddles (I think that the Atari version of
: koala pad matches the range of Atari paddles :o))))>). The problem
: may be simply the same as the one I had when I tried to use the Commo
: koala on the Atari: The distribution of values on the pad isn't linear
: but logarithmic, and a "pad driver" for the PC would have to deal with
: that. That means in effect, the resolution won't be the same on any
: section of the pad.

True, but is the linearity of the device controlled by the electonics or
the touch medium itself? If its being translated somehow by a log, then
simply going direct to the resistance of the medium might make it
linear again?

: But, on the other hand, Steven: Do you think it's THAT easy to write a
: mouse driver that simply interprets two resistance values from the
: joystick port? I mean, it would have to comply with Windows (gulp!) if
: the whole thing should be of any sense, and who in the world, being an
: upright, healthy, well-minded Atari-8-bit-user would dare to write a
: WINDOWS DRIVER...?

Actually, I don't think it would be that difficult, but the great thing is
i know there are a few 'joystick-as-mouse' drivers already available, possibly
with source ;) A few simple mods to the x/y paramaters might make it
go! :)

Steve 'Gonna dig out that C-64 koala pad right now!' Tucker

441. RAINBOW v1.1 UPDATE

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-25 00:00:00 UTC
From: lamcw@aston.ac.uk
Message-ID: <DLquM6.Csw@aston.ac.uk>
Source record: 86355
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

```
------------------------------------------------------------

Rainbow - The Atari 400/800/800XL Emulator for the Apple Mac

------------------------------------------------------------

January 1996.

Dear Users,

Version 1.1 of Rainbow is now ready. You can try out the new
demo at

http://www.aston.ac.uk/~lamcw/emulators.html

or by FTP from

ftp.amug.org in info-mac/app

and related mirror sites.

The demo version has a new speedometer which measures emulation
performance. The full shareware version has these NEW features:-

- better sound emulation
- faster large view displays
- NEW FULL SCREEN display!
- speedometer
- and more!

Registered users please email me with reg. number and password for
free update. If you would like to register for the full version, see
textfiles in the demo.

Regards,

Chris Lam,
Rainbow Keeper.
```

442. Re: XL/XE version of M.U.L.E.?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-26 00:00:00 UTC
From: gholder@mindspring.com
Message-ID: <4e9rm5$lhi@stealth.mindspring.com>
Source record: 86217

irvi2187@sundance.sjsu.edu (Tim Irvin) wrote:

>Will Dwinnell (predictor@delphi.com) wrote:

>: .
>: I know that M.U.L.E. works on the 800XL- we run it that way all the time.
>: .
>: Something which does ocurr to me is that the 800XL had (at least) two
>: ROM revisions: B and C. Maybe that makes a difference?

>But didn't the ROM versions determine which BASIC the machine had? My
>800XL has revision C, and I get the "invalid ROM at $c000" or whatever
...
Yes, I am ALMOST sure that the OS ROM did not have a version change
of any significace after the 1200XL. Down to the last of the XEs, the
self-test code continued to have the 1200XL function keys, etc. on it,
though there was no way to "test" them. I don't think there were
revision designation changes at the complete letter level. When
speaking of revisions A, B, and C in the post-XL days we are usually
speaking of BASIC ROM revisions. You real oldtimers can correct me,
but I believe there were OS versions A and B for the 400/800. In each
case, my memory is that versions A of OS and BASIC were short-lived
and rare, with the main production being version B of both. B BASIC
got into most of the XLs, C BASIC in a few XLs and most if not all of
the XEs. There were cosmetic OS changes at a very minor level (like
changes in the secret message of the Self-Test ROM which is typed out
if the keyboard test is left alone long enough, and whatever it took
to handle the Missle Command boot options in the XEGS. Anyway, these
variences in the way people describe M.U.L.E. working sound like there
really were some differences in later releases of M.U.L.E. I've never
gotten mine to work on XLs or XEs, though I didn't know about the
tricks some of you have mentioned.

Gary Holder

443. Re: Text-to-Speech software?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-26 00:00:00 UTC
From: gholder@mindspring.com
Message-ID: <4e9s1a$baa@stealth.mindspring.com>
Source record: 86218

peter.schmitz@tronic.de (Peter Schmitz) wrote:

>Richard Tubb <richard@rtubb.demon.co.uk> wrote:

>(snip)

>>I can't help with the program immediately, but I seem to recall
>>using some text-to-speech software called SAM, which I'll keep my
>>eye out for. I hope adding a name to your program helps you find
>>it a little quicker.

>S.A.M. (software automatic mouth) was developed by Don't Ask Software.
>The "Reciter" that came with it spoke English text out of a plain
>ASCII text file while the S.A.M. kernel itself used a phonem language.
>The program was released in 1981 (I think), and very probably it
>cannot be bought anywhere any more. I've got a copy and a manual, but
>I really do not very much like to part with it. If someone really
>urgently needs to use S.A.M., he (or she) may contact me via E-mail,
>and we'll see if we find a solution for the problem.

I'm in the same position with my copy, it's one of the few things I paid full price for, not scrounging out of the discount bins. There was also a nifty handler written for it and published in Antic or ANALOG which installed a V: (voice) device in BASIC. Then standard BASIC device output statements could be used to produce speech in any program. Anybody know what issue of what mag this was in?

Gary Holder

444. Re: Favorite Synapse Games

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-26 00:00:00 UTC
From: gholder@mindspring.com
Message-ID: <4e9sp8$akp@brickbat.mindspring.com>
Source record: 86219

etxansk@garbo.ericsson.se wrote:

>I played "Alley Cat" this Christmas. Still very entertaining
>game. The sound effects are really cool, for instance when the
>cats kiss. A similar sound effect was used in "Salmon Run", but
>that is not a Synapse game.

There is a good reason that that wonderful sound is the same in both games. They were both written by the same guy. I'm blanking on his first name, but the last was Williams, I think. He's a real nice guy. Salmon Run was an APX game, written for the 400/800. APX was the Atari Program Exchange, a nifty program the early Atari did where non-professional programmers were invited to submit programs for distribution by Atari in simple packages at discount prices. The package included a bio of the programmer, and often his/her name, address, and phone number. Salmon Run was the second game I ever got, and it was on boot cassette. I couldn't get it to load on my 800xl, so I called him up. He was puzzled, too, as he didn't have a XL. Of course, it was the old newbie problem of not understanding about holding down OPTION during boot to disable Basic. I finally sort of figured that out (for a cassette, it was both OPTION and START that needed holding), and called him back. He was relieved that his program wasn't useless on XLs. The game is still one of my favorites. I later transferred it to a menued boot disk.

Gary Holder

445. Transkey

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-26 00:00:00 UTC
From: andyder@fn1.freenet.edmonton.ab.ca
Message-ID: <4e9heb$5ng@news.sas.ab.ca>
Source record: 86220

Does anyone have the installation documentation for the TRANSKEY board?

I purchased one years ago, and lost the install instructions, and need too
re-install this into an 800XL machine.

--
ANDY DEREGT email: andyder@freenet.edmonton.ab.ca
EDMONTON, ALBERTA, CANADA

446. Re: OSS

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-26 00:00:00 UTC
From: bbingham@haven.ios.com
Message-ID: <4eaj3p$m0g@news.ios.com>
Source record: 86221

Cyrus (cyrus@lagrange.amd.com) wrote:
: Is OSS still in business? I have MAC65 and am interested in
: any later releases, and also a disk-based version that includes
: the DDT tool. Any help here?

: Cyrus

OSS sold to ICD
ICD sold to FTE

Find Mike Hoomahn He's the guy with the rights to M65

447. Re: OSS

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-26 00:00:00 UTC
From: Michael Ellis <michael@anest4.anest.ufl.edu>
Message-ID: <4eaq0j$p24@no-names.nerdc.ufl.edu>
Source record: 86222

Cyrus <cyrus@lagrange.amd.com> wrote:
>Is OSS still in business? I have MAC65 and am interested in
>any later releases, and also a disk-based version that includes
>the DDT tool. Any help here?
>
>Cyrus

My MAC/65 cart supports DDT. Just type DDT into the editor to
invoke it. I must say, however, that I have version 1.1; it's
possible that old versions didn't support integrated DDT.

-Michael Ellis

448. is there an Atari 8-bit FAQ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-26 00:00:00 UTC
From: ebrunne@orion.it.luc.edu
Message-ID: <4e9v9t$al@artemis.it.luc.edu>
Source record: 86223

Would save me from having to ask many questions as I get back into my
atari computer, escpecially w/r/t getting software for it from the net..

Anyone?

Ted B

449. XL/XE version of M.U.L.E.?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-26 00:00:00 UTC
From: ricortes@Garg.Campbell.CA.US
Message-ID: <geNBiD2w165w@Garg.Campbell.CA.US>
Source record: 86224

Will Dwinnell (predictor@delphi.com) wrote:

: .
: I know that M.U.L.E. works on the 800XL- we run it that way all the
time.
: The two special things we do are: 1. press down Option (to get rid
: of BASIC) and 2. keep a joystick key in joystick port 2 (which I can
: only assume has the stick trigger permanently crossed). I will admit
: I have not tried loading without the joystick key, and not having tried
: removing the key once the game has loaded (with it in you are
: obviously limited to 1 human player), but M.U.L.E. does run on the
: 800XL.
: .
: Something which does ocurr to me is that the 800XL had (at least) two
: ROM revisions: B and C. Maybe that makes a difference?
Ziggy writes
;But didn't the ROM versions determine which BASIC the machine had? My
;800XL has revision C, and I get the "invalid ROM at $c000" or whatever
;that message was. I haven't tried booting up the translator,
;though; actually, I don't even *have* a translator because I also
;have an 800 which I use when I have compatibility problems.
Actually, there was an early modified OS ROM/copy device that used the
previously free space from $C000 to $CFFF. Software houses just looked
for
data in this area & assumed you were going to steal their software. Of
course with the advent of the XL OS, none of this stuff would run. The
BASIC, and essentially all other 8k carts <If you want the exceptions, I
only know of two!> use the address space from $A000-$BFFF.

--
ricortes@Garg.Campbell.CA.US (Rick Cortese)
The Land of Garg BBS -- +1 408 378-5108

450. FileSelector and my Home Page

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-26 00:00:00 UTC
From: kendrick@cs.sonoma.edu
Message-ID: <199601260655.WAA17956@zippy.sonoma.edu>
Source record: 86225

FileSelector v.0.4 has been uploaded to UMich. It's currently in the "New"
directory. I'm supposing an older version is still in there (why hasn't
it been moved to the appropriate place!?), so I had to name the latest copy:

filesel.arc.v.0.4 <- the ARC (program, docs and sourcecode)
filesel.readme.v.0.4 <- brief blurb about the program

To sum it up REALLY quickly, it's a menu-based subdirectory navigator for
MyDOS which allows you to read text files (ASCII, Unix, ATASCII; with
page-up), execute binary programs (load stuff), and it supports APE's
PC-Mirror subdirectory system (although it's a little flakey at the moment).

It allows for configuration files in each subdirectory which let you set the
screen colors, set a font for the screen, set filter masks so you only show
certain types of files, set the screen's title, and have the listing sorted!

Joystick or keyboard control. Very compatible. Documented source code
included! Go get it! (Or e-mail me if you have trouble).

I think a copy of v.0.4 is also up at James King's FTP site.
ftp://ftp.xmission.com/users/j/jeking/8bit/

And like I said, it's at UMich:
ftp://atari.archive.umich.edu/atari/8bit/New/

Now for the home page part! My home page has been updated! Some new graphics.
New format (tables! but still Lynx compatible!). More humorous files. And
best of all!

The games, animations, and guestbook are all back online! Whee!

So, go check out my home pages:

My page: http://zippy.sonoma.edu/~kendrick/
New Breed Software's page: http://zippy.sonoma.edu/~kendrick/nbs/

Thanx! All comments always appreciated! (Or just e-mail me if you want to
chat - esp. about Atari! :))

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/~kendrick/

451. Atari Equipment MUST SELL!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-26 00:00:00 UTC
From: starfleet@bbs.freebbs.com
Message-ID: <TCPSMTP.16.1.25.-10.1.4.2713246854.4021@bbs.freebbs.com>
Source record: 86226

ATARI Equipment, MUST SELL!!!

ATARI 400 Computer, 16K, with power supply, manual, and 2 joysticks, TV connector, original cost $599.00, Joysticks $19.95 each, asking $100.00 or best offer.

ATR8000 64K CP/M computer, for use with Atari 8-bit computers or Dumb (IBM computer) terminals. Runs all CP/M 2.2 software, supports up to 4 disk drives, any size, any density, 8 inch, High Denisty 5.25 and 3.5 floppies, any IBM compatible printer, modem port for using any RS232C compatible external modem, includes Auto-Term Disk for Atari computers, CP/M 2.2 Master Diskette, several CP/M disks, ATR8000 Manual, MY-DOS master Disk, CP/M Supplement Manual, modem cable, printer cable, original cost $695.00 for the ATR8000 Basic system, printer cable $39.95, Modem cable $39.95, asking $100.00.

Dual Floppy Disk Drives in case with power supply and cooling fan, connecting cable, for above ATR8000 or any IBM compatible computer. Case can hold 4 half height 5.25 floppies, original cost $895.00, Case alone is worth $89.95 at most supply companies, asking $65.00.

Both ATR8000 and Dual Disk Drives, $135.00

ATARI 1027 Letter Quality Printer, New in Box, with ink rollers, manual, power supply, connecting cables, oil, original cost $399.95. Also have a non-working 1027, can be fixed at any Atari service center, both printers cost new $399.95 each, asking $100.00 for both of them.

ATARI 1050 Disk Drive, works with any Atari 8-bit computer, in very good condition, like new, supports single and dual density modes, includes power supply, original cost $179.95, asking $75.00.

Data-Que Turbo-816 upgrade for Atari 8-bit, XL or XE series computers. Upgrades and replaces the 6502C in the computer with the 16-bit 65C816 CPU, can use Atari OS, or the NEW Turbo-OS included. Speeds up programs as much as 350% faster. The 65C816 processes 4 instructions per clock cycle (Only the new P6, 80686 Intel chip does that, besides this), as compared to the 6502 which processes one instruction per clock cycle. Original cost $249.95. Includes T816 assembler $75.00, Cross Developer for IBM $75.00, sevreal other Turbo 816 specific disks, valued at $25.00 each. Asking $250.00 for the entire package.

ATARI 800XL upgraded to 256K memory, will run most 130XE specific programs, already wired for Turbo-816 installation, just need to re-solder 3 jumpers, and plug in the Turbo-816 kit above. Original cost $189.95 for the 800XL, $79.95 for the Upgrade kit, $65.00 for the 256K DRAMs, asking $125.00.

Supra External 2400 Baud Modem, includes powewr supply, no manual,
Hayes Compatible, requires 850/P:R:/ATR8000, asking $50.00

MUST SELL, will consider any reasonable offers on this equipment.

Send orders to:

STARFLEET SOFTWARE Company
1037 West Leafland Avenue
Decatur, Illinois 62522-1537

Will consider trading for a trak AT-D4 double sided disk drive NEED ONE
BADLY someone has to have one. Will also trade for IDE Hard Drives.
MAKE OFFERS!!

Someone had offered me $100.00 for the ATR8000 and dual drives, but never hea
rd back from them...

452. Re: free to good home:800, 810, 850...

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-26 00:00:00 UTC
From: Brian Morgan <brian.morgan@sdrc.com>
Message-ID: <4e9lap$aav@info1.sdrc.com>
Source record: 86227

If you still have the atari stuff, I would probably be interested.
Do you have a way to pack it up for UPS? Do you still have it?
I'm in Cincinnati, BTW.
Thanks!
Brian Morgan
brian.morgan@sdrc.com

453. SOUND_U.ARC

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-26 00:00:00 UTC
From: tomhunt@bright.net
Message-ID: <4ebg2q$5m3@brutus.bright.net>
Source record: 86228

```
-----BEGIN PGP SIGNED MESSAGE-----

Recently an alert downloader brought to my attention that the sound_u.arc file
from CTH Enterprises was corrupt. I have re-arced the file and it is now
available from both my web page, and the bbs. Sorry for the inconvienance.

-----BEGIN PGP SIGNATURE-----
Version: 2.6.2

iQCVAwUBMQjRZJE8W2AK/tGNAQH4UAQAho4rXPlv62UmMca0uv4jfsBK/hYqce4S
G7QkoQTUqP4GjEwZT0SfTBq2lqK5ObJGCXxv7wxOAgTzUzP30NPLmRcc6gXVFjeT
n3LcSpAyxbna6iMrA12MgpJ+UZE2yJcobVfqgle/EgAC5eA2P0SPKoo5vCElo7zE
pYMABhSvPBM=
=Gm1c
-----END PGP SIGNATURE-----

Tom Hunt, Closer To Home Enterprises. | PGP key available on keyservers, or
Developer of CTH Shareware. | Finger tomhunt@brutus.bright.net
Sysop of The Closer To Home BBS, 419-368-4413, 3-14.4, USR.
Key Fingerprint = 98 43 51 AD AA 85 69 07 42 51 A9 A0 65 4F 21 44
```

454. Re: Need an SIO cable

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-26 00:00:00 UTC
From: Richard Rognlie <rrognlie@vtsu.prc.com>
Message-ID: <31093177.41C67EA6@vtsu.prc.com>
Source record: 86229

Tim Irvin wrote:
>
> Richard Rognlie (rrognlie@vtsu.prc.com) wrote:
> : I recently retrieved my 130XE from my sister's home, only to discover that the
> : SIO cable was missing. Anyone have a spare they can live without?
>
> Does American Techna-Vision still have these? According to my last catalog
> they sent, you can buy an SIO cable for $1.50 or 10 for $10.
>
> Their number is (510) 352-3787.

Yep. I ordered one yesterday. $1.50 each or $10 for 10. $6.50 shipping...

Richard

--
/ __ | Richard Rognlie / Pr. Computer Analyst / PRC Inc. / McLean, VA
__/ \ | E-Mail: rrognlie@vtsu.prc.com rrognlie@qnet.com
/ __/ | Phone: (Office) (703) 556-2458 (Home) (703) 361-4764
__/ | WWW: http://coyote.vtsu.prc.com:8080/~rrognlie

455. ansi to ascii

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-26 00:00:00 UTC
From: halliwee@ts436.dyess.af.mil
Message-ID: <310931FF@syrinx.dyess.af.mil>
Source record: 86230

On 22 Jan 1996 15:11:41, cooley@nevada.edu (DEBORAH COOLEY) said:

> with multiple chat lines, sorta like IRC. well i sometimes download
> and capture stuff, and when i look at it by viewing it with text editor
> or something, i see lotsa ansi codes. Any possible way (besides goin
> thru the whole file and manually deleting each ansi code sequence) that i
> could modify it so it would be readable ascii?

It sounds like what you need is a filter program that reads in a text file,
parses and discards all ANSI sequences, and outputs the result.
Unfortunately, I know of no such program.

Your next best bet is to do a search-and-replace for the most common
ANSI codes, then go through and delete the rest by hand.

Is there any way to run your host in straight ASCII mode?

--
Clay Halliwell | ATARI XL/XE DO + THE
halliwee@ts436.dyess.af.mil | 8 - B I T S --------
e.halliwell@genie.geis.com | /////////// M A T H

456. New internet address

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-26 00:00:00 UTC
From: jharris@cybergate.com
Message-ID: <31094447.5656929@news.cybergate.com>
Source record: 86231

Below is my new internet address. The portal.com account will be closed shortly.

John Harris
jharris@cybergate.com

457. MAE 1.0

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-26 00:00:00 UTC
From: jharris@cybergate.com
Message-ID: <310945a9.6010840@news.cybergate.com>
Source record: 86232

Thank you to everyone who has been patiently waiting for the MAE assembler 1.0 release. Things are getting very close to being ready, and I think the results will be well worth the wait. The project really snowballed as I kept wanting to improve "just-one-more-thing", and now after some really major changes, it's almost finished. Special thanks to Glenn Saunders and Kent DeGroff, who sent Shareware donations even though I hadn't officially asked for them. This was largely responsible for providing the motivation for all the extra work. Special thanks also to Itay Chamiel who provided me with high-speed 64 column and 80 column text drivers.

Here's a partial list of what has been done recently:

New memory configuration which uses up to three banks of extended RAM, doubles the symbol table size, ups the source buffer to almost 40K, and reduces MAE's main memory usage to only $B700-$BBFF. The region from $4000-$7FFF in main memory is now completely free, and you can assemble object code into memory there, or whatever else you might want.

MAE comes with 64 and 80 column software drivers that work on a Gr.8 screen. Both drivers are _far_ quicker than working with the XEP80, and if your banked RAM supports ANTIC banking, it won't reduce the size of your source text buffer at all! (But will use $5600-$7FFF of the above mentioned free memory area). The 64 column mode in particular is very nice looking on a monochrome or split-video monitor.

The native 40 column mode, and also the 64 column handler, both support horizontal scrolling out to 80 column line widths.

Completed 24-bit support, 65816 opcodes, and 16-bit operands in the debugger.

Everything is faster. Assembly speed is up to twice as fast, the editor is faster, and the debugger is significantly faster in some operations.

Storage requirements for local labels have been reduced, which saved an additional 25% on the symbol table size in some of my source files. This will make it easier to assemble larger source files without reconfiguring memory.

Macro processing has been completely rewritten, and is much more flexible. It now passes parameters as full ASCII strings, which makes a huge improvement over what you can do with macros.

After marking a block in the editor, you can press Ctrl-; to comment or uncomment the lines. (It adds or removes ";" characters at the start of each line).

The editor can move labels up or down to adjacent lines, or move lines up and down relative to surrounding lines.

Many more new features and bug fixes. I'm really happy with the way it turned out.

John Harris
jharris@cybergate.com

458. Re: Search for Touch Tablet / Koala Pad

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-26 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1996Jan26.160301.25338@wariat.UUCP>
Source record: 86233

(R. Cortese talks about modifying a TRS joystick to work with the A8.)
And he also talked about the original topic was about the Koala touch
tablet. Anyways, confused as usual, There ain't no capacitors or
resistors in a A8 joystick. A A8 joystick is just a bunch of contacts
to four wires and a ground. A digital joystick entirely. Now the
paddle controller I never took apart. Looking for further clarification
to my muddied mind, not countering what Rick is saying.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

459. ANALOG & Antic Buy, Sell, Trade

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-26 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1996Jan26.160653.25338@wariat.UUCP>
Source record: 86234

I'm looking for ANALOG issues 1,3,4,5 and 'Compendium' and
'8-bit Extra'. If anyone would be interested in selling one,
some, or all of these, I'd like to buy them or trade for
magazines in next two paragraphs. I'll offer $3 each for the
magazines and $5 for the extras. I'll add $1 each for shipping
handling. I would like to pre-pay the shipping and COD or
post-pay the rest.
I have 60 extra ANALOGs from #18 (4/84) to the last issue
#79 (12/89) in various condition from fair to excellent (all
completely readable and have very few marks (no highlighting)
covers apart on some.) Don't have extra #59.
I have 66 extra Antics from 8/84 (Vol. 3 #4) to 7/89 (Vol. 8
#3) in good to excellent condition (missing 8/85, but also
have 2&4/84 and 9/89, 10-11/89, 2-3/90, 4-5/90, 12/90 (STart)
& 1/91 STart.) I'd like to hear from people that would like to
buy or trade for my extra ANALOGs and Antics. A little
history:
ANALOG published their first issue 1-2/81 (#1) and their
last issue was 12/89 (#79). They were supposed to be
bi-monthly at first (it took 32 months to publish the first
12 issues), then they went monthly pretty regularly until
10/88 when there was a six month gap when LFP bought them.
Antic started 4/82 (Vol. 1 No. 1) and was bi-monthly for
the first year, until Vol. 2 No. 1 (4/83), when they went
monthly. Antic published monthly pretty regularly until 9/89
and went bi-monthly from 10-11/89 to 6-7/90 (Vol. 9 #2, last
issue of separate Antic.) Antic was then put as a department
in STart for four months and then STart published their last
two combined ST and 8-bit magazines 2-3/91 and 4-5/91, which
was the last issue of both Antic and STart. There were about
94 Antics, including the Antic section of STarts.

--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

460. Re: Atari 800/XF551 hardware probs

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-26 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <4ebgi3$sdi@blackice.winternet.com>
Source record: 86235

> Jay Eckert <jay_eckert@intersolv.com> writes:
> Rich Mier wrote:
(SNIP)
> Can't seem to get the computer itself working. I took everything apart
> and reseated it all and I still get the black screen of death. What a
> shame. I wonder if its all over for the little guy. In dog years he's
> probably about 98 years old.
>
> Jay
>
>
>>>>
The only other thing I can think of is the power supply. Inside
it has a Fuse that blows quite easily. You have to litterly break the case
open to get at it. BTW, the power supply for the XF551 is the same output.

Come on people, speak up. I'm drawing a blank on this 800.
Give the guy some input.

Rich Mier

461. Re: OSS

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-26 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <4ebgoh$sdi@blackice.winternet.com>
Source record: 86236

> bbingham@haven.ios.com (Bingham) writes:
> Cyrus (cyrus@lagrange.amd.com) wrote:
> : Is OSS still in business? I have MAC65 and am interested in
> : any later releases, and also a disk-based version that includes
> : the DDT tool. Any help here?
>
> : Cyrus
>
> OSS sold to ICD
> ICD sold to FTE
>
> Find Mike Hoomahn He's the guy with the rights to M65
>
>
>>>>
Try EMail, ftooned@delphi.com

Rich Mier

462. Re: Dual drives

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-26 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <4ebgtu$sdi@blackice.winternet.com>
Source record: 86237

> halliwee@ts436.dyess.af.mil (Halliwell E Sra 436TS/TAC) writes:
>
> Does anyone know if CSS' XF551 Dual Drive upgrade will
> work with combination 3.5/5.25 mechs? There's a single
> card-edge connector on the back of these things, with a
> short ribbon cable connecting the top and bottom
> controller boards.
>
> --
> Clay Halliwell | ATARI XL/XE DO + THE
> halliwee@ts436.dyess.af.mil | 8 - B I T S --------
> e.halliwell@genie.geis.com | /////////// M A T H
>
>>>>
Yep, I've got one working. 5 1/4 is drive 1 and
the 3.5 is drive 2. The only problem I've run into is overheating
if I put the top of the case on. Also need a fan on it if I use
it to BackUp my Hard Drive.

Rich Mier

463. Re: Which is the better buy 800XL or 65XE?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-26 00:00:00 UTC
From: Marek Wojciechowski 19-93 Bp4 <mw@altis>
Message-ID: <Pine.SOL.3.91.960126121837.11806B-100000@altis>
Source record: 86238

```
On 23 Jan 1996, Michael Ellis wrote:

> .........
> On the downside, the built-in BASIC on many 800XLs is Rev. B which is
> buggy when SAVEing files. But then, if you're programming in BASIC on
> a 2MHz machine, you're a sadist anyway ;-).
---------------------------^

I'd say masohist :)

Marek Wojciechowski

------------------------------------------------- mw@altis.chem.pg.gda.pl ---
```

464. Re: Which is the better buy 800XL or 65XE?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-26 00:00:00 UTC
From: jseaver@bigwpi.WPI.EDU
Message-ID: <4eajuu$cco@bigboote.WPI.EDU>
Source record: 86239

In article <4e7fc8$s9p@news.cnetech.com>,
codepoet <codepoet@cnetech.com> wrote:
>
>A better idea would be a real C compiler for the Atari that is shareware.
>I played with Deep Blue and Ace and the other C compilers for the Arari,
>and found in each and all cases that the XE or XL cart in FAST mode was
>faster. Sad that a machine as great as the Atari never got a good
>compiler. I would go as far as saying that that was the Primary reason
>Atari stoped where it is now. With a good C compiler, (or pascal) the
>programer junkies like myself could have written demanding applications,
>forceing the advent of faster chips... perhaps user instaled CPU upgrades.
>High-speed 6502's do exist now, of coarse, but its a little late.

Yikes! What a scary thing to write; to me, it's always been the
advent of C that went a long way toward making computers Just No Fun Anymore.
I mean, it cranks out bloated, sluggish code that necessitates buying a
higher speed machine -- that's always a feature I wouldn't want my software
to have.

Besides, who needs C when you've got Action!?

--
Jason Seaver: jseaver@wpi.wpi.edu |"Is this a good thing, Bull?"
WPI Student and fan of Atari, |"No, Axl, it's a continuous employment
Taz-Mania and SeaQuest 2032. | thing - and that's better than good!"
Boy, can I pick 'em or what? | -Taz-Mania, "Taz Babies"

465. Re: XL/XE version of M.U.L.E.?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-26 00:00:00 UTC
From: Michael Ellis <michael@anest4.anest.ufl.edu>
Message-ID: <4eapg3$p24@no-names.nerdc.ufl.edu>
Source record: 86240

Will Dwinnell <predictor@delphi.com> wrote:

>Something which does ocurr to me is that the 800XL had (at least) two
>ROM revisions: B and C. Maybe that makes a difference?

The XL series used a modified 1200XL OS (they added support for built-in BASIC and the PARALLEL BUS) but it didn't change during the life of the 800XL. The BASIC, however, did. Rev. B of built-in BASIC would add 16 bytes to files every time you SAVEd a program. Rev. C fixed this.

-Michael Ellis

466. Re: Need an SIO cable

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-26 00:00:00 UTC
From: irvi2187@sundance.sjsu.edu
Message-ID: <4eat6q$o55@nuke.csu.net>
Source record: 86241

Richard Rognlie (rrognlie@vtsu.prc.com) wrote:
: I recently retrieved my 130XE from my sister's home, only to discover that the
: SIO cable was missing. Anyone have a spare they can live without?

Does American Techna-Vision still have these? According to my last catalog
they sent, you can buy an SIO cable for $1.50 or 10 for $10.

Their number is (510) 352-3787.

--
Tim Irvin, irvi2187@sundance.sjsu.edu--CS Grad Student, San Jose State Univ.
Geek, Husband, System Administrator, Softball Maniac, Numismatist, et cetera
"The net.persona formerly known as ziggy29"
New & Improved for '96 ==> http://www.mathcs.sjsu.edu/student/irvi2187/

467. Re: Which is the better buy 800XL or 65XE?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-26 00:00:00 UTC
From: irvi2187@sundance.sjsu.edu
Message-ID: <4eat2r$o55@nuke.csu.net>
Source record: 86242

Jason John Seaver (jseaver@bigwpi.WPI.EDU) wrote:

: Yikes! What a scary thing to write; to me, it's always been the
: advent of C that went a long way toward making computers Just No Fun Anymore.
: I mean, it cranks out bloated, sluggish code that necessitates buying a
: higher speed machine -- that's always a feature I wouldn't want my software
: to have.

I've been saying this for a long time.

As hard drives and memory get cheaper and cheaper, programming skill and artistry decline. As long as the answer to a software dilemma remains "throw more memory/disk space at it," there will be no attempts by the programmer to make the code more efficient and take less space. Faster processors make inefficient code less noticeable (if at all) for most applications; larger hard drives make it possible for what used to be a 2 MB application to require 10 MB with only slightly more functionality.

That was one of the beauties of the systems of yesterday--while the limited or nonexistent upgradability of them was a solid barrier, it was also a challenge to the programmer. How can I get all of this to fit on one disk? How can I make it all run in 48K? And how can I optimize the code to make a slower processor happy?

You can *not* tell me that a game requiring 4 MB of RAM and 9 MB of hard drive space is 100 times better than the old Atari game which uses 1% of those resources. Why not? Because the Atari programmers knew they had hardware limits, and they performed near-miracles in order to make the software work. In other words, they tweaked the software to run under the hardware, not vice versa.

When the answer to *everything* is "get a 32MB Pentium and the problem will go away," then the art and science of programming becomes just drone work. True wizardry is, IMO, squeezing the absolute max out of available resources--and trying innovative techniques to work within those resource limits before quickly giving up and saying "it needs a 32MB Pentium to run."

Throwing more hardware at a problem, for anything except as a truly last resort, is (IMO) a lazy cop-out.

--
Tim Irvin, irvi2187@sundance.sjsu.edu--CS Grad Student, San Jose State Univ.
Geek, Husband, System Administrator, Softball Maniac, Numismatist, et cetera
"The net.persona formerly known as ziggy29"
New & Improved for '96 ==> http://www.mathcs.sjsu.edu/student/irvi2187/

468. Re: Atari 800/XF551 hardw

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-26 00:00:00 UTC
From: DAG.HUGDAHL@f47.n282.z1.fidonet.org
Message-ID: <96e_9601270106@flight.org>
Source record: 86243

Quoting From: rbmier@winternet.com (Rich Mier)

>> jay_eckert <jay_eckert@intersolv.com> writes:

>>
>> Second, there's something funky going on w/ the power connection to the
>> disk drive. The disk drive will not go on unless I jiggle the power
>> cable in the drive's jack. Sometimes I can get the drive to spin for the
>> requisite couple of seconds, sometimes it only blinks.
>
> Well, this is the classic problem on the XF551's. Next to go will
>be the SIO connectors (Intermittant). The problem lies in the way the PC
>board is made, only Single Sided and NOT plated through holes. Wiggle or
>bump the connectors and the solder breaks the foils. It is repairable, just
>need someone that is handy with a screwdrive (to take it apart) and a
>soldering iron. If you do take it apart to fix the power connector, replace
>the
>eyelets that hold the SIO connectors to the PCA with small screws and nuts.
>4-40 screws about 3/8" long if I remember correctly.

Rich knows what he is talking about. He fixed my XF551! :)

-Dag-
dag.hugdahl@flight.org

---
* PabQwk 2.0 #23 * Doom II? Ha! Try a game of Star Raiders!
--------------------------- -//- ---------------------------
Internet: DAG.HUGDAHL@f47.n282.z1.fidonet.org
| FlightLine data.612.544.5118 <> note: the views of this |
| Aviation & FlightSim Resource <> user are strictly his own. |
--------------------------- -//- ---------------------------

469. Re: OSS

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-26 00:00:00 UTC
From: DAG.HUGDAHL@f47.n282.z1.fidonet.org
Message-ID: <96f_9601270106@flight.org>
Source record: 86244

Quoting From: bbingham@haven.ios.com (Bingham)

B >Cyrus (cyrus@lagrange.amd.com) wrote:
B >: Is OSS still in business? I have MAC65 and am interested in
B >: any later releases, and also a disk-based version that includes
B >: the DDT tool. Any help here?
B >
B >: Cyrus
B >
B >OSS sold to ICD
B >ICD sold to FTE
B >
B >Find Mike Hoomahn He's the guy with the rights to M65

Here is one email address to try:

ftooned@delphi.com

-Dag-
dag.hugdahl@flight.org

---
* PabQwk 2.0 #23 * On a clear disk you can seek forever
---------------------------- -//- ----------------------------
Internet: DAG.HUGDAHL@f47.n282.z1.fidonet.org
| FlightLine data.612.544.5118 <> note: the views of this |
| Aviation & FlightSim Resource <> user are strictly his own. |
---------------------------- -//- ----------------------------

470. Re: Atari 800/XF551 hardware probs

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-26 00:00:00 UTC
From: Jay Eckert <jay_eckert@intersolv.com>
Message-ID: <3108E059.67CB@intersolv.com>
Source record: 86245

Rich Mier wrote:
>
> > jay_eckert <jay_eckert@intersolv.com> writes:
> > I've finally decided to break out my Atari 800 and XF551 disk drive
> > after six years of gathering dust. I've got two hardware problems.
> >
> > First, when I turn on the 800 w/ or w/out a cartridge, I get a black
> > screen on the TV. I think I used to know what it might mean, but now
> > I've got no idea.
>
> Humm, have you tried reseating the PCA boards on to the
> Main board? Could be just poor conections having been setting around for
> so long.
>
> >
> > Second, there's something funky going on w/ the power connection to the
> > disk drive. The disk drive will not go on unless I jiggle the power
> > cable in the drive's jack. Sometimes I can get the drive to spin for the
> > requisite couple of seconds, sometimes it only blinks.
>
> Well, this is the classic problem on the XF551's. Next to go will
> be the SIO connectors (Intermittant). The problem lies in the way the PC
> board is made, only Single Sided and NOT plated through holes. Wiggle or
> bump the connectors and the solder breaks the foils. It is repairable, just
> need someone that is handy with a screwdrive (to take it apart) and a
> soldering iron. If you do take it apart to fix the power connector, replace the
> eyelets that hold the SIO connectors to the PCA with small screws and nuts.
> 4-40 screws about 3/8" long if I remember correctly.
>
> Rich Mier

Can't seem to get the computer itself working. I took everything apart
and reseated it all and I still get the black screen of death. What a
shame. I wonder if its all over for the little guy. In dog years he's
probably about 98 years old.

Jay

471. Pepper's 3rd Cartridge Auction

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-26 00:00:00 UTC
From: pepper@freenet.edmonton.ab.ca
Message-ID: <Pine.A32.3.91.960125142923.53740D-100000@fn1.freenet.edmonton.ab.ca>
Source record: 86246

```
MINIMUM BID IS $2 unless stated otherwise and Increaseaments
OF $1 thereafter. Payments is done in US Funds (cheques or money orders).
All Payments must be received within 10 days following the auction
Shipping is $2.00 on the 1st cart and (.50 each on 2, 3, & 4 carts)
Updates will be done by E-Mail .......Other Rules follows the auction.

Codes:
SW -- Shrink Wrapped (Never opened)
C -- Cart
I -- Instructions
B -- Box
O -- Overlays
================================================================================
ATARI 2600 (98) Nintendo system Japanese ( 2)
ATARI 5200 ( 8) HANDHELDS ( 5)
ATARI 7800 ( 2) VIC-20 CARTS (16)
COLECOVISION (21) VIC-20 CASSETTES (10)
C64 CARTS ( 2) ATARI 400/800 Disks,Carts(38)
INTELLIVISION (36) ATARI 400/800 cassettes (14)
LEISURE VISION System ( 1) DRAGON (COCO) cassettes ( 5)
LEISURE VISION (Emerson Arcadia) ( 5) PONG tournament 2000 ( 1)
################################################################################
ATARI 2600
################################################################################

Laser Volley (Taiwan) ER C +2.00 Slapdash
Ocean City Defender (Taiwan) ER C +2.00 Slapdash
Q*Bert CX26150 ER C
Chopper Command --French Canadian Ed.-- C +3.00 btorme
Cosmic Ark --5 Languages-- C +3.00 btorme
Decathlon --French Canadian Ed.-- C +3.00 dano
Enduro --5 Languages-- ?? C +3.00 dano
Kaboom! --5 Languages-- ?? C +3.00 btorme
Kaboom! --French Canadian Ed.-- C +3.00 dano
Keystone Kapers --5 languages-- ?? C +3.00 dano
Pitfall --5 languages-- ?? C +3.00 dano
Riddle of the Sphinx ?? C +3.00 dano
^- 5 languages -^
Air Raiders (M-Network) R C
California Games R C
Chuck Norris/Artillery Duel R C +5.00 metallik
^- Ripped Label -^ Xonox cart
Crackpots R C +2.00 ByGosh!
Dolphin R C
Donkey Kong Jr. R C
```

Frostbite "small mark on label" R C +2.00 ghunter
Gyruss "NT" written on cart R C +5.00 metallik
Midnight Magic R C
Millipede R C
Oink R C +3.00 ByGosh!
Othello R C
Plaque Attack R C +3.00 ByGosh!
Pressure Cooker R C +2.00 ghunter
Robot Tank R C
Seaquest R C
Sky Jinks R C +2.00 stu_dmdutrow
Sorcerer's Apprentice R C +5.00 metallik
Spider-Man R C
Stampede R C
Summer Games R C
Taz R C +2.00 ByGosh!
Venture - CX26145 - R C
Winter Games R C
Wizard Of Wor R C
Amidar U C
Atlantis --picture cart-- U C
Boxing U C
Bridge (sticker on Label) U C
Bugs scratched U C
Carnival (coleco) U C
Chopper Command U C
Commando (sticker on box) U CB
Cosmic Ark --picture cart-- U C
Crossbow --cart is marked-- U C
Demons to Diamonds "NT" on cart U C
Dig Dug U C
Donkey Kong (CX26143) U C
Freeway U C
Frogs and Flies U C
Grand Prix U C
Ice Hockey U C
Infiltrate (brown Label) U C
^- end label missing -^
Jungle Hunt U C
Kaboom! U C
Kangaroo U C
Keystone Kapers U CI
Kung-Fu Master U C +2.00 ByGosh!
Lost Luggage green label U C +3.00 ghunter
Maze Craze U C
Megamania U C
Moon Patrol U C
Mouse Trap (coleco) U C
Outlaw U C
River Raid U C

Skiing U C
Sky Diver U C
Solar Fox U C
Solaris U CI
Space Cavern (apollo) U C +2.00 ghunter
Space War U C
Spider Fighter U C
Spike's Peak/Ghost Manor -Xonox- U C
StarMaster U C
Towering Inferno U C
Tron Deadly Discs -white label- U C
Turmoil U C
Tutankham U C
Video Chess U C
Video Pinball U C
Warlords U C
Zaxxon U C
Adventure --text-- C C
Centipede C C
Demon Attack --text label-- C C
Desert Falcon C C
Journey Escape C C
Laser Blast C C
MS. Pac-Man CIB C +2.00 DWI
Pitfall C C
Q*Bert C C
Space Jockey C C
Star Wars The Empire strikes Back C
Super Challenge Baseball C C
Tennis C C
Venture (coleco) C C

##
ATARI 5200 - Untested -
##
Berzerk ?? C
Centipede ?? C
Galaxian ?? C
Jungle Hunt ?? C
Pac-Man ?? C
Space Invaders ?? C
Star Raiders ?? C
Super Breakout ?? C

##
ATARI 7800
##
Ms. Pac-Man (rough shape) ?? C
Pole Position II ?? C

##
COLECOVISION
##
Buck Rogers Planet Of Zoom R C +2.00 ByGosh!
Defender R C
River Raid R C +2.00 scottdec
Super Cobra small tear on label R C +6.00 scottdec
Ken Ustom Blackjack/Poker U C
Omega Race U C
Pepper II U C +2.00 DWI
Time Pilot U C
Cabbage Patch Kids A.I.T.P. C C +2.00 DWI
Carnival C C
Cosmic Avenger C C
Donkey Kong Jr. C C
Lady Bug C C
Popeye "W" marked on cart C C
Q*Bert C C +2.00 DWI
Rocky Super Action Boxing C C
Smurf Rescue in Gargamels Castle C C +2.00 DWI
Space Panic C C
Venture C C
Zaxxon C C

Adam computer with 2 data cassette drive (Untested), comes with donkey
kong cartrige, 1 controller, Printer, Manual, Smartbasic.
(This system requires the Coleco Vision system) I've tested the Keyboard
and printer. Shipping on this package is ($16-$24)

Adam Computer +5.00 scottdec

##
COMMODORE 64
##
Clowns (Cart) ?? C
Kids on Keys (Cart) ?? C

##
INTELLIVISION
##
Championship Tennis ER C +2.00 ByGosh!
Chip Shot Super Pro Golf ER C +2.00 scottdec
Commando ER C +5.00 MikeEtler
Mind Strike ER C +2.00 leibache
Mr Basic Meets Bits & Bytes ER CB +2.00 ByGosh!
Scooby Doo's Maze Chase ER SW +2.00 ByGosh!
Super Pro Football ER CBI +2.00 ByGosh!
Swords & Serpents ER C +2.00 ByGosh!
^- 5 languages -^ Ripped label
World Cup Soccer ER C +2.00 ByGosh!
Chess --white label-- R C +3.00 btorme
Dreadnaught Factor R CBIO +6.00 btorme

Math Fun R CBIO
Vectron --White label-- R C
Word Fun R CBIO
Burgertime with 1 overlay U CBIO
Demon Attack --5 languages-- U C +3.00 btorme
Dragonfire --Picture-- U C
Dungeons & Dragons Treasure O.T. U SW
Microsurgeon --Picture-- U C
Mission X U CBIO
Carnival C CBI
Football --white label-- C CBIO
Golf --white label-- 1980 C C
Sea Battle --white label-- C CBIO
Utopia --white label-- C CBIO

Intellivoice Package Deal (2 games and Voice Synthesis/pkg deal)
~~~~~~
B-17 Bomber U C \ +2.00 ByGosh!
Space Spartans U C /
Voice Synthesis Module U C /

Intellivision Package (6 games/pkg deal)
Box and Instructions are in French
~~~~~~~~~~~~~~~~~~~

2. Family Game -- 2 built in controllers (no games) +3.00 ByGosh!
-- No power supply -- Sold As Is --
-- Couldn't get working -- Good for parts --

##
Handheld - LCD handheld
##
Pac-Man (takes 2 AA batteries) +2.00 ByGosh!
Electronic Quarterback (Coleco) battery cover missing
Mattel Electronics Hockey "78" Battery cover missing
Mattel Electronics Football I
Star Wars Return of the Jedi by Micro Games of America +2.00 ByGosh!

##
Vic - 20 - Not Tested -
##
Avenger (Cart) ?? C
Clowns (Cart) ?? C
Cosmic Cruncher (Cart) ?? C
Garden Wars (Cart) ?? C +2.00 Slapdash
Gorf (Cart) ?? C
Home babysitter (Cart) ?? C
Jupiter Lander (Cart) ?? C
Omega Race (Cart) ?? C
Personal Finance (Cart) ?? C +2.00 Slapdash
Radar Ratrace (Cart) ?? C
Raid On Fort Knox (Cart) ?? C
Sargon II Chess (Cart) ?? C
Sea Wolf (Cart) ?? C
The Count (Cart) ?? C
The Sky is Falling (Cart) ?? C
Visible Solar System (Cart) ?? C

One Bid Package Deal (below)

Arcadia (Cassette) ?? with case \
Catcha Snatcha (Cassette) ?? with case \
Frantic (Cassette) ?? with case /
Neutron Zapper (Cassette) ?? with case /
Wacky Waiters (Cassette) ?? with case /

One bid Package Deal (below

3D Maze (Cassette) ?? \
City Bomber Minefield (Cassette) ?? \
New York Blitz (Cassette) ?? /
Vegas Jackpot (Cassette) ?? /
Vic Planets (Cassette) ?? /

==========
Atari 400/600XL/800/800XL/1200XL/1400XL Disks, Carts - Untested -
(Mainly for 400/800 computers)
==========

Donkey Kong Cart only +4.00 rpinnega
Galaxian Cart only +2.00 scottdec
Pole Position Cart only +4.00 rpinnega
---- Disks below ----

Bill Budge (disk only) 48K
Bishop's Square/Maxwell's Demon (complete)48K
Bug Off (complete)
Caverns of Mars (complete) 16K
Chicken (shrinkwrapped) 16K
Cohen's Towers (complete)
Compu-Math Decimals (complete) 48K
Dsembler (complete) 24K
Gorf (complete) 24K
Graphic Generator (complete) 32K
Graphics Machine (complete) 48K
Home Filing Manager (shrinkwrapped)
Jeepers Creepers (complete) 32K
Juno First (complete) 32K
Jump Man (disk only)
Kid Grid (shrinkwrapped) 16K
Page Flipping (complete) 32K
Phoenix Lair (complete) 48K
Player Missile Graphics (complete) 24K
Programmable Sound Generator (Chip with instructions)
^- Note this is not a disk -^

Rainbow Walker (disk only)
Rebel Chare at Chickamauga (shrinkwrapped) 48K
Rescue at Rigel (Epyx) (complete) 32K
Shape N Color (complete)
Simon Sez (complete)
Sneakers (complete) 48K
Space Eggs (complete) 48K
Space Games (shrinkwrapped) 32K
Star Fleet I (shrinkwrapped) 48K
Supersort (complete) 24K
Tax Dodge (complete) 32K
Teletari (shrinkwrapped) 32K
The Memory Map Tutorial (complete) 32K
Threshold (complete) 40K
Track Attack (complete) 32K
==========
Atari 400/800 Cassettes - Untested - Minimum bid $1 on all Items below
==========

An Invitation to Programming (complete) 8K
Anti-Sub Patrol (complete)
Arena 3000 (complete)
Black 'Em (complete)
Black Jack Tutor (complete)

Bug Off (shrinkwrapped)
Bumper Ball (complete) 16K
Compu-Math Decimals (shrinkwrapped) 32K
Intruder (complete) 16K
Juggles' House (complete) 16K
Juggles' Rainbow (shrinkwrapped) 16K
Mailing List (shrinkwrapped) 24K
Salmon Run (complete) 16K
States & Capitals (complete) 16K

==========
Unknown all from (Dragon Data Limited) - Untested - PACKAGE
==========
Dragon Mountain (Cassette with Instructions) \
Madness & Minotaur (Cassette with Instructions) \
Mansion of Doom (Cassette with Instructions) \
Quest (Cassette with Instructions) /
Stalag/Eno (Cassette with Instructions) /
(Now believed these Dragon Tapes are for the CoCo system)

==========
Pong system Unisonic Tournament 2000
==========
The system works. The Gun cord is missing a Pin in the wirer and the Left
controler works and the Right controlers has a cut wirer.
Other then that the system works great. Shipping on this one ($6 - $12)

Box and instruction included

==========
Apple II Disks - Untested -
==========
Compu-Spell SW +1.00 min
The Snapper (Disk and instructions) +1.00 min
==========

Rules!!

Auction Ends Feb. 7/96
After Auction end date a once, twice, Sold Format will occur
(to ensure fairness to all bidders)
There will be no guarantee, No warranty and no refunds on anything
pruchased from this auction. Most of the cartriges have been tested and
do work the same goes for many of the systems. However, cartriges for
systems which I do not own cannot be tested and neither can systems which
have no cables. If you are curious about the condition of a label or
whether a cartrige or system has been tested, please ask.
I reserve the right to refuse bids or withdraw items from the auction.
TRADES: Send me your trade list Or ask me my Want lists.

Send E-Mail's to pepper@freenet.edmonton.ab.ca

thanks

472. Dual drives

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-26 00:00:00 UTC
From: halliwee@ts436.dyess.af.mil
Message-ID: <31092E0F@syrinx.dyess.af.mil>
Source record: 86247

Does anyone know if CSS' XF551 Dual Drive upgrade will work with combination 3.5/5.25 mechs? There's a single card-edge connector on the back of these things, with a short ribbon cable connecting the top and bottom controller boards.

--
Clay Halliwell | ATARI XL/XE DO + THE
halliwee@ts436.dyess.af.mil | 8 - B I T S --------
e.halliwell@genie.geis.com | /////////// M A T H

473. Search for Touch Tablet / Koala Pad

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-26 00:00:00 UTC
From: ricortes@Garg.Campbell.CA.US
Message-ID: <7BNBiD1w165w@Garg.Campbell.CA.US>
Source record: 86248

```
:Peter Schmitz (peter.schmitz@tronic.de) writes:
: Hello, fellow-8-bitters!
:
: My good old Atari is still searching for a Touch Tablet or Koala Pad.
;This gives me a interesting idea, assuming these work by simple
; 2 plane resistance, would it not be possible to wire one upto the
; gameport of a PC and with the appripriate driver (which I could write)
; use it as a 'touch' mouse?

;Sounds neat to me! :) Ive always wanted one of those $90 touchpads.

;Steve
etcetera

Just some loose thoughts on the topic. In the late 80's there was an
article in ANALOG, by Les Brilliant I think, on modifying a Radio Shack
joystick to work with an Atari. I ended up building one so I learned just
a
little about the things. The Coco & Atari both use a resistor/capacitor
to
generate Joystick/Paddle input. It's a pretty simple scheme really, just
something like (but not exactly for nit pickers):

digital input fixed VR
POKEY<=--:------:---/\/\/--/\/\/\/
___ :/ ---- :
:\ ---- ------+5V
: :
ground------------------
The way it functions is the transistor is used to discharge the capacitor
&
the amount of time it takes for the input to reach a logic 1 is
determined.
To modify the Radio Shack JS, all that was needed was to add some extra
capacitance to the input. I haven't looked at my IBM Technical notes
lately, but I'm under the impression that they use a similar scheme.
*BUT* the Koala Pad is a little more then just a resistance pad, there's
some electronics in mine anyway. I think you guys are right about the pad
being useful on an IBM. The most glaring example of a game where a touch
pad would help is Lemmings. I still use my pad over a scanner on my clone
for art work. If you recall, they came with a little plastic overlay so
you could place a picture on the pad, the plastic over the picture, then
trace the outline of the picture to Koala format. I just seem to like
this
better then scanners since I usually have to use more effort to remove
```

the
stuff I don't want from a scan then to trace the stuff I want from a
Koala
Pad. Anyway, if you do get serious about it & need some info, let me know
&
I'll see what I can find.

--
ricortes@Garg.Campbell.CA.US (Rick Cortese)
The Land of Garg BBS -- +1 408 378-5108

474. Antic & Analog magazines

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-26 00:00:00 UTC
From: bx752@torfree.net
Message-ID: <DLrKy4.FAM.0.sheppard@torfree.net>
Source record: 86249

Antic and Analog magazines: circa 1985 - 1988

I bought these originally, way back when. My 800XL is long gone, so if anyone has a soft spot for these, I want to sell them. I don't know if they are rare (or valued), but if you are interested in nostalgia please send a reply with an offer.
Thanks
--

475. side pro jnr card

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-26 00:00:00 UTC
From: Masstorage@closer2.brisnet.org.au
Message-ID: <f6f_9601261015@softtech.brisnet.org.au>
Source record: 86250

Hi. i have managed to get my side pro jnr card working ok. I use it for all my comms work. I just had to set the auto detect processor off.

476. Re: is there an Atari 8-bit FAQ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-27 00:00:00 UTC
From: bmarcum@iglou2.iglou.com
Message-ID: <DLtL1w.H6o@iglou.com>
Source record: 86251

In article <4e9v9t$al@artemis.it.luc.edu>,
Edward A. Brunner <ebrunne@orion.it.luc.edu> wrote:
>
>Would save me from having to ask many questions as I get back into my
>atari computer, escpecially w/r/t getting software for it from the net..
>
http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/

--
Bill Marcum bmarcum@iglou.com
"THIS SUBJECT IS SO STIPID!!!!!:(" --[name_withheld]@aol.com

477. Atari 2600/5200/7800/Lynx and Atari 8-Bit Catalog

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-27 00:00:00 UTC
From: ice@skypoint.com
Message-ID: <4ecg7f$341@stratus.skypoint.net>
Source record: 86252

```
**************************************************************************
* Have you ever thought there was no place on earth to get stuff *
* for your 2600/5200/7800/Lynx and Atari 8-Bit computers? *
* *
* Well look no further! *
* *
* To receive a FREE catalog of all Atari 8-bit and game machine products, *
* email your full name and postal mailing address to: ice@skypoint.com *
**************************************************************************
```

478. WANTED: Dealers for SwapMeet: Pacific NorthWest!

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-27 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <4ecu85$41v@kelly.teleport.com>
Source record: 86253
Cross-posted to: alt.forsale,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.mac.wanted,comp.sys.tandy,comp.sys.ti,or.forsale

The next SwapMeet is Monday, February 5th, 1996.

WANTED: Dealers to sell at Upcoming Swap Meets. Dealerships sought fall into such Categories as Computer Dealers, all kinds. All kinds of Computer HardWare, SoftWare, Peripherals & Accessories for ALL Computer Makes and Types.

Also Sought are Dealers in Video Gaming Equipment, such as Video Game Consoles, Cartidges, Video Game CD Players and Video Game CDs. ALL Video Game Makes and Types. ALL Video Game Consoles, Cartridges, CDs, Peripherals & Accessories.

At Februarys SwapMeet do we have a SweetHeart of a deal for you! A Hewlett Packard Deskjet Printer offered as a Door Prize! Any one can win, just show up for the drawing!

Recruiting New Dealers with Membership for Dealer Value. You could setup at a full year of swapmeets, 12 Monthly swapmeets at $10 a Meet, for $120 a year, or join our group and setup ***FREE*** for a year for ONLY $50! Greater than a 50% Savings!

Also Wanted are Dealers in ALL Types of Electronics.

WANTED are Dealers in Ham Radio, CB Radio, Music CDs and other Recorded Music. Stereo Equipment also Wanted.

Also Wanted are VCR's, Video Tapes, TVs and Satelite Gear.

This is an ALL Computers, Game Machine and Electronics Swap Meet!!

Small Businesses, and Dealers Welcome and Wanted!!

NO ADMISSION CHARGE!!! PLENTY OF FREE PARKING!!! NO ADMISSION CHARGE!!!

TABLES $10! TABLES, FIRST COME, FIRST SERVE!

Swap Meet Location in Portland, Oregon. USA. At 1819 N.W. Everett St. at the NorthWest Service Center On the First Monday of each Month.

To find out about more about the Swap Meet call our 24 Hour Recorded info line at (503)650-7196 or for Live info, call from 3 PM - Midnight, Monday - Thursday, Friday 3 PM - 6 PM. Please call, especially dealers at: (503)256-9974 (VOICE/VOICE MESSAGING), leave your home number if Ben is not answering!

Reply in E-Mail to bensmith@teleport.com. Or Call Ben Anytime at

Please Direct all replies to bensmith@teleport.com in E-Mail or Call
Our 24 Hour Recorded Info Line at (503)650-7196

The next SwapMeet is Monday, February 5th, 1996.

--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Catalogs are FREE & updated monthly. Reply in E-Mail to bensmith@teleport.com
http://www.teleport.com/~bensmith/bscomputers.shtml Bravo Sierra Atari Store

479. ALL Computer & Electronics SwapMeet: Pacific NorthWest!

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-27 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <4ecun6$4b0@kelly.teleport.com>
Source record: 86254
Cross-posted to: alt.forsale,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.mac.wanted,comp.sys.tandy,comp.sys.ti,or.forsale

The next SwapMeet is Monday, February 5th, 1996.

ACE of America, an All Computers and Electronics User Group, with a special emphasis on Atari. At ACE Swap Meets you might find Atari, Apple, Macintosh, Commodore, Amiga, IBM & Clones, Nintendo, SNES, Sega Genesis, Jaguar, Game Boy, Game Gear and Lynx. You could also find the following items to go with your system, such as Printers, MoDeMs, Monitors, Hard Drives, Disk Drives, Power Supplies, MIDI Devices, Mice, Joysticks, CD Roms, Cables, supplies and Accessories.

ALL COMPUTERS, GAME MACHINES AND ELECTRONICS ARE WELCOME!!

ACE Is currently holding Monthly Swap Meets on the First Monday of each Month from 7 PM, except on certain Holidays that we must reschedule due to our facility being closed. Swap Meets are Held at 1819 NW Everett at the NW Service Center 3 Blocks North of the corner of 18th and W Burnside in Portland, Oregon. USA! Table space is $10. Tables provided as long as they last. Show up early to get a good table, like 6:30 PM.

FREE ADMISSIONFREE ADMISSION**FREE ADMISSION**FREE ADMISSION**

At Februarys SwapMeet do we have a SweetHeart of a deal for you! A Hewlett Packard Deskjet Printer offered as a Door Prize! Any one can win, just show up for the drawing!

PLENTY OF FREE PARKINGEVERYONE WELCOME**PLENTY OF FREE PARKING**

FOR INFO CALL OUR SWAPMEET HOTLINE WITH 24 HOUR RECORDED INFO, CALL: (503)650-7196 OR FOR FURTHER INFO FROM BEN, INCLUDING TABLES: CALL FROM 3 PM - MIDNIGHT / MON-THU, FRI 3 PM - 6 PM: CALL BEN AT (503)256-9974!! IF BEN IS AWAY FROM THE PHONE, PLEASE LEAVE YOUR HOME NUMBER AND HE'LL TRY TO RETURN YOUR MESSAGE! THESE SWAP MEET SPONSORED BY ACE OF AMERICA!!

This Message is distributed throughout the Pacific NorthWest, everyone reading and their Brother is welcome to come and Attend!!

Please Direct all Replies to bensmith@teleport.com in E-Mail or call (503)650-7196 anytime.

The next SwapMeet is Monday, February 5th, 1996.

--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Catalogs are FREE & updated monthly. Reply in E-Mail to bensmith@teleport.com

http://www.teleport.com/~bensmith/bscomputers.shtml Bravo Sierra Atari Store

480. Searching for Atari Assembler Cartridge ROM code file

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-27 00:00:00 UTC
From: KC Cheung <kccheung@hkstar.com>
Message-ID: <3109F179.5694@hkstar.com>
Source record: 86255

Does anybody know where I can find the Atari Assembler Editor Cartridge ROM code file. Anyone's help is much appreciated.

KC

481. Web Page: Bravo's Atari Store: On-Line Catalogs. Check this out!

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-27 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <4ecvr8$50d@kelly.teleport.com>
Source record: 86256
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,fr.comp.sys.atari,de.comp.sys.st,fido.ger.atari,ger.atari,ka.comp.sys.atari

Check out my Web Page for Bravo Sierra Computers. Where you can find Both
Classic Atari 8 Bit & Atari ST. HardWare, SoftWare, Books & Accessories. My
Web Address is below. On-Line Catalogs that you can View and Contact me via
my Web Page! Or Request Catalogs in E-Mail. Specify Classic 8 Bit or ST.
E-Mail: bensmith@teleport.com

http://www.teleport.com/~bensmith/bscomputers.shtml

--Thanks--
---Ben---
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Catalogs are FREE & updated monthly. Reply in E-Mail to bensmith@teleport.com
http://www.teleport.com/~bensmith/bscomputers.shtml Bravo Sierra Atari Store

482. Re: Searching for Atari Assembler Cartridge ROM code file

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-27 00:00:00 UTC
From: bmarcum@iglou2.iglou.com
Message-ID: <DLv2B0.DsG@iglou.com>
Source record: 86257

In article <3109F179.5694@hkstar.com>, KC Cheung <kccheung@hkstar.com> wrote:
>Does anybody know where I can find the Atari Assembler Editor Cartridge
>ROM code file. Anyone's help is much appreciated.
>
Posting this file on a bbs or ftp site would probably be a copyright
violation, but you can get other assemblers from amiga.archive.umich.edu.

--
Bill Marcum bmarcum@iglou.com
"I speak very fluent Spanish. Todo esta' bien, chevrolet!" --Stevie Wonder

483. Re: Favorite Synapse Games

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-27 00:00:00 UTC
From: chambera@cs.pdx.edu
Message-ID: <4ecu7d$nu0@sirius.cs.pdx.edu>
Source record: 86258

With all this talk of Synapse games I'm surprised nobody's mentioned Dimension X. I just found a cracked copy of it on some disks I bought at a thrift store and was overjoyed, because my original disk died long ago and none of the vendors seem to have it.

I've always thought of Dimension X as the true sequel to Star Raiders, rather than Star Raiders II (or Last Starfighter or whatever it's officially called). The smooth scrolling of the checkerboard in the foreground when your ship accelerates and decelerates still amazes me.

Anybody remember a Synapse game vaguely like Sinistar, where you flew around a 2-dimensional scrolling playfield and shot at things that were much larger than your ship? (Excuse the muddled description, it's late.) I played this game around 1980 in Supra's original Atari store in Albany, Oregon and have been wondering periodically ever since what it was called. It seemed very cool at the time. (But then, I was eight years old.)

---Alex

484. Which is the better buy 800XL or 65XE?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-27 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <310a30ae@pianosa.demon.co.uk>
Source record: 86259

Whilst reading the usual rubbish I find here, Tim Irvin wrote something
interesting to All about Which is the better buy 800XL or 65XE?:

Hello Tim,

TI> Throwing more hardware at a problem, for anything except as a truly
TI> last resort, is (IMO) a lazy cop-out.

Well said. It's just what I've been telling people for *years*.

_
Regards, /_) 2:251/40.1 39:134/11.1
/ _)rad brad@pianosa.demon.co.uk

... The only things we've got today. - Hate and War; The Clash

485. Searching for Atari Assembler Cartridge ROM code file

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-27 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <310aa586@pianosa.demon.co.uk>
Source record: 86260

Whilst reading the usual rubbish I find here, KC Cheung wrote something
interesting to All about Searching for Atari Assembler Cartridge ROM code file:

Hello KC,

KC> Does anybody know where I can find the Atari Assembler Editor Cartridge
KC> ROM code file. Anyone's help is much appreciated.

In the ROM? 3:-)

_
Regards, /_) 2:251/40.1 39:134/11.1
/ _)rad brad@pianosa.demon.co.uk

... Maybe I'm nothing but a shadow on the wall.
Datapanik In The Year Zero; Pere Ubu

486. pooldisk

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-27 00:00:00 UTC
From: sup8pdct@brisnet.org.au
Message-ID: <4ectmp$r5g@gateway1.brisnet.org.au>
Source record: 86261
Body handling: Inline uuencoded payload not displayed: POOLDISK.ZIP

```
Here it is. The full directory of the pooldisk.
ziped and uuencoded. The text file size is about half
a meg. If you want it in 8 bit arc format, email me.

[Inline uuencoded payload not displayed: POOLDISK.ZIP]
```

487. Re: ansi to ascii

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-27 00:00:00 UTC
From: winston@merk.com
Message-ID: <DLuG01.CH4@merk.com>
Source record: 86262

On 22 January 22, 1996 at 15:11:41 -0800,
cooley@nevada.edu (DEBORAH COOLEY) wrote:

DC> Hello. using Ice-Term, and sometimes telnet to various chat systems thru
DC> the internet. One type of system is known as Majornet. A regular bbs
DC> with multiple chat lines, sorta like IRC. well i sometimes download
DC> and capture stuff, and when i look at it by viewing it with text editor
DC> or something, i see lotsa ansi codes. Any possible way (besides goin
DC> thru the whole file and manually deleting each ansi code sequence) that i
DC> could modify it so it would be readable ascii?
DC>
DC> please reply..

o You could turn "GRAPHICS MODE" off the next time you call the BBS....
(I believe MAJORBBS supports this.)

o You could transfer the file to an IBM PC and just "TYPE" it out
under control of the ANSI.SYS driver. (You can get an old PC for
sixty bucks in some parts, a 286 for a hundred, a 386 for two
hundred.)

o Use an editor "macro" file to remove the various
Escape-Bracket-Number ANSI forms. (There are only about twenty
or so....) TextPro 5.2 is now "faster than thought", unlike its
earlier versions. (Is there an "official" release now ?)

488. Looking for computers for sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-28 00:00:00 UTC
From: Josh Spatz <mjkv57c@prodigy.com>
Message-ID: <310B1CE7.5487@prodigy.com>
Source record: 86263

I am a collector looking for the following computers:

Atari 400 [XL], Atari 600 [XL], Atari 800 [XL], Atari 1200 [XL], Atari 1450XL,
Atari 130XE, Atari 2600+MFC

If you or anyone you know has one or more of these machines, or knows where
I can get them, please Email me. Also email me If you know of any other
Atari 8bit computers I left off the list. Thanks.

Josh Spatz
mjkv57c@prodigy.com

489. Re: Atari 800/XF551 hardware probs

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-28 00:00:00 UTC
From: sunspot@well.com
Message-ID: <4efc7b$a1j@nkosi.well.com>
Source record: 86264

jay_eckert <jay_eckert@intersolv.com> wrote:

>First, when I turn on the 800 w/ or w/out a cartridge, I get a black
>screen on the TV. I think I used to know what it might mean, but now
>I've got no idea.

1) Remove all of the boards - memory, etc. Clean the contacts with a nice pink eraser, and blow off *all* of the dust. Then, insert and remove each board several times, to clean the contacts in the slots. My guess is that the contacts are all corroded.

2) If that doesn't work, carefully remove every socketed chip, clean *their* contacts, and re-insert them in their sockets. It's possible those tiny pins are all corroded, too. If you get a lot off of the contacts on the board, it's a sure bet there's a lot on the chips themselves.

I had a computer years ago that went nuts after about a year. Turns out it was corrosion of the pins on the CPU. Once cleaned, the machine functioned normally.

Good luck! The 800 was built like a tank, so I'm surprised you're having this trouble with it. Let us know how things worked out.

= All good dreamers pass this way, some day
= Cynical and drunk and boring someone in some dark cafe . . .
= Joni Mitchell - "The Last Time I Saw Richard"

490. Upgrading Xformer

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-28 00:00:00 UTC
From: jeffk914@groucho.roc.servtech.com
Message-ID: <310bbe18.33754433@news.servtech.com>
Source record: 86265

Has ANYONE successfully gotten a password to download the newer versions of PC Xformer? I've requested a password twice, waited patiently for weeks, and no response whatsoever.

It's getting just a tad frustrating...

| Jeff Kyle jeffk914@groucho.roc.servtech.com |
| Rochester, NY "Katarina" 1975 Porsche 914 |
| http://www.servtech.com/public/jeffk914 |
| Car pictures, TMBG MIDI archive, and more! |
| "No One Knows My Signature." |

491. Star Fleet

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-28 00:00:00 UTC
From: krap@queer.psych.uw.edu.pl
Message-ID: <4eghp7$ff3@bilbo.nask.org.pl>
Source record: 86266

does anybody know, where can i found game Star Fleet in PC Xformer's
format?

--

= wasza KrAp = = krap@piwonet.org = = naczelne archiwum 8-bit =
= 2:480/70@FidoNet = = +48-22-6594364 =

492. Printing Utilities for BASIC/BASIC XE

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-28 00:00:00 UTC
From: Maxwell Spangler <maxwell@clark.net>
Message-ID: <310BD59F.690D@clark.net>
Source record: 86267

I'd like to print out a few BASIC/BASIC XE programs.

Without trying this, I seem to remember that there may be utilities
for the Atari 8bits which print out the files as they would appear on
the screen--control codes an all?

Is anyone aware of any programs available which can do this?

Thanks

493. CO61991?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-28 00:00:00 UTC
From: nrg299@aol.com
Message-ID: <4ehe08$5qp@newsbf02.news.aol.com>
Source record: 86268

Anyone have any pinout for this 40-pin LSI?? I have an XEGS that I'm trying to fix that I suspect has this faulty chip in it. All of the other LSIs are ok (can't verify the PAL, unless someone has a JEDEC file for it), but the the system receives NO clock anywhere, although the 14.31818 Mhz oscillator is running. I suspect this chip is a fault because the primary oscillator seems to run into pin 2 of this chip, but no clocks come out anywhere.

I am also looking for some brave individuals that can beta-test a ram checker program I made.. Preferably someone with a 320K XE, a stock XE, a stock XL, and an upgraded XL, and a 1200XL. What I am trying to see if my program can correctly count all of the banks of extra ram available, and also correctly identify the type of atari its on.

Leave Email : NRG299@aol.com

Sergio Larrondo

494. Reminiscing: 8-Bit Atari Games (New Web Pages)

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-28 00:00:00 UTC
From: jgoodman@tiac.net
Message-ID: <jgoodman-2801962349220001@supercell.tiac.net>
Source record: 86269

Chris Lam's Rainbow emulator has given me inspiration to make screenshots of some classic (and not so classic) 8-bit Atari games. Before you browse them, you can take a little quiz to see how good your memory is (those who still *play* them on real Ataris or Rainbow will have a slight advantage...) And yes, M.U.L.E. is there.

http://www.tiac.net/users/jgoodman/atari/atarienter.html

--
John V. Goodman
jgoodman@tiac.net

495. Re: Emulators

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-28 00:00:00 UTC
From: William Howald <howald@u.washington.edu>
Message-ID: <Pine.OSF.3.91I.960128214508.12466C-100000@saul6.u.washington.edu>
Source record: 86270

On 22 Jan 1996, Robert Stone wrote:

> Does anyone know where I can get an Atari 8 bit emulator that runs on the
> Amiga?
>
As a proud owner myself, I too would love to get my hands on an emulator...

Hoping!
Aaron Howald

496. Re: Favorite Synapse Games

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-28 00:00:00 UTC
From: William Howald <howald@u.washington.edu>
Message-ID: <Pine.OSF.3.91I.960128215255.12466D-100000@saul6.u.washington.edu>
Source record: 86271

On 23 Jan 1996 etxansk@garbo.ericsson.se wrote:

> I played "Alley Cat" this Christmas. Still very entertaining
> game. The sound effects are really cool, for instance when the
> cats kiss. A similar sound effect was used in "Salmon Run", but
> that is not a Synapse game.
>
> Anders Skelander
>

YEAH! Synapse ruled!
I still have(and play at times):
SHAMUS
SHAMUS CASE II
RAINBOW WALKER(love the rainbow effect+the sound f/x!!!)
(Anyone get up to the board where ALL jumps are diagonal!?!?)
Level 30 some-odd....

Aaron Howald

497. Wanted:Some atari games and info...

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-28 00:00:00 UTC
From: William Howald <howald@u.washington.edu>
Message-ID: <Pine.OSF.3.91I.960128220010.12466E-100000@saul6.u.washington.edu>
Source record: 86272

I am looking for 2 atari disk games,by Broderbund software.

DROL, and SPELUNKER

I would also love to get some other "cool" games I may have missed before...
give me some suggestions, what should I get?

Also,the disks I have now are 10-13 years old; is there a program that
would allow copying a game disk to another disk? (Either stand-alone or
thorough dos?
I want to do this ONLY to save my games...FOR MY USE ONLY!
I am not interested in selling these to others!
The 2 disks above wore out from playing them!
Thanks for ANY info,
Aaron H.

498. Wanted: Atari Defender

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-28 00:00:00 UTC
From: oscar@primenet.com
Message-ID: <4egg1p$aue@nnrp1.news.primenet.com>
Source record: 86273

My first computer was an Atari 400 I bought
back in 1984 (it was either that or a Vic-20).
For the longest time I couldn't afford any
software, so all I had was the Memo Pad and
a Defender cartridge. Anyway, I'd like to
get that cart again - anyone have one they'd
be willing to part with?

--

Oscar Fowler
oscar@primenet.com | oscar@cs.arizona.edu | oscar@rightfax.com
http://www.primenet.com/~oscar

499. FOR SALE! 8-BIT HARDWARE AND MORE

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-28 00:00:00 UTC
From: garylb@airmail.net
Message-ID: <4ej78d$23q@news-f.iadfw.net>
Source record: 86274

I'VE GOT TWO (2) COMPLETE ATARI 800XL COMPUTERS (WITH DISK DRIVES). ONE HAS THE HAPPY ENHANCEMENT INSTALLED. LOADS OF SOFTWARE, KEYPADS, BOOKS, OLD MAGAZINES (ANTIC)...MORE! ANYONE INTERESTED?? E-MAIL ME AT GARYLB@AIRMAIL.NET

500. Re: side pro jnr card

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-29 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <DLxCHx.Hvo@iglou.com>
Source record: 86275

In article <f6f_9601261015@softtech.brisnet.org.au>,
Masstorage <Masstorage@closer2.brisnet.org.au> wrote:
>Hi. i have managed to get my side pro jnr card working ok. I use it for all my
>comms work. I just had to set the auto detect processor off.

Congratulations, but perhaps you wanted comp.sys.atari.st.

--
Bill Marcum bmarcum@iglou.com
"I speak very fluent Spanish. Todo esta' bien, chevrolet!" --Stevie Wonder

501. Re: Favorite Synapse Games

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-29 00:00:00 UTC
From: Chet Chudasama <CChudasama@sc9.intel.com>
Message-ID: <4ehpl4$4ul@ornews.intel.com>
Source record: 86276

chambera@cs.pdx.edu (Alex Chamberlain) wrote:
>Anybody remember a Synapse game vaguely like Sinistar, where you flew
>around a 2-dimensional scrolling playfield and shot at things that were
>much larger than your ship? (Excuse the muddled description, it's late.)
>I played this game around 1980 in Supra's original Atari store in Albany,
>Oregon and have been wondering periodically ever since what it was called.
>It seemed very cool at the time. (But then, I was eight years old.)
>
>---Alex

The closest thing I can remember is Zone Ranger by Activision.
Dimension X was okay (neat title music) but was overhyped when it was
still being developed - and was a real let down when it was released
(IMHO :)).

Chet

--
Disclaimers:
'Any typos that may occur are intentional and may not be reproduced
without prior approval'
"My views/opinions are my own and in no way reflect those of my employer"

502. Current Notes

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-29 00:00:00 UTC
From: bosco@yab.com
Message-ID: <4ehnhi$u3h@news.yab.com>
Source record: 86277

Just wondering why Current Notes (the new ones) started mailing in November, but there hasn't been any announcement here on CSA8? I starting to think it's become an ST publication and we 8-bit people have been forgotten.

503. GIF Printer

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-29 00:00:00 UTC
From: bosco@yab.com
Message-ID: <4ehnrc$u3h@news.yab.com>
Source record: 86278

I was thinking, couldn't a GIF to printer program be an easy project for programmers? Something akin to GIFDOT for the IBM. Apac/Color/J-View is a great program, but printing out it's results is just the same as printing out a GR.15 screen. An 8088 with a text-only monitor can print out GIFs better than an 8-bit Atari, but it's the lack of a utility instead of what kind of machine that's doing it.

Anyone interested?

504. Atari 8-bit software for sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-29 00:00:00 UTC
From: swanp@btlip22.bt.co.uk
Message-ID: <4eig9k$99n@pheidippides.axion.bt.co.uk>
Source record: 86279

```
Atari Software
==============
Atari Aces (4 games)
The Tail of Beta Lyrae
The Lone Raider
European Countries and Capitals
BMX Simulator
Desmonds Dungeon
Thrust
Ghostbusters
Darg
Castle Top
Eastern Front (1941)
Beer Belly Burt's Brew Biz
Chess
Boulderdash II
Zypex
Decathlon
Boulderdash
Nightmare Maze
Matta Blatta
Bounty Bob Strikes Back
Lapis Philosophorum (DISK)
The Extirpator
Gun Law
Grand Prix Simulator
Feud
Electra Slide
Domain of the Undead
Hardball
Green Beret
Koronis Rift (DISK)
Ballblazer (DISK)
Four Great Games (4 games)
House of Usher
Atari Aces (4 games inc. Spy Hunter)
Space Shuttle
Quest for Eternity
Monkey Magic
Red Max
Universal Hero
Transmuter
Tanium
Invasion
```

American Road Race
Astromeda
Speed Ace
Airwolf
Pole Position
Spy vs Spy
Atari Smash Hits Vol 4 (4 games)
Amaurote
Cosmic Pirate

... THE WHOLE LOT 10 U.K. POUNDS + 3 U.K. POUNDS FOR U.K. POSTAGE

Software also available for Dragon 32, VIC-20, Sharp MZ-700, BBC/Electron & Oric.

Best Regards,

Paul.

505. Re: Upgrading Xformer

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-29 00:00:00 UTC
From: sysop@hitec.com
Message-ID: <310CDD57.630@hitec.com>
Source record: 86280

```
Well, then, that makes two of us...
```

506. Stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-29 00:00:00 UTC
From: lelie@smail.srl.ford.com
Message-ID: <lelie.137.00095F3C@smail.srl.ford.com>
Source record: 86281

In my latest cleanout I found (and must sell)

(1) Atari 800XL w/power supply, good condition, $35.
(1) MPP 1000E & (1) MPP1100 300 baud joystick plug-in modems, 1 with cartridge based terminal emulator. $10 w/term. emulator, $5 without.
(1) Star Gemini printer. Working condition $8.

All + shipping.

Larry Elie
lelie@smail.srl.ford.com
lelie@ford.com

507. 6502 Behavior

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-29 00:00:00 UTC
From: classics@mail.nacs.net
Message-ID: <4ei12j$7e6@tracy.nacs.net>
Source record: 86282

Does anyone have any information on exactly how the 6502 decimal
mode operates?

For example:

```
Clc
Lda #$FF
Sed
Adc #$01
Cld
Rts
```

This results in a value of $66 in the accumulator! ?? Setting the carry
flag results in $67, so nothing creepy there. I was using the Intel
x86 'daa' instruction to do an emulation of the 6502 decimal mode, but it
does not mimic this strange overflow behavior. It does however work
the rest of the time.

Perhaps im still fuzzy on what decimal mode is supposed to accomplish :)

Any documentation or idea on how exactly this mode works?

Steve
--
-- @ @ @ ------------------------------------ @ @ @
@ @ @ Steven Tucker - classics@nacs.net @ @ @
@ @ @ ------------------------------------ @ @ @

Video game playin, adventure addicted, chocolate craving, woman lovin,
Limbaugh hatin, Trek watchin, all around lazy computer fart.

!! Request my *FOR SALE* LISTING OF CLASSIC VGAME GOODIES !! 2000+ Lines !!

508. Re: Which is the better buy 800XL or 65XE?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-29 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <150007@cup.portal.com>
Source record: 86283

Tim Irvin, irvi2187@sundance.sjsu.edu writes:
>Jason John Seaver (jseaver@bigwpi.WPI.EDU) wrote:
>
>: Yikes! What a scary thing to write; to me, it's always been the
>: advent of C that went a long way toward making computers Just No Fun Anymore
.
>: I mean, it cranks out bloated, sluggish code that necessitates buying a
>: higher speed machine -- that's always a feature I wouldn't want my software
>: to have.
>
>I've been saying this for a long time.
>
>As hard drives and memory get cheaper and cheaper, programming skill and
>artistry decline. As long as the answer to a software dilemma remains
>"throw more memory/disk space at it," there will be no attempts by the
>programmer to make the code more efficient and take less space. Faster
>processors make inefficient code less noticeable (if at all) for most
>applications; larger hard drives make it possible for what used to be a
>2 MB application to require 10 MB with only slightly more functionality.
>
>That was one of the beauties of the systems of yesterday--while the
>limited or nonexistent upgradability of them was a solid barrier, it
>was also a challenge to the programmer. How can I get all of this
>to fit on one disk? How can I make it all run in 48K? And how can I
>optimize the code to make a slower processor happy?
>
>You can *not* tell me that a game requiring 4 MB of RAM and 9 MB
>of hard drive space is 100 times better than the old Atari game which
>uses 1% of those resources. Why not? Because the Atari programmers
>knew they had hardware limits, and they performed near-miracles in
>order to make the software work. In other words, they tweaked the
>software to run under the hardware, not vice versa.
>
>When the answer to *everything* is "get a 32MB Pentium and the problem
>will go away," then the art and science of programming becomes just
>drone work. True wizardry is, IMO, squeezing the absolute max out of
>available resources--and trying innovative techniques to work within
>those resource limits before quickly giving up and saying "it needs
>a 32MB Pentium to run."
>
>Throwing more hardware at a problem, for anything except as a truly
>last resort, is (IMO) a lazy cop-out.

I don't normally include an entire article to add just a few lines of response, but in this case I agreed so heartily with the original article that I bent my rules so as to allow ALL of the above to be reiterated! Tim, you said a mouthful, and I couldn't have said it better myself! Hear, hear!

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

509. Trying to get 1200XL working again

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-29 00:00:00 UTC
From: whboroso@mailbox.syr.edu
Message-ID: <whboroso.56.00151987@mailbox.syr.edu>
Source record: 86284

Hi,

I pulled my old 1200XL out of the closet a couple of weeks ago just to see if it still worked. Most of the parts worked fine except that switchbox thingy that hooks the computer to the tv was broken. Is it possible to replace this by just going down to Radio Shack and getting a new one? Or will I have to special order it from someplace else?

Bill

510. Re: Upgrading Xformer

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-29 00:00:00 UTC
From: sknox@us.oracle.com
Message-ID: <4ejju4$50t@inet-nntp-gw-1.us.oracle.com>
Source record: 86285

jeffk914@groucho.roc.servtech.com (Jeff Kyle) writes:

I got my upgrade password awhile back but the 3.31 version fails to read my
.ATR images. Ive sent EMAIL for tech support and gotten no response

>Has ANYONE successfully gotten a password to download the newer
>versions of PC Xformer? I've requested a password twice, waited
>patiently for weeks, and no response whatsoever.
>
>It's getting just a tad frustrating...
>
>| Jeff Kyle jeffk914@groucho.roc.servtech.com |
>| Rochester, NY "Katarina" 1975 Porsche 914 |
>| http://www.servtech.com/public/jeffk914 |
>| Car pictures, TMBG MIDI archive, and more! |
>| "No One Knows My Signature." |

511. Re: 6502 Behavior

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-29 00:00:00 UTC
From: David Firth <david@signus.demon.co.uk>
Message-ID: <1996Jan29.224616.215@signus.demon.co.uk>
Source record: 86286

```
classics@mail.nacs.net wrote:
: Does anyone have any information on exactly how the 6502 decimal
: mode operates?

: For example:

: Clc
: Lda #$FF
: Sed
: Adc #$01
: Cld
: Rts

$FF is not a valid BCD number. In BCD mode each byte is consider as two
nibbles (4 bits) which have valid values between 0 and 9, the remaining
values $a through $f are not used in BCD mode.

HTH
--
David Firth <david@signus.demon.co.uk>
```

512. Re: CO61991?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-29 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <4ejghu$eem@blackice.winternet.com>
Source record: 86287

> nrg299@aol.com (NRG299) writes:
> Anyone have any pinout for this 40-pin LSI?? I have an XEGS that I'm
> trying to fix that I suspect has this faulty chip in it.

Yes, that's the correct chip. It is the 'FREDDY' or Ram Address
Multiplexer. Clock input on pin 2; Outputs, pin 5 (02) and 37 (OSC). I know
Best Electronics has them, about $15.

Rich Mier

513. Re: Trying to get 1200XL working again

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-29 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <4ejh3i$eem@blackice.winternet.com>
Source record: 86288

> whboroso@mailbox.syr.edu (Bill Boroson) writes:
> Hi,
>
> I pulled my old 1200XL out of the closet a couple of weeks ago just to see if
> it still worked. Most of the parts worked fine except that switchbox thingy
> that hooks the computer to the tv was broken. Is it possible to replace this
> by just going down to Radio Shack and getting a new one?
>>>>
You got it, even Discount stores carry simple Game Switches. 2 to
5 dollars.

Rich Mier

514. Re: Atari 8-bit software for sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-29 00:00:00 UTC
From: swanp@btlip22.bt.co.uk
Message-ID: <4ej08e$bmd@pheidippides.axion.bt.co.uk>
Source record: 86289

The software has been provisionally sold.

Thankyou to all those who replied,

Best Regards,

Paul.

In article <4eig9k$99n@pheidippides.axion.bt.co.uk>, swanp@btlip22.bt.co.uk
says...
>
>Atari Software
>==============
>... THE WHOLE LOT 10 U.K. POUNDS + 3 U.K. POUNDS FOR U.K. POSTAGE
>
>Software also available for Dragon 32, VIC-20, Sharp MZ-700, BBC/Electron &
>Oric.
>
>Best Regards,
>
>Paul.

515. Search for Touch Tablet / Koala Pad

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-29 00:00:00 UTC
From: ricortes@Garg.Campbell.CA.US
Message-ID: <w8sHiD1w165w@Garg.Campbell.CA.US>
Source record: 86290

Let's see if I can make it even more confusing<g>!
;R. Cortese talks about modifying a TRS joystick to work with the A8.)
;And he also talked about the original topic was about the Koala touch
;tablet. Anyways, confused as usual, There ain't no capacitors or
;resistors in a A8 joystick. A A8 joystick is just a bunch of
contacts ;to four wires and a ground. A digital joystick entirely.
100% correct!
;Now the paddle controller I never took apart. Looking for further
;clarification to my muddied mind, not countering what Rick is saying.
;--Russ Gilbert
What I didn't make clear is when I say joystick when referring to
[Apple, IBM, Radio Shack] I'm talking about the variable
resistor/capacitor type thing. When I talk about using a [Apple, IBM,
Radio Shack] Joystick with an Atari, I talking about using the Atari's
Paddle inputs to translate the variable resistance to a number from 0-
128 or whatever the range is [1 or 3-128???]. Referring to my ascii
art, all the caps/transistors/fixed resistances internal. For that
matter, I believe the transistors that dump the charge on the
caps are actually internal on the POKEY chip as part of its silicon.
Foggy memory, but I believe the other systems use something like a 10k
VR & the Atari uses 100k so that's why you need a slight hack.
The reason why I mentioned this in the same breath as a Koala Pad is
the Koala uses the Atari PADDLE inputs. I figure since you can go from
everybody else=>Atari PADDLE inputs, you should be able to go the
other way. But what it may take is modifying a IBM joystick CARD or
the Koala Pad so it appears as 1/10th the resistance it normally does.

--
ricortes@Garg.Campbell.CA.US (Rick Cortese)
The Land of Garg BBS -- +1 408 378-5108

516. Re: Upgrading Xformer

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-29 00:00:00 UTC
From: bigrex@primenet.com
Message-ID: <4ejunn$dn3@nnrp1.news.primenet.com>
Source record: 86291

No, I too am a registered user validated by a return postcard from Derek M.(how else could he have gotten my home address). I have given up requesting after 4-5 times now.

I think Derek has problems with the newer versions of the PC Xformer(programmers block or something like that) and is turning his back on it for now. This can happen but he should remove the upgrade message from his home page at Branch Software if this is the case. It only causes hard feelings with us that have paid for the software and feel cheated that we can't get the upgrades. If he would only come out and admit there are problems that will be resolved in time he could avoid further PR problems. Hint..Hint..

PS. Maybe its just not as potenially profitable or successful as his other emulator projects.

In article <310bbe18.33754433@news.servtech.com>,
jeffk914@groucho.roc.servtech.com says...
>
>Has ANYONE successfully gotten a password to download the newer
>versions of PC Xformer? I've requested a password twice, waited
>patiently for weeks, and no response whatsoever.
>
>It's getting just a tad frustrating...
>
>| Jeff Kyle jeffk914@groucho.roc.servtech.com |
>| Rochester, NY "Katarina" 1975 Porsche 914 |
>| http://www.servtech.com/public/jeffk914 |
>| Car pictures, TMBG MIDI archive, and more! |
>| "No One Knows My Signature." |

Bob Nixon
bigrex@priment.com

517. original 800xl disks

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-29 00:00:00 UTC
From: oded@netmedia.net.il
Message-ID: <4ejdco$dq3@sarah.netmedia.co.il>
Source record: 86292

I own an atari 800xl and atari 1050 disk drive (all in working condition), and a p.c.
I've found out about atari emulators recently and just started using the xformer program. I was wondering - is there any way I can get my p.c. to read files streight off the original disks ? Are there any other emulators I can use ?

Thanx in advance...

518. Re: OSS

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-29 00:00:00 UTC
From: Cyrus <cyrus@lagrange.amd.com>
Message-ID: <310CEEE9.2117@lagrange.amd.com>
Source record: 86293

Michael Ellis wrote:
>
> Cyrus <cyrus@lagrange.amd.com> wrote:
> >Is OSS still in business? I have MAC65 and am interested in
> >any later releases, and also a disk-based version that includes
> >the DDT tool. Any help here?
> >
> >Cyrus
>
> My MAC/65 cart supports DDT. Just type DDT into the editor to
> invoke it. I must say, however, that I have version 1.1; it's
> possible that old versions didn't support integrated DDT.
>
> -Michael Ellis

You are correct, however it is very difficult to use the cartridge
on a workstation or DOS-box while running an atari emulator. :o

That is why I was looking for a disk-based version that
includes the DDT tool.

Thanks anyway.

Cyrus

519. Re: 6502 Behavior

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-29 00:00:00 UTC
From: Cyrus <cyrus@lagrange.amd.com>
Message-ID: <310D2A00.65A4@lagrange.amd.com>
Source record: 86294

```
classics@mail.nacs.net wrote:
>
> Does anyone have any information on exactly how the 6502 decimal
> mode operates?
>
> For example:
>
> Clc
> Lda #$FF
> Sed
> Adc #$01
> Cld
> Rts
>
> This results in a value of $66 in the accumulator! ?? Setting the carry
> flag results in $67, so nothing creepy there. I was using the Intel
> x86 'daa' instruction to do an emulation of the 6502 decimal mode, but it
> does not mimic this strange overflow behavior. It does however work
> the rest of the time.
>
> Perhaps im still fuzzy on what decimal mode is supposed to accomplish :)
>
> Any documentation or idea on how exactly this mode works?
>
> Steve
> --
> -- @ @ @ ------------------------------------ @ @ @
> @ @ @ Steven Tucker - classics@nacs.net @ @ @
> @ @ @ ------------------------------------ @ @ @
>
> Video game playin, adventure addicted, chocolate craving, woman lovin,
> Limbaugh hatin, Trek watchin, all around lazy computer fart.
>
> !! Request my *FOR SALE* LISTING OF CLASSIC VGAME GOODIES !! 2000+ Lines !!

Steve,

Just picked up my "Programming the 6502" and read a few pages...if you
have this book, look at page 64 (toward the bottom). If not, here is a
summary:

Now you may already know all this, so don't flame me ... =)

When add two binary digits (represented by 4 bits) and your result is
greater than nine (which is the highest digit represented by BCD) - you
```

have a result that is an illegal digit, right?

According to the good book, whenever you have an illegal digit (or result where the 4-bit carry equals 1), you must add $06 to the digit to make up for the 6 missing digits in BCD.

So, for your example, you were trying to add $FF to $01:

```
1111 1111 ($FF)
+ 0000 0001 ($01)
-------------
1 0000 1 0000
^ ^
Carry Partial Carry
```

In the above, each digit is illlegal since each digit had a carry. Therefore, you must add $06 to each digit - giving you the result you saw = $66.

And of course, the second condition with the carry set follows the same logic.

Try this out with other digits to see what you get.

Hope this is confusing...I mean helpful!

Cyrus.Malek@amd.com

520. Re: Derik Mihocka at Branch Software not answering mail.

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-29 00:00:00 UTC
From: Christopher Brett Strong <strong@cadesm98.eng.utah.edu>
Message-ID: <Pine.SOL.3.91.960129140613.17281C-100000@cadesm98.eng.utah.edu>
Source record: 86295

```
> I have left several messages on Branch Software's WWW Page requesting an
> upgrade as a paid registered user to upgrade my software to the the latest
> rev. via his FTP site. I sent my registration card in about 2 weeks ago.
>
> I guess this is a question as to whether Derek usually ignores requests by
> all his paying customers.
> --

Yep, he sure does. I have been trying for months.

\ oo Christopher B. Strong InterNet strong@ee.utah.edu
\____|\mm decRAD: CSTRONG CADE: strong@eng.utah.edu
//_//\ \_\
/K-9/ \/_/ ||| "Speak 'Friend' and enter"
/___/_____\ / | \ --- Have You Played Atari Today? ---
-----------
"If the mean don't get you, the variance will." -- James 1. Rieger
```

521. Emulators

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-29 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <310d8ee5@pianosa.demon.co.uk>
Source record: 86296

Whilst reading the usual rubbish I find here, William Howald wrote something interesting to All about Emulators:

Hello William,

>> Does anyone know where I can get an Atari 8 bit emulator that runs on the
>> > Amiga?
WH> As a proud owner myself, I too would love to get my hands on an

Ftp to disabuse.demon.co.uk You'll find it in emulators/atari. Well, that's where *I* got it from. I believe that Demon may have reorganised their directory structure.

WH> Hoping!

Hope no more. Be warned, though. It *is* slow. Even on an accelerated Amiga. It's really no good for games playing, yet.

_
Regards, /_) 2:251/40.1 39:134/11.1
/ _)rad brad@pianosa.demon.co.uk

... You only see me for the clothes that I wear, or did the interest go so much deeper? - Public Image; PiL

522. Re: M.U.L.E

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-29 00:00:00 UTC
From: Christopher Brett Strong <strong@cadesm98.eng.utah.edu>
Message-ID: <Pine.SOL.3.91.960129143558.17281L-100000@cadesm98.eng.utah.edu>
Source record: 86297

> >of the old Atari game "M.U.L.E. anywhere on the 'Net ?
> >
> >Rumor has it that there is such an animal (pun intended) !
>
> Supposedly (and this is just a rumour I heard somewhere; maybe in CGW) Dani
> Bunten was working on a remake for modern hardware, but it got shelved due to
> some creative differences with the publisher. Anyone have any more concrete
> info on this?

I don't know for certain, but I do know the PC conversion of Ozark's
other big title--"The Seven Cities of Gold"--was terrible. I know, I
bought it. You can kill all the natives without consequence, and trading
is a joke...once you befriend them, you just rape 'em.

Plus, the idiots at Electronic Arts think the potato is an old world food.

I wrote them a nice letter, complete with references to the rise of the
Potato in Peru, and its journey to Europe. They still insisted it was an
old world food. The new mule would probably involve two MULEs fighting....

\ oo Christopher B. Strong InterNet strong@ee.utah.edu
____|\mm (801) 582-6301 CI$: 71777,2331
//_//\ _\ decRAD: CSTRONG CADE: strong@eng.utah.edu
/K-9/ \/_/
/___/_____\

"If the mean don't get you, the variance will." -- James 1. Rieger

523. Re: Which is the better buy 800XL or 65XE?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-30 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <4elh3h$or1@charm.magnus.acs.ohio-state.edu>
Source record: 86156

In article <4el6gl$mjb@news.ios.com>, Bingham <bbingham@haven.ios.com> wrote:
>Hey, there's an idea, maybe we can bribe our EE friends to produce
>machines with intentional limitations! Sorta like planned obsolecence,
>only better for programmers. (Laugh go ahead, I dare ya.)

Hmmm..... maybe the intel 80x86 series? :-)
Even intel wouldn't argue that the 8088 and 80x86SX processors would
fall into this category.

--
------------ R o b F u n k -------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

524. Re: Upgrading Xformer

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-30 00:00:00 UTC
From: eretic@tiac.net
Message-ID: <4elsuq$gk1@sundog.tiac.net>
Source record: 86157

Bob Nixon (bigrex@primenet.com) wrote:
: No, I too am a registered user validated by a return postcard from Derek
: M.(how else could he have gotten my home address). I have given up
: requesting after 4-5 times now.
:
: I think Derek has problems with the newer versions of the PC
: Xformer(programmers block or something like that) and is turning his back
: on it for now. This can happen but he should remove the upgrade message
: from his home page at Branch Software if this is the case. It only causes
: hard feelings with us that have paid for the software and feel cheated that
: we can't get the upgrades. If he would only come out and admit there are
: problems that will be resolved in time he could avoid further PR problems.
: Hint..Hint..
:
: PS. Maybe its just not as potenially profitable or successful as his other
: emulator projects.
:
Repeated E-mailing him, calling him voice, and contacting TOAD 3 times
was successful for me. Give him a few more days. IT took me 2 weeks, but
I can get my free Xformer and Gemulator upgrades now :)

Eric

525. Re: XL/XE version of M.U.L.E.?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-30 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <v01510103ad341083581b@[137.22.11.55]>
Source record: 86158

>Yes, I am ALMOST sure that the OS ROM did not have a version change
>of any significace after the 1200XL. Down to the last of the XEs, the
>self-test code continued to have the 1200XL function keys, etc. on it,

I haven't come across one myself, but I've heard others mention VERY late XEs with a revised self-test routine, that not only doesn't include the "missing" 1200XL keys, but also tests the whole 128K of RAM. Anybody here seen such a 130XE?

526. Re: GIF Printer

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-30 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <4elkb2$pe5@charm.magnus.acs.ohio-state.edu>
Source record: 86159

In article <4ehnrc$u3h@news.yab.com>, <bosco@yab.com> wrote:
>I was thinking, couldn't a GIF to printer program be an easy project for
>programmers?

I've toyed with the idea before, but every time, I say, "Oh yeah, that
requires handling many different printers."
Converting to a particular printer probably wouldn't be TOO tough (not
trivial though), but I don't think we can pick just one printer.
Maybe just pick one at a time, but which ones first?
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

527. Re: Printing Utilities for BASIC/BASIC XE

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-30 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1996Jan30.121124.26189@wariat.UUCP>
Source record: 86160

(Guy asks about a 'lister' that prints on dot matrix (Epson type) JUST
LIKE the A8 prints to screen.)
Everyone should know about Angelo Giambra's 'GDEVICE', which does
exactly this. I THINK it is in Graphics directory of umich/barnone as
gedv2.arc and gedv2.txt. Not to be confused with J. Harris' Graphics
Editor (GED) in the same directory. GDEVICE is from ANALOG.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

528. Re: Behind Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-30 00:00:00 UTC
From: leech@gate.net
Message-ID: <leech-3001961313510001@dfbfl3-44.gate.net>
Source record: 86161

In article <4ek7am$u2@steel.interlog.com>, richs@interlog.com (Richard A. Smith) wrote:

> Does anybody remember a game called "Behind Jaggi Lines" ? I believe
> that this game was renamed "Rescue on Fractalus".
> Cheers !
>
> Richard.
>
> ~~~~~~
> Richard Smith - a Limey living in Toronto, Canada
> richs@interlog.com http://www.interlog.com/~richs
> Compendium of Britishisms http://www.interlog.com/~richs/phrases.html
> ~~~~~~

Yup. I remember it well. I have a copy of it somewhere (I havent used my 800xl in many many years and dont know if it even works anymore).

I used to write basic programs for the Atari eons ago, and was wondering if anyone remembered the game called Wizard's Realm, which was a 2 player modem text battle game based on a fantasy theme.

Adam Maysonet

529. Re: Current Notes

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-30 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <v01510104ad3413af16d4@[137.22.11.55]>
Source record: 86162

>Just wondering why Current Notes (the new ones) started mailing in
>November, but there hasn't been any announcement here on CSA8? I
>starting to think it's become an ST publication and we 8-bit people have
>been forgotten.

I posted here when I received my first of the "new" CN's, but true enough, no one has mentioned the more recent issue here. Still no 8-bit content in their 2nd issue, just a note that if people want 8-bit articles, they need 8-bit article submissions. There were a couple 8-bit ads this time, like B&C ComputerVisions.

If you're wondering why CN themselves haven't posted any announcement here, probably more efficient to ask them directly since I don't know whether they read comp.sys.atari.8bit.

Current Notes
559 Birchmount Rd. #2
Scarborough, ON
Canada M1K 1P8
tel: 416-261-5997
tel: 416-752-2744
URL:mailto:redfrog@io.org (Robert Boardman, Publisher/8-Bit Computing)
URL:mailto:hcarson@io.org (Howard E. Carson, Managing Editor)
Publisher: Current Notes (ISSN 8750-1937, "at least 6 times per year")
U.S. Rates: $25/1 yr, $46/2 yr. (US Funds)
Canada: $35/1 yr, $65/2 yr. (Cdn Funds)
Foreign: $48/1 yr, $90/2 yr. (US Funds)

Michael Current, 8-Bit Atari FAQ & Vendor/Developer Lists maintainer
User groups: CAIN, SPACE, NWPAC / mailto:mcurrent@carleton.edu

530. FTe.. anyone heard from them?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-30 00:00:00 UTC
From: ba930@FreeNet.Carleton.CA
Message-ID: <DLz3FL.BHD@freenet.carleton.ca>
Source record: 86163

Has anyone heard from Mike Holman lately? The Ottawa Atari XE Group has
been waiting for the MIO2 to come out for ages, and we noticed at the last
meeting that Mike has just sort of disappeared. Does anyone know what's
going on with FTe?

--
JESS | Chris Brown ->Finger for PGP Public Key and Fingerprint<-
TODD'S| ba930@freenet.carleton.ca | SMASH YOUR TV | Just another
SPACE!|((wrong && wrong) != right)| BURN THE CASH | neighbourhood
------+ I don't actually program C | ANARCHY IS HERE | phreak! :)

531. Behind Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-30 00:00:00 UTC
From: richs@interlog.com
Message-ID: <4ek7am$u2@steel.interlog.com>
Source record: 86164

Does anybody remember a game called "Behind Jaggi Lines" ? I believe
that this game was renamed "Rescue on Fractalus".
Cheers !

Richard.

~~~~~~
Richard Smith - a Limey living in Toronto, Canada
richs@interlog.com http://www.interlog.com/~richs
Compendium of Britishisms http://www.interlog.com/~richs/phrases.html
~~~~~~

532. Emulators

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-30 00:00:00 UTC
From: luszczek@student.uci.agh.edu.pl
Message-ID: <Pine.SUN.3.91.960130144733.1820A-100000@student>
Source record: 86165

```
Sources for atari emulator can be obtained from:
http://student.uci.agh.edu.pl/~tatar/Atari/soft.html
on the last page of the screen you'll find the link that allows you to
download the source codes for the emulator

--------------------------------------------------------------------------
Piotr Luszczek
from Cracow in Poland
my e-mail:
luszczek@student.uci.agh.edu.pl
--------------------------------------------------------------------------
```

533. IMNSHOWGAS

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-30 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1996Jan30.190804.4159@wariat.UUCP>
Source record: 86166

IMNSHOWGAS. (In my not so humble opinion, who gives a sh..)
(This diatribe is about a 'Time' article about Senator
Alan Simpson's effort to cut back on work visas for foreign
'brains'. Biggie American computer companies are strongly
opposed to any effort to cut back on foreign 'brains', as
these people 'have a very high effect on the success of the
company' (Intel spokesman).
Bill Gates, HP chairman?, Jack Tramiel. These guys think
that hiring top programmers/engineers on foreign visas is
going to let them maintain total control over their
respective computer domains. They don't realize that for a
few thousand bucks, they are sending away the future of
American technology, the future of their own companies.
These foreigners are mostly spies that are supported by
their home governments and can easily afford slightly lower
salaries for the top 'brain' jobs in American technology.
My opinion of current MicroSoft warez is that it is so
cludgey that it will not be acceptable for another five
years. Obviously the work of some sly foreigners who learn
what we got and feed us back baloney. AFAIK the best OS and
architecture of a pc now belongs to some Germans who bought
many millions of dollars of top R & D for a lousy 10 million
(speaking of Amiga technology.)
Meanwhile, the US provides the world with the means to
steal US software and technology at the rate of billions of
dollars a year (this internet.) And recent American
engineering/computer science graduates can flip the burgers
that the foreigners eat.
(I had Jack Tramiel in this msg, so it is on topic.)

--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

534. Re: Behind Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-30 00:00:00 UTC
From: glenng@rain.org
Message-ID: <4ekd8f$6vj@news.rain.org>
Source record: 86167

Richard A. Smith (richs@interlog.com) wrote:
: Does anybody remember a game called "Behind Jaggi Lines" ? I believe
: that this game was renamed "Rescue on Fractalus".
: Cheers !

I remember reading somewhere about Behind Jaggi Lines being the
pirated version that leaked out from LucusFilm games when it was being
made. Rescue on Fractalus is just like it right? Or was Rescue different
from the Behind Jaggi Lines version?

535. Re: Behind Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-30 00:00:00 UTC
From: leech@gate.net
Message-ID: <leech-3001961641290001@dfbfl4-23.gate.net>
Source record: 86168

In article <4ekd8f$6vj@news.rain.org>, glenng@rain.org (Glenn Gabrielson) wrote:

> Richard A. Smith (richs@interlog.com) wrote:
> : Does anybody remember a game called "Behind Jaggi Lines" ? I believe
> : that this game was renamed "Rescue on Fractalus".
> : Cheers !
>
>
> I remember reading somewhere about Behind Jaggi Lines being the
> pirated version that leaked out from LucusFilm games when it was being
> made. Rescue on Fractalus is just like it right? Or was Rescue different
> from the Behind Jaggi Lines version?

Yup. It was the pirated version, the came out way before Rescue of
Fractalus. They are basically the same game, except I would assume Rescue
was debugged and fixed up (although I saw no bugs in Behind Jaggi Lines).

Adam Maysonet

536. Re: Current Notes

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-30 00:00:00 UTC
From: bosco@host.yab.com
Message-ID: <Pine.LNX.3.91.960130183949.3386B-100000@host.yab.com>
Source record: 86169

On Tue, 30 Jan 1996, Michael Current wrote:

> >Just wondering why Current Notes (the new ones) started mailing in
> >November, but there hasn't been any announcement here on CSA8? I
> >starting to think it's become an ST publication and we 8-bit people have
> >been forgotten.
>
> I posted here when I received my first of the "new" CN's, but true enough,
> no one has mentioned the more recent issue here. Still no 8-bit content in
> their 2nd issue, just a note that if people want 8-bit articles, they need
> 8-bit article submissions. There were a couple 8-bit ads this time, like
> B&C ComputerVisions.

I could've figured there wouldn't be any 8-bit coverage.

> If you're wondering why CN themselves haven't posted any announcement here,
> probably more efficient to ask them directly since I don't know whether
> they read comp.sys.atari.8bit.

I think the key word is "8-bit". If they see that, they stay away.
A message from Rob't Boardman told me they missed the Pro! networks.
Imagine an Atari entity, run by members of an Atari club, ignoring an
Atari network. Problem is, I have dealt with them in the past when they
cut off their newsletter exchange with us. We sent them several letters
asking why, but they NEVER replied. A year and a half ago, we had a
letter campaign looking for groups to exchange with us. TAF ignored our
letter. Personally, I find their attitude rather elitist and snobbish.
I am now on a campaign of my own to warn 8-bit users NOT to subscribe to
Current Notes or do business with TAF. As far as I'm concerned TAF is a
non-entity, as long as they CLAIM to support the 8-bits. Their
executives should look up the word "support" in the dictionary.

Look in the next Nybbles & Bytes in March and you will see the asinine
remarks I've received from the TAF executives and the editors of Current
Notes (which by the way are one and the same, but don't "confuse Current
Notes with TAF", they are too separate entities.)

Yeah, right...

BTW - I hope you REMOVE Current Notes from the Atari 8-BIT FAQ.
~~~~~
> Current Notes > 1559 Birchmount Rd. #2 > Scarborough, ON > Canada M1K 2P8
> tel: 416-261-5997
> tel: 416-752-2744
> URL:mailto:redfrog@io.org (Robert Boardman, Publisher/8-Bit Computing)

"8-BIT COMPUTING?!?" That's a big laugh!
~~~~~

> URL:mailto:hcarson@io.org (Howard E. Carson, Managing Editor)
> Publisher: Current Notes (ISSN 8750-1937, "at least 6 times per year")
> U.S. Rates: $25/1 yr, $46/2 yr. (US Funds)
> Canada: $35/1 yr, $65/2 yr. (Cdn Funds)
> Foreign: $48/1 yr, $90/2 yr. (US Funds)
> "8-bit users need not subscribe"

537. Re: Which is the better buy 800XL or 65XE?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-30 00:00:00 UTC
From: bbingham@haven.ios.com
Message-ID: <4el6gl$mjb@news.ios.com>
Source record: 86170

: I've been saying this for a long time.

That C makes things bloated and sluggish? Please don't blame the language
for the programmer's mistakes. C doesn't have to be either. Let's take
C65 and cc65 for examples. C65 compiles to MAC65 code, doesn't support
many of the structures that ANSI and K&R support, but made it possible
for OSS to turn out things like Sparta Dos. cc65 compiles to ra65 code
a relocatable assembly. Not as tight or fast as action, but supports
ALL the structures of a real C language! Allowing complex problems to
be solved quickly. (so much for bloated and sluggish, pick one or the
other, or streamline your code and have neither!)

: As hard drives and memory get cheaper and cheaper, programming skill and
: artistry decline. As long as the answer to a software dilemma remains
: "throw more memory/disk space at it," there will be no attempts by the
: programmer to make the code more efficient and take less space. Faster
: processors make inefficient code less noticeable (if at all) for most
: applications; larger hard drives make it possible for what used to be a
: 2 MB application to require 10 MB with only slightly more functionality.

Yes this happens alot. And although I despise it, I understand the
argument my opposition uses to tote the line. Which is, "Hard Drives and
memory are cheaper than programmers on a payroll for an addition length
of time with no working product." And as long as business is running the
show with a tight bottom line, that's the direction code will go!

: That was one of the beauties of the systems of yesterday--while the
: limited or nonexistent upgradability of them was a solid barrier, it
: was also a challenge to the programmer. How can I get all of this
: to fit on one disk? How can I make it all run in 48K? And how can I
: optimize the code to make a slower processor happy?

Hey, there's an idea, maybe we can bribe our EE friends to produce
machines with intentional limitations! Sorta like planned obsolecence,
only better for programmers. (Laugh go ahead, I dare ya.)

Bill

538. Re: Behind Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-30 00:00:00 UTC
From: eplicon@aol.com
Message-ID: <4emeb8$nt9@newsbf02.news.aol.com>
Source record: 86171

"Behind Jaggi Lines" was the working title of "Rescue on Fractalus," but was pirated (off Lucasfilm's phone lines, from what I read long ago) before it even saw the light of day. I think by this time, the Lucasfilm/Atari deal was already questionable, because nothing ever became of it.

The bootlegged BJL was pretty much the same as its commercial counterpart, lacking the title screen, having different fonts, and also had a few minor other things missing (like the pilots dying if you didn't let them in). Also, you had up to 99 levels, which was pretty insane in itself.

Jack H. Lee

rain@genie.geis.com
eplicon@aol.com
102337.2577@compuserve.com

539. Re: FTe.. anyone heard from them?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-30 00:00:00 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <RnLJYdx.lmcclure@delphi.com>
Source record: 86172

In a message dated 1-30-96, Chris Brown asked:
|
| "Does anyone know what's going on with FTe?"
|
|
I'm glad someone asked the question, as I was getting quite curious
myself.

I hope that his absence online is because he is spending a greater
amount of time getting the new FTe products ready to go out the door,
and not for more dire reasons.

540. FS: SHAMUS (Atari 8bit cart) $5, shrinkwrapped

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-30 00:00:00 UTC
From: rpribish@wheel.ucdavis.edu
Message-ID: <4el23j$rgs@mark.ucdavis.edu>
Source record: 86173
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,comp.sys.atari.8bit

```
FS: SHAMUS (Atari 8bit cart) $5, shrinkwrapped

For Sale (or trade for Atari 2600 carts):

SHAMUS, a cool action adventure game on cartridge by Synapse
for the Atari 8-bit computers. Shrinkwrapped! $5 plus $1 shipping.

Thanks, Reinhard
```

541. FS: 16 foot Atari extension cords

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-30 00:00:00 UTC
From: rpribish@wheel.ucdavis.edu
Message-ID: <4el2jn$rgs@mark.ucdavis.edu>
Source record: 86174
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,comp.sys.atari.8bit

Imagine playing you Atari from across the room!

These cords have a male and female 9-pin connection
on either end and are 16 feet in length.

$7 for one or $12 for two, shipping included

542. Re: 6502 Behavior

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-30 00:00:00 UTC
From: jharris@cybergate.com
Message-ID: <310d6507.1271373@news.cybergate.com>
Source record: 86298

classics@mail.nacs.net ( ) wrote:

>Does anyone have any information on exactly how the 6502 decimal
> mode operates?
>
>For example:
>
>Clc
>Lda #$FF
>Sed
>Adc #$01
>Cld
>Rts
>
>This results in a value of $66 in the accumulator! ??

This sounds correct to me.

Decimal mode is only intended for use with numbers that are already in BCD format. Anything over $99 is undefined, so that's why you're getting that behavior out of the decimal add. If you consider that $FF already has a BCD overflow of $65, then the above result is coming out correctly.

To visualize this, imagine $9A as being just one number past the BCD limit. If you added $01 to $99, you'd get $00 with the carry set. $9B would be like $01 with overflow, $9C=02.... up to $FF=$65. That's where your result is coming from.

Be advised that the Z and N status flags are not set correctly on the 6502 in decimal mode, and it will be very difficult to emulate them exactly. The flags are set before the CPU does its internal BCD adjustment, but it's more complicated than that when there would be a BCD carry from the low nybble to the high. (but not a binary one). Basically, I wouldn't worry about it because it is doubtful that any programmers use Z and N flags in BCD operations since they don't work correctly.

John Harris
jharris@cybergate.com

543. Re: Trying to get 1200XL working again

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-30 00:00:00 UTC
From: Michael Ellis <michael@anest4.anest.ufl.edu>
Message-ID: <4elanj$2oa@no-names.nerdc.ufl.edu>
Source record: 86299

whboroso@mailbox.syr.edu (Bill Boroson) wrote:
>Hi,
>
>I pulled my old 1200XL out of the closet a couple of weeks ago just to see if
>it still worked. Most of the parts worked fine except that switchbox thingy
>that hooks the computer to the tv was broken. Is it possible to replace this
>by just going down to Radio Shack and getting a new one? Or will I have to
>special order it from someplace else?
>
>Bill

Yes, any standard RF switchbox should do. However, if your computer has been
collecting dust for quite some time, you'll want to swab the RF connector on
the computer will Isopropol rubbing alcohol -- otherwise you will likely get
a staticy picture. Be sure to get inside and outside the connector. Also,
only do this WITH THE COMPUTER TURNED OFF. Give about 10 minutes drying
time before turning the machine back on.

Frankly, you'll probably want to use a composite monitor. I picked up an old
Commodore 1702 monitor from a local electronics store for $10. Building
a cable isn't too bad if you're OK with a soldering iron.

-Michael Ellis

544. Re: Search for Touch Tablet / Koala Pad

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-30 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <4elbbf$nv9@charm.magnus.acs.ohio-state.edu>
Source record: 86300

In article <w8sHiD1w165w@garg.campbell.ca.us>,
Rick Cortese <ricortes@Garg.Campbell.CA.US> wrote:
>Foggy memory, but I believe the other systems use something like a 10k
>VR & the Atari uses 100k so that's why you need a slight hack.

I think the Atari paddles are 1 meg resistirs.
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

545. Re: Trying to get 1200XL working again

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-30 00:00:00 UTC
From: bjepson@conan.ids.net
Message-ID: <4elefp$7kb@paperboy.ids.net>
Source record: 86301

In article <whboroso.56.00151987@mailbox.syr.edu>,
whboroso@mailbox.syr.edu (Bill Boroson) wrote:
>Hi,
>
>I pulled my old 1200XL out of the closet a couple of weeks ago just to see if
>it still worked. Most of the parts worked fine except that switchbox thingy
>that hooks the computer to the tv was broken. Is it possible to replace this
>by just going down to Radio Shack and getting a new one? Or will I have to
>special order it from someplace else?
>
>Bill

As it happens, I was just thumbing through that part of the catalog, which
was practically forced upon me last time I bought something at the Shack. You
probably want part number 15-1268 ($6.49), which has 75 Ohm (newer TVs and
VCRs) output. They have others, as well.

Regards,

Brian Jepson (bjepson@conan.ids.net)
---===[[[@>>> Perl, FoxPro, SQL Server, HTML
Business: http://access.digex.net/~psii/ Which will
Pleasure: http://www.ids.net/~as220/ it be?

546. XFormer Question (strange behavior of the RESET key)

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-30 00:00:00 UTC
From: ime@zombie.hancad.co.at
Message-ID: <4ekge0$njn@hancad.hancad.co.at>
Source record: 86302

I've tried the XFormer 3.3 Demo and found a strange behavior of
the RESET key (F10).
If set to Atari 800 Mode and Basic is disabled F10 works like the
'original' RESET key.
If set to Atari 800XL Mode and Basic is disabled F10 switches on
Basic !!!
As a result of this many programs don't work because they hook
into the reset vector and start themselves with a reset.

Is this only in the demo or also in the commercial release?

Adolf

547. Montezumas Revenge

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-30 00:00:00 UTC
From: ime@zombie.hancad.co.at
Message-ID: <4ekghr$njn@hancad.hancad.co.at>
Source record: 86303

Has anyone completed Montezumas Revenge yet?
There were two versions, one with a level display and one with
Montezuma himself stomping on the floor.
How do yo free Montezuma or complete the game at another way?

Adolf

548. Re: Behind Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-30 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.91.960130110925.24866A-100000@moose.erie.net>
Source record: 86304

On Tue, 30 Jan 1996, Richard A. Smith wrote:

> Does anybody remember a game called "Behind Jaggi Lines" ? I believe
> that this game was renamed "Rescue on Fractalus".
> Cheers !

"Behind Jaggi Lines" was a pirated pre-release version of "Rescue
on Fractalus".

549. Re: CO61991?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-30 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1996Jan30.121431.26189@wariat.UUCP>
Source record: 86305

(Now I KNOW everyone wants to read this? But what the hey.)
NCRF815103G
CO61991
'Freddie'
RAM Address Multiplexer
(On XE machines and maybe the XEGS)
Available from Amer. Technavision for maybe lower than
$15+$4.75 ship. (Listed at $15 in my old catalog.)
Amer. Tech. 510-352-9227
(Also probably B & C Computervisions and maybe elsewhere.)

Pins:
1. Pulse NC 21. A12
2. Pulse 22. A13
3. EXT_SEL Hi 23. Pulse
4. Pulse 24. Pulse
5. Pulse 25. Pulse RA7
6. Low NC 26. Pulse RA6
7. Low NC 27. Pulse RA5
8. A0 Pulse 28. Pulse RA4
9. A1 Pulse 29. Pulse RA3
10. A2 Pulse 30. Pulse RA2
11. A3 Pulse 31. Pulse RA1
12. A4 Pulse 32. Pulse RA0
13. A5 Pulse 33. Pulse (goes to RAM)
14. A6 Pulse 34. Pulse (to RAM)
15. A7 Pulse 35. Pulse
16. A8 Pulse 36. Pulse NC
17. A9 Pulse 37. OSC pulse
18. A10 Pulse 38. R/W pulse
19. A11 Pulse 39. RST Hi
20. Gnd 40. Some kind of +5v
(Pain in the butt, probably not what the guy wanted. I sure don't
know what this all means.)
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

550. Re: Upgrading Xformer

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-31 00:00:00 UTC
From: ddahlstrom@mhv.net
Message-ID: <310ec7f0.1805615@news.mhv.net>
Source record: 86175

Derek seems to be very particular about how you request a
user name and password, namely:

1. He does not give you a user name and password; you
must give them to him.

2. Your user name (and password) must be one word (ie. "JohnSmith").

3. You must supply the address that was on your original
registration card as well as your e-mail address.

Whether or not you agree with his peculiar approach to customers, this
is the only way you'll get access.

--Dave

On Sun, 28 Jan 1996 18:20:36 GMT, jeffk914@groucho.roc.servtech.com
(Jeff Kyle) wrote:

>Has ANYONE successfully gotten a password to download the newer
>versions of PC Xformer? I've requested a password twice, waited
>patiently for weeks, and no response whatsoever.
>
>It's getting just a tad frustrating...
>
>| Jeff Kyle jeffk914@groucho.roc.servtech.com |
>| Rochester, NY "Katarina" 1975 Porsche 914 |
>| http://www.servtech.com/public/jeffk914 |
>| Car pictures, TMBG MIDI archive, and more! |
>| "No One Knows My Signature." |

551. Re: Wanted: Atari Defender

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-31 00:00:00 UTC
From: username@starnetinc.com
Message-ID: <4embkg$61m@news.ais.net>
Source record: 86176

I have many Atari Computers and many Defender Cartridges. Defender was a great game and anyone who has an Atari Computer should have it. I'm willing to part with one of them for free, just send $5 and your address to me.

Jason Frankowiak
323 N. Stewart
Lombard, IL 60148

552. Re: Which is the better buy 800XL or 65XE?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-31 00:00:00 UTC
From: darrins@cyllene.uwa.edu.au
Message-ID: <4emi2o$r3v@styx.uwa.edu.au>
Source record: 86177

Rob Funk (rfunk@magnus.acs.ohio-state.edu) wrote:
: In article <4el6gl$mjb@news.ios.com>, Bingham <bbingham@haven.ios.com> wrote:
: >Hey, there's an idea, maybe we can bribe our EE friends to produce
: >machines with intentional limitations! Sorta like planned obsolecence,
: >only better for programmers. (Laugh go ahead, I dare ya.)

: Hmmm..... maybe the intel 80x86 series? :-)
: Even intel wouldn't argue that the 8088 and 80x86SX processors would
: fall into this category.

: --
: ------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
: "A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
: One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
: -- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr
Ahem! back to the original question...

Which one should I get!!!

(I'm leaning toward the 65XE as it had a disk drive and games with it!)

--
Darrin Smith Phone:(work) 09 224 0263 (+61 9 224 0263)
Ph.D Student, University Dept of Medicine (fax) 09 224 0246 (+61 9 224 0246)
Medical Research Foundation Building (home) 09 305 9425 (+61 9 305 9425)
Level 4, 50 Murray St. PERTH WA 6000 (mob) 0414 534 120 (+61 414 534 120)

E-Mail: darrins@cyllene.uwa.edu.au WWW: http://www.uwa.edu.au/cyllene/darrins
---

553. Atari 2600/5200/7800/Lynx and Atari 8-Bit Catalog

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-31 00:00:00 UTC
From: ice@skypoint.com
Message-ID: <4en7iv$8f6@stratus.skypoint.net>
Source record: 86178

```
**************************************************************************
* Have you ever thought there was no place on earth to get stuff *
* for your 2600/5200/7800/Lynx and Atari 8-Bit computers? *
* *
* Well look no further! *
* *
* To receive a FREE catalog of all Atari 8-bit and game machine products, *
* email your full name and postal mailing address to: ice@skypoint.com *
**************************************************************************

* Have you ever thought there was no place on earth to get stuff *
* for your 2600/5200/7800/Lynx and Atari 8-Bit computers? *
* *
* Well look no further! *
* *
* To receive a FREE catalog of all Atari 8-bit and game machine products, *
* email your full name and postal mailing address to: ice@skypoint.com *
**************************************************************************
```

554. Re: FTe.. anyone heard from them?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-31 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <4enld8$q6@news.xmission.com>
Source record: 86179

Chris Brown (ba930@FreeNet.Carleton.CA) wrote:
:
: Has anyone heard from Mike Holman lately? The Ottawa Atari XE Group has
: been waiting for the MIO2 to come out for ages, and we noticed at the last
: meeting that Mike has just sort of disappeared. Does anyone know what's
: going on with FTe?

I too have been trying to get ahold of Mike, but have yet to receive an
email reply or otherwise.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

555. Re: Behind Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-31 00:00:00 UTC
From: jeffk914@groucho.roc.servtech.com
Message-ID: <310eed92.1961074@news.servtech.com>
Source record: 86180

On 30 Jan 1996 06:18:55 GMT, glenng@rain.org (Glenn Gabrielson) wrote:

>Richard A. Smith (richs@interlog.com) wrote:
>: Does anybody remember a game called "Behind Jaggi Lines" ? I believe
>: that this game was renamed "Rescue on Fractalus".
>: Cheers !
>
>
> I remember reading somewhere about Behind Jaggi Lines being the
>pirated version that leaked out from LucusFilm games when it was being
>made. Rescue on Fractalus is just like it right? Or was Rescue different
>from the Behind Jaggi Lines version?

Behind Jaggi Lines was a prerelease copy of Rescue on Fractalus.
Ballblazer leaked out at the same time. Both were, of course, illegal,
but very desired - being the first Lucasfilm games ever.

Similar situation to The Last Starfighter, which was never officially
released (though being a terrific game - similar to Jr Pac-Man,
another good game that never saw release), which was updated a little
a year or so later and sold as Star Raiders II - though I think Last
Starfighter was a lot more fun.

| Jeff Kyle jeffk914@groucho.roc.servtech.com |
| Rochester, NY "Katarina" 1975 Porsche 914 |
| http://www.servtech.com/public/jeffk914 |
| Car pictures, TMBG MIDI archive, etc. Updated 1/25/96. |
| "Oh joy! Oh rapture!" -Arnold Horshack |

556. XFD & ATR Formats

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-31 00:00:00 UTC
From: Chet Chudasama <CChudasama@sc9.intel.com>
Message-ID: <4en1dg$eo@ornews.intel.com>
Source record: 86181

Hi,

Can anybody give me the file structure/formats of XFD or ATR files. I'm
going to try to write a simple conversion program.

Thx
Chet

--
Disclaimers:
'Any typos that may occur are intentional and may not be reproduced
without
prior approval'
"My views/opinions are my own and in no way reflect those of my employer"

557. Re: Current Notes

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-31 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <4en242$in6@main.freenet.hamilton.on.ca>
Source record: 86182

John Collins (bosco@host.yab.com) wrote:
: On Tue, 30 Jan 1996, Michael Current wrote:

: > >Just wondering why Current Notes (the new ones) started mailing in
: > >November, but there hasn't been any announcement here on CSA8? I
: > >starting to think it's become an ST publication and we 8-bit people have
: > >been forgotten.
: >

: I could've figured there wouldn't be any 8-bit coverage.

: > If you're wondering why CN themselves haven't posted any announcement here,
: > probably more efficient to ask them directly since I don't know whether
: > they read comp.sys.atari.8bit.

: I think the key word is "8-bit". If they see that, they stay away.
: A message from Rob't Boardman told me they missed the Pro! networks.
: Imagine an Atari entity, run by members of an Atari club, ignoring an
: Atari network. Problem is, I have dealt with them in the past when they
: cut off their newsletter exchange with us. We sent them several letters
: asking why, but they NEVER replied. A year and a half ago, we had a
: letter campaign looking for groups to exchange with us. TAF ignored our
: letter. Personally, I find their attitude rather elitist and snobbish.
: I am now on a campaign of my own to warn 8-bit users NOT to subscribe to
: Current Notes or do business with TAF. As far as I'm concerned TAF is a
: non-entity, as long as they CLAIM to support the 8-bits. Their
: executives should look up the word "support" in the dictionary.

: Look in the next Nybbles & Bytes in March and you will see the asinine
: remarks I've received from the TAF executives and the editors of Current
: Notes (which by the way are one and the same, but don't "confuse Current
: Notes with TAF", they are too separate entities.)

: Yeah, right...

: BTW - I hope you REMOVE Current Notes from the Atari 8-BIT FAQ.
: ~~~~~

I agree whole heartedly! T.A.F. largely ignores its' 8 bit users. The
Phoenix rarely has anything 8 bit in it at all.....now Current Notes
seems to be the "Phoenix" in Current Notes clothing. I dont think there
is anything worthwhile for an Atari 8 bitter.

My Users group is just down the highway in Hamilton, and we have a large
8 bit faction. They represent half of our small club. And, they contribute
the most to our newsletter. So, our Gazette has quite a bit of Classic Atari
coverage. I spoke with Howard Carson and made arrangements to trade

newsletters.....we sent our Gazette, but never receieved anything in return. I have instructed our correspondent to stop sending them the Gazette, until we get the Phoenix.

I do get the distinct impression that TAF is elitist. If there are any 8 bit owners in the Toronto area reading this, I would like you to know that there is an ACTIVE 8 bit club (we have ST owners too) right down the road in Hamilton. It is NOT THAT FAR.....Email me for directions....

We meet on the second Tuesday of the month (next one Feb 13th) in the Union Gas Building in Hamilton (Basement 7:30pm)....corner of Hughson and Main Street E.

William M. Moeller
President
Hamilton, Burlington, Oakville Atari Users' Group (BOTH Ataris)

Voice 905-544-3387

^^ ^^^ ^^ System Reset! BBS ^^ ^^^ ^^
^^ ^^^ ^^ 160 Megs Online! ^^ ^^^ ^^
^^ ^^^ ^^ Running 24 Hours using ^^ ^^^ ^^
^^ ^^^ ^^ BBS Express! Professional ^^ ^^^ ^^
^^^ ^^^ ^^^ USF Net, IAN Net, Atari ST ^^^ ^^^ ^^
^^^ ^^^ ^^^ and 400/800/XL/XE ^^^ ^^^ ^^^
^^^^^ ^^^ ^^^^^ support!!!!!! ^^^^^ ^^^ ^^^^^
^^^^^^^ ^^^ ^^^^^^^ 905-544-6162 ^^^^^^^ ^^^ ^^^^^^^
^^^^^ ^^^ ^^^^^ 300-14.4 V32.bis ^^^^^ ^^^ ^^^^^^

558. Re: Behind Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-31 00:00:00 UTC
From: etxansk@garbo.ericsson.se
Message-ID: <4enjq6$anb@erinews.ericsson.se>
Source record: 86183

glenng@rain.org (Glenn Gabrielson) writes:

> > ...
> I remember reading somewhere about Behind Jaggi Lines being the
>pirated version that leaked out from LucusFilm games when it was being
>made. Rescue on Fractalus is just like it right? Or was Rescue different
>from the Behind Jaggi Lines version?
The versions are, as far as I can remember, exactly the same, but I
believe the Lucasfilm intro with the logo in metal-style graphics on
a brown or red background appears the released version before the game
starts.

Anders Skelander

559. Re: GIF Printer

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-31 00:00:00 UTC
From: bbingham@haven.ios.com
Message-ID: <4ennne$32h@news.ios.com>
Source record: 86184

Rob Funk (rfunk@magnus.acs.ohio-state.edu) wrote:
: In article <4ehnrc$u3h@news.yab.com>, <bosco@yab.com> wrote:
: >I was thinking, couldn't a GIF to printer program be an easy project for
: >programmers?

: I've toyed with the idea before, but every time, I say, "Oh yeah, that
: requires handling many different printers."
: Converting to a particular printer probably wouldn't be TOO tough (not
: trivial though), but I don't think we can pick just one printer.
: Maybe just pick one at a time, but which ones first?

POSTSCRIPT first! <evil grin> I already have gr screen 2 eps code laying
around. Now to find some gif2eps and I'm all set <g>.

Bill

560. Looking for a modem

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-31 00:00:00 UTC
From: olafsen@phy.duke.edu
Message-ID: <4eo212$ofa@news.duke.edu>
Source record: 86185

I am looking for a modem for an Atari computer that I recently salvaged. If anyone has an Atari modem that still works, I would be interested in buying it.

Jeff

--

561. Joystick Ports

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-31 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.91.960131083244.20039C-100000@moose.erie.net>
Source record: 86186

I've done a little BASIC programming on the 8-bit Atari's but I'm not deeply familiar with the hardware. Can anyone tell me why the paddle lines only range from 0 to 228 rather than 0 to 255? Just curious!

562. Re: Current Notes

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-31 00:00:00 UTC
From: bosco@host.yab.com
Message-ID: <Pine.LNX.3.91.960131075230.8723C-100000@host.yab.com>
Source record: 86187

On Tue, 30 Jan 1996, Michael Current wrote:

> I posted here when I received my first of the "new" CN's, but true enough,
> no one has mentioned the more recent issue here. Still no 8-bit content in
> their 2nd issue, just a note that if people want 8-bit articles, they need
> 8-bit article submissions. There were a couple 8-bit ads this time, like
> B&C ComputerVisions.

If they wanted people to submit 8-bit articles, then they should have
posted an announcement in the 8-bit networks and newsgroups. Trust me,
they don't want 8-bit articles (quote):

*** READ BETWEEN THE LINES ***

Date: Mon, 29 Jan 1996 19:49:18 -0500 (EST)
From: Robert Boardman <redfrog@io.org>
To: John Collins <bosco@host.yab.com>
Subject: Re: Current Notes

On Sun, 28 Jan 1996, John Collins wrote:

> I was on the Pro! network when I found out Current Notes came out in
> November. I am distressed that there was absolutely no announcement in
> the 8-bit arenas. Is it because the magazine is a 16-bit publication
> only? If not, then why no announcement? I know your club supports
> 8-bits and some of your members use 8-bits, so I'd think you guys would
> have *some* 8-bit coverage.
>
> John Collins
>
>
John:

First to clear up what seems to be some confusion. The revitalization of
Current Notes has absolutely nothing whatever to do with the Toronto
Atari Federation. Yes, there is a small group of 8-bit fans left as part
of TAF. And we do enjoy having fun with our machines, but that has
nothing to do with Current Notes.

Secondly, you said the announcement of the "new" Current Notes didn't
get to one of the online services you deal with. Sorry, but we couldn't
get everybody. The message about the first issue under the guidance of
Howard Carson and myself was publicized on Compuserve, GEnie and several
other major Canadian and U.S. electronic groups. We couldn't get them
all, we don't even know what most of them are called. We have to rely on
interested parties like you either spreading the word, or letting us
know who we missed so we can do a little more publicity. (BTW the first

issue of the new CN was Sep-Oct 95. The Jan-Feb issue will be going out to subscribers and retailers this week.)

Third, we are pleased to publish quality material about 8-bit systems. However, all material has to meet the same editorial criteria. One of the major guidelines we have is that the material published in CN has to be original. We are not a reprint magazine. We aren't going to publish online dialogues which happen to be distributed widely through various BBSs and the 'net, for example.

If you want to contribute, send us your ideas for articles, and then follow up your ideas with articles. We'd like to publish 8-bit stuff - but good original material on computers that are more than 10 years old is very rare.

Hope to hear from you again soon.

Robert Boardman
redfrog@io.org Hands On Communication Current Notes magazine

563. Re: Montezumas Revenge

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-31 00:00:00 UTC
From: eplicon@aol.com
Message-ID: <4eo2p3$pfn@newsbf02.news.aol.com>
Source record: 86188

> Has anyone completed Montezumas Revenge yet?

>There were two versions, one with a level display and one with
>Montezuma himself stomping on the floor.

The one where he stomps on the floor was the original version Robert Jaeger wrote for his company before Parker Bros. obtained it and truncated it down to size. I don't think it was fully complete (or an official release -- like other legendary Atari software), because once I got to that level, there wasn't much to do but run around or get more points. The Parker Bros. version did have a point where you could win -- there was a room filled with those little treasures, and all you had to do was collect them. This led to the next level. After a certain point, the game would end when you completed it all.

564. Re: Montezumas Revenge

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-31 00:00:00 UTC
From: eplicon@aol.com
Message-ID: <4eo2mt$pdk@newsbf02.news.aol.com>
Source record: 86189

> Has anyone completed Montezumas Revenge yet?

>There were two versions, one with a level display and one with
>Montezuma himself stomping on the floor.

The one where he stomps on the floor was the original version Robert Jaeger wrote for his company before Parker Bros. obtained it and truncated it down to size. I don't think it was fully complete (or an official release -- like other legendary Atari software), because once I got to that level, there wasn't much to do but run around or get more points. The Parker Bros. version did have a point where you could win -- there was a room filled with those little treasures, and all you had to do was collect them. This led to the next level. After a certain point, the game would end when you completed it all.

565. Re: Looking for a modem

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-31 00:00:00 UTC
From: irvi2187@sundance.sjsu.edu
Message-ID: <4eo4g6$m3i@nuke.csu.net>
Source record: 86190

Jeffrey Stuart Olafsen (olafsen@phy.duke.edu) wrote:
: I am looking for a modem for an Atari computer that I recently
: salvaged. If anyone has an Atari modem that still works, I would
: be interested in buying it.

You could get an Atari modem, but do yourself a favor and get a standard modem interface (such as a P:R: connection or an 850, neither of which should cost you more than $20) and an 850 modem cable if you're using an 850, and buy a real modem.

Modems designed for the Atari 8-bits are no faster than 1200 bps. By getting an 850 and a modem cable, I was able to connect a 9600 Hayes-compatible to the Atari with no other hardware upgrades. I've found that anything over 9600 is overkill for the Atari; besides, 9600 seems to be the fastest rate at which the machine can reliably operate without additional hardware. (Think about it: everything is in text mode, and files to download are usually under 100K. That hardly requires ISDN.)

In short, you could get a 1200 bps modem, but you'll go nuts after just a few minutes anyway. Go for the gusto. :)

--
Tim Irvin, irvi2187@sundance.sjsu.edu--CS Grad Student, San Jose State Univ.
Geek, Husband, System Administrator, Softball Maniac, Numismatist, et cetera
"The net.persona formerly known as ziggy29"
New & Improved for '96 ==> http://www.mathcs.sjsu.edu/student/irvi2187/

566. Atari & Classic Game Web Page Updated!

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-31 00:00:00 UTC
From: mbates@s3.sonnet.com
Message-ID: <mbates-3101962144420001@ppp5-stk.sonnet.com>
Source record: 86191
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.marketplace,rec.games.video.atari,alt.games.lynx

I have jjust spent the better part of 3 days re-vamping my web pages and
add-ons and lists and stuff!

PLEASE check it out! Send me a comment! Send me a trade! Send me cash
(oops!)

Thanks
-Marlin

URL: http://www.stocko.sonnet.com/Fujidom/

-Or-

URL: http://www.stocko.sonnet.com:80/Fujidom/

```
------------------------------------------------------------------------
---*** All hail the Fuji! PLUG IN THE WIRE! http://www.atari.com
---*** Marlin Bates / Canon Color / Taylor Made Office Systems
---*** 2600: 420 / 7800: 56 / XL/XE: 169 / Lynx: 74 / Jaguar: 31
--*-*-* Duo: 158 / TI: 142 / SMS: 35 / Genesis: 30/ MicroVisn: ALL
-*--*--* For my current list of Classic Home Video Games I own and
*---*---* trade check out: http://www.stocko.sonnet.com/Fujidom/
------------------------------------------------------------------------
```

567. ATARI controllers notes

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-31 00:00:00 UTC
From: JTKIRK@urp.edu.pe
Message-ID: <m0thhDL-000OQ7C@rcp.net.pe>
Source record: 86192

These are my notes on different types of ATARI controllers.
I decided to put them together after I read a posting by Mark Howard about
the steering controllers and trackball on some ATARI 8-bit page.

Joysticks
----

circuital diagram pin assignments
---------------- ---------------

```
__________
org blk \5 4 3 2 1/
| | \9_8_7_6/
O-----+
| wht
| | pin wire
+-----O # col function
| -----------------
+-----\ 1 wht ^ (up)
| | 2 blu v (down)
grn -O +-----O- bwn 3 grn < (left)
| 4 bwn > (right)
| 6 org fire
| (7 red +5V) (*)
O 8 blk GND
|
blu (*) only used in joysticks
with autofire switch
```

autofire circuit

```
red firing frequency:
|
/----------+ f=1,44/[(R1+2*R2)*C]
| |
Z /--+ ( T=0,694*(R1+2*R2)*C )
R1 Z .__|__|__.
| | 8 4 |
+----7 | typical values:
| | 3----- org
Z | LM 555 | C1=0,42 nF
R2 Z /-6 5----\ R1=10 K
| | | | | R2=10 K
+--+-2 | = C1 C=100 nF
| |___1____| |
```

```
| | | (These are the values I selected.)
\---||---+---------/
C |
blk
```

```
Paddles
-------

circuital diagram pin assignments
---------------- ---------------

__________
pushbutton R \5 4 3 2 1/
__I__ /---NNN-- \9_8_7_6/
o o | ^
| | | | pin wire
L grn blk yel vio # col function
---------------------------------- -----------------
R bwn blk yel red 3 grn L button
4 bwn R button
5 red R paddle
R=1M 7 yel +5V
(R=500K for Commodore) 8 blk GND
9 vio L paddle

Keyboard controllers/Video touch pad
------------------------------------

circuital diagram pin assignments
---------------- ---------------

__________
grn vio wht blu \5 4 3 2 1/
| | | | \9_8_7_6/
+-NN-+-NN-+ |
| R R | | pin wire
O---------O---------O----- bwn # col function
| | | -----------------
| | | 1 bwn row 1
O---------O---------O----- red 2 red row 2
| | | 3 org row 3
| | | 4 yel row 4
O---------O---------O----- org 5 grn col 1
| | | 6 blu col 3
| | | 7 vio +5V
O---------O---------O----- yel 9 wht col 2

R=4,7K

Readings
--------

The following program appeared in COMPUTE!, 2/87, "Readers Feedback"
section, page 30. It allows to read a keyboard controller (or video
```

touch pad, since they are internally identical) connected to port 1:

```
1 GRAPHICS 0
10 DIM ROW(3),I$(13),BUTTON$(1)
30 GOSUB 6000
60 POSITION 2,7:PRINT "CONTROLLER # 1:";
80 GOSUB 7000:POSITION 19,7:PRINT BUTTON$;
120 GOTO 80
6000 REM
6010 POKE 54018,48:POKE 54016,255:POKE 54018,52:POKE 54016,221
6030 ROW(0)=238:ROW(1)=221:ROW(2)=187:ROW(3)=119
6040 I$=" 123456789*0#"
6050 RETURN
7000 PORT=54016
7010 P=1:PAD=0
7020 FOR J=0 TO 3
7030 POKE PORT, ROW(J)
7040 FOR I=1 TO 10:NEXT I
7050 IF PADDLE(PAD+1)>10 THEN P=J+J+J+2:GOTO 7090
7060 IF PADDLE(PAD)>10 THEN P=J+J+J+3:GOTO 7090
7070 IF STRIG(0)=0 THEN P=J+J+J+4:GOTO 7090
7080 NEXT J
7090 BUTTON$=I$(P,P)
7100 RETURN
```

STM1 Mouse
---

circuital diagram pin assignments

```
__________
(Are you nuts? It consists of \5 4 3 2 1/
23 resistors, 2 capacitors, \9_8_7_6/
2 movement sensors and an
LM 339N quad-comparator IC!) pin wire
# col function
Well, at least the buttons: -----------------
1 bwn L/R sense
L button R button 2 org L/R reference
__I__ __I__ 3 grn U/D sense
o o o o 4 blu U/D reference
| | | | 6 yel L button
yel blk wht blk 7 red +5V
8 blk GND
9 wht R button
```

readings

The STM1 Mouse works as an inverted trackball (which is, in fact, what it is). The left button corresponds to the joystick trigger; the right button must be read in more or less the same way as the keyboard

controllers, I guess (I had to return the mouse I borrowed before finishing my analysis).

Mouse rolling forwards (up) Mouse rolling backwards (down)

```
U/D U/D U/D U/D
REF SNS REF SNS
------- -------
0 1 0 0
1 1 <-\ 1 0 <-\
0 1 --/ 0 0 --/
... ...
```

Mouse rolling left Mouse rolling right

```
L/R L/R L/R L/R
REF SNS REF SNS
------- -------
0 1 0 0
1 1 <-\ 1 0 <-\
0 1 --/ 0 0 --/
... ...
```

I tried to write a resident handler which should convert the mouse readings into joystick values and put them into the shadow register for joystick 2 (remember that on the ATARI XL/XE only joysticks 0 and 1 are in effect, and 2 & 3 just contain repeats of 0 and 1). Then, if you read STICK(2), you would have the translated values; STRIG(2) would give you the status of the right mouse button; and for the left button, you would still use STRIG(0). Unfortunately, the routine got hanged sooner or later, and I had to return the borrowed mouse before I could finish debugging it. Maybe I can borrow another and resume the task...

Marco Antonio Checa Funcke
Botoneros 270
Lima 33
Peru

reachable at jtkirk@urp.edu.pe

568. ATARI joysticks misc.

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-31 00:00:00 UTC
From: JTKIRK@urp.edu.pe
Message-ID: <m0thhC5-000OPwC@rcp.net.pe>
Source record: 86193

```
Joystick miscellany
-------------------

1- Analog joysticks
-------------------
Have you ever considered the fact that an IBM-PC-type analog joystick
consists of two potentiometers (one each for the x- and y-axis) and two
pushbuttons, just like a set of ATARI (or Commodore) paddles? Have you
ever thought of connecting such a proportional joystick to your ATARI or
Commodore computer in order to use it with your programs? Well, here's
how to build a 15-pin analog joystick port from 2 9-pin ATARI ports. You
will need a 15-pin and 2 9-pin female connectors and a 15-wire cable.

Internally, the analog joysticks are basically like this:

pb1A
|
O
| Y1
pb1B -O--+ | U
| |
GND Z
/->Z Ry Rx=Ry=200-250 K
| Z
/----\ | |
v | \--+ D
X1 ----NNNNN--+----+----- +5V
L Rx R

The pin assignmet in the 15-pin IBM-connector is the following:

pin _________________________
# function \8 7 6 5 4 3 2 1/
------------ \15_14_13_12_11_10__9/
1 +5V
2 pb1A
3 X1
4 GND
6 Y1
7 pb1B
10 pb2A
11 X2
13 Y2
14 pb2B
```

Similarly, the pin assignment for the DB9 connectors (in the case of paddles) is the following:

```
pin ___________
# function \5 4 3 2 1/
------------ \9_8_7_6/
3 L button
4 R button
5 R paddle
7 +5V
8 GND
9 L paddle
```

Well, let's begin with the connections for 1 analog joystick. Take the cable and use it to connect the following pins on the 15-pin connector to the corresponding pins on one 9-pin connector:

```
15-pin 9-pin
-------------
1 -> 7
2 -> 3
3 -> 9
4 -> 8
6 -> 5
7 -> 4
```

Now, you can try connecting the 9-pin female to joystick port 1 on your computer and the analog joystick into the 15-pin female connector. Then, write and run a subroutine like this and try moving the joystick and pressing the buttons:

```
0 PRINT PADDLE(0), PADDLE(1), PTRIG(0), PTRIG(1):GOTO 0
```

You could also load any program which uses a touch tablet and test the joystick instead (e.g, ATARI ARTIST).

If you have a dual analog joystick ('dual' in the same way that paddles are connected by pairs to a single port), then you can now make the following additional connections from the 15-pin female to the second 9-pin female:

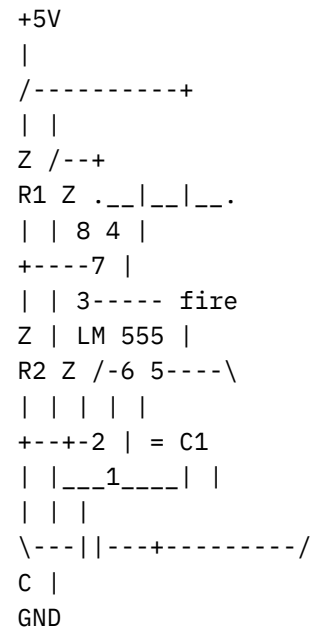
```
15-pin 9-pin
-------------
10 -> 3
11 -> 9
13 -> 5
14 -> 4
```

Now connect the second 9-pin female to joystick port 2 on your computer; the second analog joystick should be readable through PADDLE(2), PADDLE(3), PTRIG(2) and PTRIG(3).

```
2- Portable autofire
--------------------
```

This is a solution for those joysticks which don't have a +5V line (red wire typically, connected to pin 7). You will need a 9-pin female and a 9-pin male connector, an LM 555 timer IC, two resistors (R1=R2=10 K), two capacitors (C=100 nF, C1=0,42 nF), a two-position switch and some wire. Since you will need also an appropiate casing, I would recommend you to use a 9-pin null modem adapter (e.g., Radio Shack #26-264), which will provide you already with the casing, wiring and DB9 connectors.

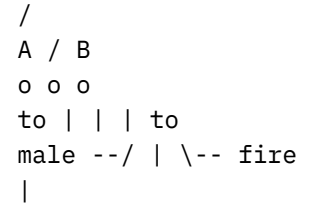
First, build the following autofire circuit in the smallest possible area (less than 0,5"x0,5"):



If you are using the null modem adapter, skip this paragraph and continue with the next. If you aren't and are building the adapter with separate parts, then just connect each pin from the 9-pin female to the same pin on the male connector. Now you've just built what the adapter looks like on the inside.

Now, if you are using the null modem adapter: just open the casing and accomodate the circuit inside. Make sure that all pins on the male are connected to the same pin # on the female (i.e., pin #1 to pin #1, pin #2 to pin #2, etc.) and not cross-connected.

Now for both: Connect the +5V line to pin #7 (either on the male or the female connector, it's the same). Similarly, connect the GND line to pin #8. Cut the wire from pin #6 just in the middle. Now, proceed to make the following connections on the switch:



to female

Now, make the appropiate holes in the casing for the switch. Fix the switch in place and close the casing. Now the portable autofire is ready for use.

Just connect the portable autofire between the joystick port on the computer and the joystick's plug. With the switch in the A position, you will simply bypass the autofire circuit (autofire disconnected); when it is in the B position, the autofire is connected and the joystick's fire button is disabled. The advantage of this design is that you can connect the portable autofire to any joystick you want, without having to make any permanent modification to it.

3- Tank-style levers

Surely you remember BATTLEZONE (tm), don't you? I loved playing that game on the arcades, since it was one of the first games to offer you 3-D graphics and a first-person viewpoint. Then ATARI released it for its 2600 VCS (after many years), with some of the best graphics I've seen on the 2600 VCS. And then came the version for ATARI 8-bit computers... the only one I haven't seen, because somebody stole the last cartridge from the computer fair back in 1989; I assume the controls were like the 2600 VCS version:

```
forward
^
turn left | turn right
rotate \ | /
counterclockwise <----*----> rotate clockwise
/ | \
reverse left | reverse right
v
back
```

The arcade version had real tank-like controls instead:

```
left right
tread tread

forward ^ ^ forward
| |
motionless + + motionless
| |
back v v back
```

The combined motion of both treads gave the same 8 different possible movements for the tank.
Well, if you (like me) aren't happy with using just the joystick and want to have a more 'realistic' feeling, here's how to build your tank levers, including the necessary circuitry to provide the respective joystick signals for each combination.

Let's compare the switch values for the 9 joystick positions and the
9 tank-lever positions:

joystick tank levers

U X Y
SWITCHES L-+-R | |
D Z W

movement RLDU XYZW
---
motionless 1111 1111

forward 1110 0011
back 1101 1100
counterclockwise 1011 1001
clockwise 0111 0110

turn right 0110 0111
turn left 1010 1011
reverse right 0101 1101
reverse left 1001 1110

The functions which map (X,Y,Z,W) to (R,L,D,U) are:

_ ___
R = Y + X.Z + Z+W _
_ ___ = NOT
L = X + Y.W + Z+W
___ . = AND
D = X.Y + Z.W
___ + = OR
U = X.Y + Z.W

You will need:

- 1 74LS04 IC (6xNOT) (IC1)
- 1 74LS08 IC (4xAND-2) (IC2)
- 2 74LS32 ICs (4xOR-2) (IC3 and IC4)
- 4 14-pin IC sockets (optional)
- 1 2"x3" IC PCBoard (like Radio Shack #276-150A)
- lots of jumper wires
- soldering iron and solder wire
- 1 9-wire cable (as long as you like)
- 1 joystick connector (9-pin, female)
- 4 pushbuttons for the lever switches (X, Y, Z and W)
- as much pushbuttons as you want for firebuttons
- 1 board for mounting the switches
- 2 self-centering levers (inverted T form)
- 1 casing for the whole

Connections:

First, solder all wires of the cable to the 9 pins of the joystick
connector. The free ends of the wires will be referred to as joyN,
where N=1-9 is the corresponding pin number at the connector.

```
__________
\5 4 3 2 1/
\9_8_7_6/
```

Mount all 4 lever switches in their board, properly spaced. Remember
that the levers are supposed to press them once in place.

```
X -O O- Y
| |
+-----+--- GND
| |
Z -O O- W
```

Solder the 4 sockets (or the ICs, directly, if you're cheap) in place
in the PCBoard. Pin # of ICx will be referred to as ICx-#, where x=1-4
and #=1-14.

```
_______________________________
|() ..................... ()|
| .:::::::::::::::::::::::. |
| ::|o_IC2__|:::|o_IC3__|:: |
| :::::::::::::::::::::::::: |
| :::::::::::::::::::::::::: |
| :::::::::::::::::::::::::: |
| :::::::::::::::::::::::::: |
| ::|o_IC1__|:::|o_IC4__|:: |
| ::::::::::::::::::::::: |
|()_____________________()|
```

Now use the jumper wires to make the following connections:

+5V: joy7, IC1-14, IC2-14, IC3-14, IC4-14
GND: joy8, IC1-7, IC2-7, IC3-7, IC4-7, ground of all pushbuttons
R: joy4, IC4-6
L: joy3, IC4-8
D: joy2, IC3-3
U: joy1, IC3-6
FIRE: joy6, trigger of (all) firebutton(s)
X: switch X, IC1-11, IC2-2, IC2-4
Y: switch Y, IC1-9, IC2-5, IC2-10
Z: switch Z, IC2-1, IC2-12, IC3-12
W: switch W, IC2-9, IC2-13, IC3-13
IC1-1, IC2-6, IC3-4
IC1-2, IC3-2
IC1-3, IC2-11, IC3-1
IC1-4, IC3-5
IC1-8, IC4-1
IC1-10, IC4-13
IC1-12, IC4-5, IC4-9
IC1-13, IC3-11
IC2-3, IC4-2

IC2-8, IC4-12
IC4-3, IC4-4
IC4-10, IC4-11

If you're using sockets, then now you can place the ICs on them.
You can include an autofire switch in the design, if you want. You could also have the two pots (joy5 and joy9) being used for anything you can imagine.
Make sure the levers will press the pushbuttons when pressed. You will have to assemble the whole thing inside the casing, making it fit.
Now you're ready to blast those @&%# enemy Automatons!

Marco Antonio Checa Funcke
Botoneros 270
Lima 33
Peru

reachable at jtkirk@urp.edu.pe

569. 5200 -> 800 ports

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-31 00:00:00 UTC
From: krieg@miller.cs.uwm.edu
Message-ID: <4eorbs$7p2@uwm.edu>
Source record: 86194

I remember stumbling across a few 5200 games that were illegally ported to 800/XL/XE game files, on a BBS around 10 years ago. Some of the titles included Gremlins and Junior Pac-Man. How was this done? Didn't the 5200 use a different joystick configuration than the Atari computers?

Were there any differences between a game that was devloped for the 5200 and one developed for 800 family (e.g. Pac-Man, Joust, Moon Patrol etc) or was one just a port of the other?

Are there other "port files" out there for games that were developed for the 5200, but not the Atari computers (Realsports Baseball, Fathom, Moonsweeper, Quest for Quintana Roo, etc)?

--
= o = Andrew Krieg - Software Engineering Consultant =
= | = E-mail: krieg@allmalt.cs.uwm.edu or =
= o / | \ o = krieg@ct.med.ge.com =
= |-/ \-| = WWW: http://www.cs.uwm.edu/public/krieg/index.html =

570. Re: Behind Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-31 00:00:00 UTC
From: Christopher Brett Strong <strong@cadesm54.eng.utah.edu>
Message-ID: <Pine.SUN.3.91.960131083951.7857C-100000@cadesm54.eng.utah.edu>
Source record: 86195

> Richard A. Smith (richs@interlog.com) wrote:
> : Does anybody remember a game called "Behind Jaggi Lines" ? I believe
> : that this game was renamed "Rescue on Fractalus".
> : Cheers !

> I remember reading somewhere about Behind Jaggi Lines being the
> pirated version that leaked out from LucusFilm games when it was being
> made. Rescue on Fractalus is just like it right? Or was Rescue different
> from the Behind Jaggi Lines version?

No, they are the same. The first version to leak out from LucasFilm was
"Rescue Mission". I got a pre-production version of that in 1983. Due
to the mess at Atari, it was years before we could buy the real thing.

\ oo Christopher B. Strong InterNet strong@ee.utah.edu
____|\mm (801) 582-6301 CI$: 71777,2331
//_//\ _\ decRAD: CSTRONG CADE: strong@eng.utah.edu
/K-9/ \/_/
/___/_____\

"If the mean don't get you, the variance will." -- James 1. Rieger

571. Running Basic from machine code

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-31 00:00:00 UTC
From: luszczek@student.uci.agh.edu.pl
Message-ID: <Pine.SUN.3.91.960131175331.29917B-100000@student>
Source record: 86196

I was recently trying to run Basic program within machine language, but I failed. I would gladly know about some resources on this subject.

What I did was setting Basic memory register starting from $80 and ending at $91. These registers set address of lowest and highest memory location, address of Basic variables names and values, address of Basic program begining and end. I also set properly RAMTOP (location $6A). Then I tried to jump to subroutine at $B755 which is acctually code for Basic RUN instruction. But nothing happend. I thought that's becasue Basic should set some other stuff before starting the program, so I tried to jump to $A000 subroutine before running the program. But then I had to type anything and I was back in my program in asembler and nothing happend. I probably don't know something, so help with it! It's really hard to disasemble the Basic code(I don't know about ather resources). Waiting for suggestions

Piotrek.

Piotr Luszczek
e-mail:
luszczek@student.uci.agh.edu.pl
---

572. need help setting up new modem

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-31 00:00:00 UTC
From: uanrbza@grove.iup.edu
Message-ID: <1996Jan31.173916.3940@news.iup.edu>
Source record: 86197

I just got a 2400 baud modem, external.
I have an atari 800XL /64K
and an atari 850 interface.
I would like to know a ftp site wehere I can download
flickerterm80 Lastest version
Ice-T
and latest version of Kermit_80.
does any1 know of a good site to find the drivers I may need
to load up to get this setup to work with?
thanks again..

-=-=-=

573. G: Device Print ATASCII cntrl chars

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-31 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1996Jan31.220332.22579@wariat.UUCP>
Source record: 86198

I earlier said everyone should know about Angelo Giambra's G: device.
A device handler that lets you list A8 BASIC programs graphically so
the inverse and cntrl chars print on Star and Epson printers.
Yes, well, Ok. It was Charles Johnson's program in ANALOG #35.
Great program. Johnson also did some neat stuff for the ST (I forget
what). Angelo Giambra did B-Line in issue #29, which I forget what
does, but BIG important, nice to have, a real good BASIC renumber
program in issue #27 (all these are ANALOG).
By the way, looks like nobody is going to sell me ANALOGs 1,3,4,5,
Sooooo.... Would anybody be willing to xerox these issues for me? A
copyright violation I suppose. I'm slooooooowly puttting in a data base
all articles from ANALOG, a long project. As many know ANALOG printed
an index of issues #15 to #49, but I want to be able to also look up
articles from #1-#14 and #50-#79. I would certainly share this
database (call it the rest of the ANALOG index), especially if someone
could help me finish my collection.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

574. Re: CO61991?

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-31 00:00:00 UTC
From: Christopher Brett Strong <strong@cadesm54.eng.utah.edu>
Message-ID: <Pine.SUN.3.91.960131084327.7857G-100000@cadesm54.eng.utah.edu>
Source record: 86199

On 30 Jan 1996, Russ Gilbert wrote:

> (Now I KNOW everyone wants to read this? But what the hey.)
> NCRF815103G
> CO61991
> 'Freddie'
> RAM Address Multiplexer
> (On XE machines and maybe the XEGS)

Actually, it was developed for the 1400 series. It is used in the 1400
and the 1450XLD.

\ oo Christopher B. Strong InterNet strong@ee.utah.edu
____|\mm (801) 582-6301 CI$: 71777,2331
//_//\ _\ decRAD: CSTRONG CADE: strong@eng.utah.edu
/K-9/ \/_/
/___/_____\

"If the mean don't get you, the variance will." -- James 1. Rieger

575. Re: Upgrading Xformer

Newsgroup: comp.sys.atari.8bit
Date: 1996-01-31 00:00:00 UTC
From: Christopher Brett Strong <strong@cadesm54.eng.utah.edu>
Message-ID: <Pine.SUN.3.91.960131084458.7857H-100000@cadesm54.eng.utah.edu>
Source record: 86200

On Wed, 31 Jan 1996, David G. Dahlstrom wrote:

> Derek seems to be very particular about how you request a
> user name and password, namely:
>
> 1. He does not give you a user name and password; you
> must give them to him.
>
> 2. Your user name (and password) must be one word (ie. "JohnSmith").
>
> 3. You must supply the address that was on your original
> registration card as well as your e-mail address.

Well, I have written him several times over the last few months with no reply, I think he is a jerk. I have dropped my plans to buy GEMulator. If he needs the original email address, that is a problem...as that computer is in a scrap heap in Maynard, Mass. I have written him explaining the change in address, but he ignores me. I made a major mistake purchasing products from him. A mistake I will not make again.

\ oo Christopher B. Strong InterNet strong@ee.utah.edu
____|\mm decRAD: CSTRONG CADE: strong@eng.utah.edu
//_//\ _\
/K-9/ \/_/ ||| "Speak 'Friend' and enter"
/___/_____\ / | \ --- Have You Played Atari Today? ---

"If the mean don't get you, the variance will." -- James 1. Rieger

576. Re: Behind Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-01 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.91.960201103033.10931A-100000@moose.erie.net>
Source record: 86106

On Wed, 31 Jan 1996, Jeff Kyle wrote:

> Similar situation to The Last Starfighter, which was never officially
> released (though being a terrific game - similar to Jr Pac-Man,
> another good game that never saw release), which was updated a little
> a year or so later and sold as Star Raiders II - though I think Last
> Starfighter was a lot more fun.

What were the differences between Last Starfighter and Star
Raiders II?

577. Re: Joystick Ports

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-01 00:00:00 UTC
From: slackey@slackey-sun.lightstream.com
Message-ID: <SLACKEY.96Feb1131430@slackey-sun.lightstream.com>
Source record: 86107

In article <Pine.LNX.3.91.960131083244.20039C-100000@moose.erie.net> Dennis McGuire <mcguired@moose.erie.net> writes:

I've done a little BASIC programming on the 8-bit Atari's but I'm not deeply familiar with the hardware. Can anyone tell me why the paddle lines only range from 0 to 228 rather than 0 to 255? Just curious!

Isn't it because the Atari uses one of its internal video display counters in the process of analog to digital conversion? Like the vertical counter? This seems plausible, because it has 192 display scan lines, and 228 would leave several for the vertical blank.

-Stan

578. Re: Atari Cable Message System

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-01 00:00:00 UTC
From: jharris@cybergate.com
Message-ID: <3111184d.45947135@news.cybergate.com>
Source record: 86108

tdrake1@umbc.edu (drake thomas (phd posi)) wrote:

>Anybody know where one can obtain the software/cartridge for the Atari
>8-bit message system for cable and closed circuit TV?

See reply in EMail.

Basically, since I haven't been able to get Atari hardware for quite some time, I stopped selling plug-in carts a long time ago. Current products are hardware/software packaged together. If there's anyone else interested, please let me know.

John Harris
jharris@cybergate.com

579. Re: 5200 -> 800 ports

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-01 00:00:00 UTC
From: itc@ix.netcom.com
Message-ID: <4er0u8$ot3@ixnews6.ix.netcom.com>
Source record: 86109

On 31 Jan 1996 22:44:12 GMT, krieg@miller.cs.uwm.edu (Andrew Krieg: Man or Android?) wrote:

>I remember stumbling across a few 5200 games that were illegally ported to >800/XL/XE game files, on a BBS around 10 years ago. Some of the titles >included Gremlins and Junior Pac-Man. How was this done? Didn't the 5200 >use a different joystick configuration than the Atari computers?

No idea, but I can tell you that "Glen the 5200 Man" was one of the main hackers doing that stuff. Space Dungeon is another 5200 games that comes to mind.

Sen

***
Sen

580. Atari Cable Message System

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-01 00:00:00 UTC
From: tdrake1@umbc.edu
Message-ID: <4ep2u4$2lc@news.umbc.edu>
Source record: 86110

Anybody know where one can obtain the software/cartridge for the Atari
8-bit message system for cable and closed circuit TV?

I know there was some company out of Seattle that was marketing/selling
such a messaging/info channel system back in the 1986 timeframe.

Any leads would be helpful.

Thanks!

Tom

--
-=-
Thomas Drake |From an 80-column Atari 8-bit Home Computer...
tdrake1@umbc.edu | Through the telephone, off of the server,
Test First! Then Code! | over the T-1 backbone, nothing but 'Net!

581. Re: Behind Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-01 00:00:00 UTC
From: eplicon@aol.com
Message-ID: <4er1p1$omq@newsbf02.news.aol.com>
Source record: 86111

>What were the differences between Last Starfighter and Star
>Raiders II?

"The Last Starfighter" had an intro screen (and not a very good one at that) of a ship taking off to the theme music. The game play was also slightly different. Instead of going to an ally ship for refueling and re-powering, you had to head to the sun and wait. If you hung around too long, you melted. There are few other things which I'm sure someone else will fill you in on...

582. Re: Atari & Classic Game Web Page Updated!

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-01 00:00:00 UTC
From: mjewison@irus.rri.uwo.ca
Message-ID: <4eqgsl$lls@falcon.ccs.uwo.ca>
Source record: 86112
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.marketplace,rec.games.video.atari,alt.games.lynx

In article <4eqali$8kk@news.xmission.com>, jeking@xmission.com (James King) writes:
|> Marlin Bates, IV (mbates@s3.sonnet.com) wrote:
|>
|> : URL: http://www.stocko.sonnet.com/Fujidom/
|> :
|>
|> This web site comes up as nonexistant.
|>

I bookmarked his page before. Try the following URL instead. It worked
as of this morning, Feb. 1.

http://www.stocko.com:80/Fujidom/

- Mike Jewison
mjewison@irus.rri.uwo.ca

583. FS: 8bit Hardware + Software

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-01 00:00:00 UTC
From: Karen Director <kdirector@videomaker.com>
Message-ID: <4er24r$k49@coatlique.cisnet.net>
Source record: 86113

```
800 CPU -- mint condition.................$35.00
XF551 disk drive -- brand new.............. 50.00
Indus GT disk drive -- mint cond......... 40.00
1030 modem................................ 10.00
410 program recorder...................... 10.00
Dozens of software titles -- 90% games... 75.00 for all

Will sell everything on this list as a package for $200.00 or best offer.

Shipping is extra.

Send e-mail or call Dave at 916-345-6218.
```

584. Re: Atari 2600/5200/7800/Lynx and Atari 8-Bit Catalog

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-01 00:00:00 UTC
From: pancake@mail.utexas.edu
Message-ID: <4ep78t$eh4@geraldo.cc.utexas.edu>
Source record: 86114

In article <4en7iv$8f6@stratus.skypoint.net>, ice@skypoint.com says...
>
>**
>* Have you ever thought there was no place on earth to get stuff *
>* for your 2600/5200/7800/Lynx and Atari 8-Bit computers? *
>* *
>* Well look no further! *

I got their catalog in the mail. The prices are pretty high, most Atari
8-Bit games are $20. They do have fair prices on the Arcadia Supercharger
for the 2600 though, if you don't have one yet, they're charging $15.

585. Re: Atari & Classic Game Web Page Updated!

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-01 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <4eratr$n23@charm.magnus.acs.ohio-state.edu>
Source record: 86115
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,alt.games.lynx

In article <4er5u2$sr7@mars.mcs.com>, Trixter / Hornet <trixter@MCS.COM> wrote:
>In article <4eqali$8kk@news.xmission.com>,
>James King <jeking@xmission.com> wrote:
>>Marlin Bates, IV (mbates@s3.sonnet.com) wrote:
>>
>>: URL: http://www.stocko.sonnet.com/Fujidom/
>>
>>This web site comes up as nonexistant.
>
>No it doesn't. I get it perfectly.

Works for me, too.
The graphics are WAY too big (in filesize, not screen size), though.
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

586. Atari Cable Message System

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-01 00:00:00 UTC
From: tdrake1@umbc.edu
Message-ID: <4ep3k9$4h3@news.umbc.edu>
Source record: 86116

Anybody know where to obtain the software/cartridge for the Atari 8-bit
message system for cable and closed circuit TV?

I know there was a company from Seattle which marketed/sold such a system
back in the 1986 timeframe.

Any leads would be helpful.

Thanks!

--
-=-
Thomas Drake |From an 80-column Atari 8-bit Home Computer...
tdrake1@umbc.edu | Through the telephone, off of the server,
Test First! Then Code! | over the T-1 backbone, nothing but 'Net!

587. Re: Atari & Classic Game Web Page Updated!

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-01 00:00:00 UTC
From: mbates@s3.sonnet.com
Message-ID: <mbates-0102961817160001@ppp9-stk.sonnet.com>
Source record: 86117
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,alt.games.lynx

In article <4eratr$n23@charm.magnus.acs.ohio-state.edu>,
rfunk@magnus.acs.ohio-state.edu (Rob Funk) wrote:

> In article <4er5u2$sr7@mars.mcs.com>, Trixter / Hornet <trixter@MCS.COM>
wrote:
> >In article <4eqali$8kk@news.xmission.com>,
> >James King <jeking@xmission.com> wrote:
> >>Marlin Bates, IV (mbates@s3.sonnet.com) wrote:
> >>
> >>: URL: http://www.stocko.sonnet.com/Fujidom/
> >>
> >>This web site comes up as nonexistant.
> >
> >No it doesn't. I get it perfectly.
>
> Works for me, too.
> The graphics are WAY too big (in filesize, not screen size), though.
> --
Hmm, really? I thought they were relatively small filesizewize. How
big(or small) do you think they should be? Quite honestly I snuck them
from other web pages! :-)

Thanks for the comments. I am sorry James could not get through though.
But everyone else gets it okay, eh?

-Marlin

---*** All hail the Fuji! PLUG IN THE WIRE! http://www.atari.com
---*** Marlin Bates / Canon Color / Taylor Made Office Systems
---*** 2600: 420 / 7800: 56 / XL/XE: 169 / Lynx: 74 / Jaguar: 31
--*-*-* Duo: 158 / TI: 142 / SMS: 35 / Genesis: 30/ MicroVisn: ALL
-*--*--* For my current list of Classic Home Video Games I own and
------* trade check out: http://www.stocko.sonnet.com/Fujidom/
---

588. Re: Behind Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-01 00:00:00 UTC
From: jgoodman@tiac.net
Message-ID: <jgoodman-0102962239080001@supercell.tiac.net>
Source record: 86118

> Richard A. Smith (richs@interlog.com) wrote:
> : Does anybody remember a game called "Behind Jaggi Lines" ? I believe
> : that this game was renamed "Rescue on Fractalus".
> : Cheers !

There's a couple of screenshots of this game on my new "Reminiscing: 8-Bit Atari Games" pages:

http://www.tiac.net/users/jgoodman/atari/atarienter.html

--
John V. Goodman
jgoodman@tiac.net

589. Unofficial Atari 8-bit New User, Emulator Help FAQ v.0.9

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-01 00:00:00 UTC
From: kendrick@cs.sonoma.edu
Message-ID: <199602011433.GAA04469@zippy.sonoma.edu>
Source record: 86119

```
*** Mail of at least 40960 bytes could not be accepted
*** at zippy.sonoma.edu due to lack of disk space for temp file.
```

590. Re: Wanted:Some atari games and info...

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-01 00:00:00 UTC
From: mstjohn@umich.edu
Message-ID: <4epse0$47f@lastactionhero.rs.itd.umich.edu>
Source record: 86120

In article
<Pine.OSF.3.91l.960128220010.12466E-100000@saul6.u.washington.ed
u>,
William Howald <howald@u.washington.edu> wrote:
>I am looking for 2 atari disk games,by Broderbund software.
>
>DROL, and SPELUNKER
>
>I would also love to get some other "cool" games I may have
missed before...
>give me some suggestions, what should I get?
>
>Also,the disks I have now are 10-13 years old; is there a
program that
>would allow copying a game disk to another disk? (Either
stand-alone or
>thorough dos?
> I want to do this ONLY to save my games...FOR MY USE ONLY!
>I am not interested in selling these to others!
>The 2 disks above wore out from playing them!
>Thanks for ANY info,
>Aaron H.

I remember there was a program called Sector Copier...

591. Ohio Atari shops

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-01 00:00:00 UTC
From: germbear@aol.com
Message-ID: <4erba4$rv6@newsbf02.news.aol.com>
Source record: 86121

Does anyone know of an Atari dealer in the Cincinnati area? Obviously, they are very rare, but I would love to be able to buy some 8-bit items in person instead of waiting for the mail :<

Thanks,

Garry

592. Re: Atari & Classic Game Web Page Updated!

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-01 00:00:00 UTC
From: trixter@MCS.COM
Message-ID: <4er5u2$sr7@Mars.mcs.com>
Source record: 86122
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,alt.games.lynx

In article <4eqali$8kk@news.xmission.com>,
James King <jeking@xmission.com> wrote:
>Marlin Bates, IV (mbates@s3.sonnet.com) wrote:
>
>: URL: http://www.stocko.sonnet.com/Fujidom/
>:
>
>This web site comes up as nonexistant.

No it doesn't. I get it perfectly.
--
Jim Leonard (Trixter / Hornet) Email: trixter@mcs.com
THE PC Demo WWW page: http://www.cdrom.com/pub/demos/hornet/html/demos.html
The 8086 Compo is a reality! URL is http://www.cdrom.com/pub/demos/hornet/8086
Make A Computer easy enough for a fool to use, and only fools will use it!

593. Wanted MIO(256K or 1meg) by ICD

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-01 00:00:00 UTC
From: tonyapoo@gnn.com
Message-ID: <4es66j$4dl@news-e2a.gnn.com>
Source record: 86123

If anyone has a working MIO by ICD for sale I would appreciate a response to this message with information on how I can get a hold of you to buy it. Thank You

594. Pepper's Atari 400/800 Auction

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-01 00:00:00 UTC
From: pepper@freenet.edmonton.ab.ca
Message-ID: <Pine.A32.3.91.960201162147.33830A-100000@fn1.freenet.edmonton.ab.ca>
Source record: 86124

```
MINIMUM BID IS $2 unless stated otherwise and Increaseaments
OF $1 thereafter. Payments is done in US Funds (cheques or money orders).
All Payments must be received within 10 days following the auction
Updates will be done by E-Mail .......Other Rules follows the auction.
Shipping is Extra..... :)
E-Mail me if you would like to be on the E-mail list

================================================================================
Atari 400/600XL/800/800XL/1200XL/1400XL Disks, Carts - Untested -
(Mainly for 400/800 computers)
================================================================================
Donkey Kong Cart only +4.00 rpinnega
Galaxian Cart only +2.00 scottdec
Pole Position Cart only +6.00 rpinnega
---- Disks below ----

Bill Budge (disk only) 48K +2.00 rhett
Bishop's Square/Maxwell's Demon (complete)48K
Bug Off (complete)
Caverns of Mars (complete) 16K
Chicken (shrinkwrapped) 16K
Cohen's Towers (complete)
Compu-Math Decimals (complete) 48K
Dsembler (complete) 24K +2.00 Sloopy
Gorf (complete) 24K
Graphic Generator (complete) 32K
Graphics Machine (complete) 48K
Home Filing Manager (shrinkwrapped)
Jeepers Creepers (complete) 32K
Juno First (complete) 32K
Jump Man (disk only)
Kid Grid (shrinkwrapped) 16K
Page Flipping (complete) 32K
Phoenix Lair (complete) 48K
Player Missile Graphics (complete) 24K
Programmable Sound Generator (Chip with instructions)
^- Note this is not a disk -^

Rainbow Walker (disk only) +2.00 rhett
Rebel Chare at Chickamauga (shrinkwrapped) 48K
Rescue at Rigel (Epyx) (complete) 32K +2.00 rhett
Shape N Color (complete)
Simon Sez (complete)
Sneakers (complete) 48K
Space Eggs (complete) 48K
```

Space Games (shrinkwrapped) 32K
Star Fleet I (shrinkwrapped) 48K
Supersort (complete) 24K
Tax Dodge (complete) 32K
Teletari (shrinkwrapped) 32K
The Memory Map Tutorial (complete) 32K +2.00 Sloopy
Threshold (complete) 40K
Track Attack (complete) 32K
==========
Atari 400/800 Cassettes - Untested - Minimum bid $1 on all Items below
==========

An Invitation to Programming (complete) 8K
Anti-Sub Patrol (complete)
Arena 3000 (complete)
Black 'Em (complete)
Black Jack Tutor (complete)
Bug Off (shrinkwrapped)
Bumper Ball (complete) 16K
Compu-Math Decimals (shrinkwrapped) 32K
Intruder (complete) 16K
Juggles' House (complete) 16K
Juggles' Rainbow (shrinkwrapped) 16K
Mailing List (shrinkwrapped) 24K
Salmon Run (complete) 16K +1.00 TB
States & Capitals (complete) 16K

==========
Pong system Unisonic Tournament 2000
==========
The system works. The Gun cord is missing a Pin in the wirer and the Left
controler works and the Right controlers has a cut wirer.
Other then that the system works great. Shipping on this one ($6 - $12)

Box and instruction included

==========
Apple II Disks - Untested -
==========
Compu-Spell SW +1.00 min
The Snapper (Disk and instructions) +1.00 min
==========

Rules!!

Auction Ends Feb. 7/96
After Auction end date a once, twice, Sold Format will occur
(to ensure fairness to all bidders)
There will be no guarantee, No warranty and no refunds on anything
pruchased from this auction. Most of the cartriges have been tested and
do work the same goes for many of the systems. However, cartriges for
systems which I do not own cannot be tested and neither can systems which

have no cables. If you are curious about the condition of a label or
whether a cartrige or system has been tested, please ask.
I reserve the right to refuse bids or withdraw items from the auction.
TRADES: Send me your trade list Or ask me my Want lists.

Send E-Mail's to pepper@freenet.edmonton.ab.ca

thanks

595. Game:"The tail of beta larae"

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-01 00:00:00 UTC
From: William Howald <howald@u.washington.edu>
Message-ID: <Pine.OSF.3.91I.960201221952.12726A-100000@saul2.u.washington.edu>
Source record: 86125

I bought this many years ago and never could get it to work on any
machine. It will load the musical intro,then go on to the select
screen,the into a demo, but the screen then flashes/no sound then crash!
It never has any disk errors...HELP! I want to play this game!
(It looks alot like a scramble clone)

Aaron Howald

596. Re: Looking for a modem

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-01 00:00:00 UTC
From: Will Dwinnell <predictor@delphi.com>
Message-ID: <pNOKxSB.predictor@delphi.com>
Source record: 86126

Tim Irvin <irvi2187@sundance.sjsu.edu> writes:

>You could get an Atari modem, but do yourself a favor and get a standard
>modem interface (such as a P:R: connection or an 850, neither of which
>should cost you more than $20) and an 850 modem cable if you're using
>an 850, and buy a real modem.

.
Is it possible to run a null modem off either the P:R: connection
or the 850?
.
Will

597. Garbled sound on XFormer

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-01 00:00:00 UTC
From: ddahlstrom@mhv.net
Message-ID: <311001ce.2619290@news.mhv.net>
Source record: 86201

Just wondering if anyone has had problems with garbled sound on PC XFormer (all versions). I have discovered that on my machine (a 120MHz Pentium) that I can only get normal sound if I slow the clock speed down to 75MHz. At all speeds above that (ie. 90, 100, 120MHz) the sound becomes garbled. I am using a Sound Blaster 16 MCD and the problem occurs under both Win95 and DOS 5.0. Any solutions?

--Dave Dahlstrom
ddahlstrom@mhv.net

598. Re: Which is the better buy 800XL or 65XE?

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-01 00:00:00 UTC
From: gholder@mindspring.com
Message-ID: <4eplja$1ce8@stealth.mindspring.com>
Source record: 86202

darrins@cyllene.uwa.edu.au (Darrin Smith) wrote:

>Ahem! back to the original question...

>Which one should I get!!!

>(I'm leaning toward the 65XE as it had a disk drive and games with it!)

The last facts might indeed be a deciding factor--disk drives (that work!) are much harder to come by than the cpus. Even harder are power supplies.

But to [mostly] summarize previous points here:

850xl beats 65xe for hardware-hacking expandability, reliability, and (sometimes) repairability.

65xe is newer, and MIGHT have slightly better NTSC video output than SOME xls. I'm in a minority, but I like xe keyboard feel better than all others.

Big weaknesses to watch out for in xe's are keyboard (the mylar contact membrain is very succeptible to dirt and wear--individual keys and particularly SELECT/OPTION/START keys can cease to operate) and the game port (contacts can wear/break and make loading carts flakey or impossible). Thoroughly check out any thrift shop machine if you can, or if it's a real steal, buy it knowing it may end up being a spare-parter. If these stats are worth anything, my current collection of mostly thrift shop or yard sale specials break down this way:

No. Working Non-Working

400s 2 1 1
800s 2 1 1
1200xls 1 1 0
600xls 0 0 0
800xls 2 0 2
65xes 2 1 1
130xes 2 1 1 (good 1 with flakey game port, replaced keyboard)
XEGSs 2 2 0 (1 with flakey game port)

YIKES, no wonder my basement is such a mess!

Gary Holder

599. Re: Looking for a modem

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-01 00:00:00 UTC
From: Bob Klaas <bobkla19@mail.tcd.net>
Message-ID: <4epfhs$3a2@news.tcd.net>
Source record: 86203

What kind of modem are you looking for? I have a couple of 300b modems...yea I know a drag..but I also have 850 interfaces that will let you connect up to 19.2, modems to your antique..through their rs-232 port..

Antique Modems 300b I have an XM-301 direct connect modem, and a couple of MPP direct connect modems..300b..make me an offer on the Antiques..

The 850 interface is $29.00 shipped..used in excellant condition.

Bob

600. Re: G: Device Print ATASCII cntrl chars

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-01 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <4eqacm$8kk@news.xmission.com>
Source record: 86204

Russ Gilbert (Russ.Gilbert@apk.wariat.org) wrote:
: Sooooo.... Would anybody be willing to xerox these issues for me? A
: copyright violation I suppose. I'm slooooooowly puttting in a data base
: all articles from ANALOG, a long project. As many know ANALOG printed
: an index of issues #15 to #49, but I want to be able to also look up
: articles from #1-#14 and #50-#79. I would certainly share this
: database (call it the rest of the ANALOG index), especially if someone
: could help me finish my collection.

What are you using for your database? Easyfind or something else?

I have those issues and could possibly do something for you..

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

601. Re: Atari & Classic Game Web Page Updated!

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-01 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <4eqali$8kk@news.xmission.com>
Source record: 86205
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.marketplace,rec.games.video.atari,alt.games.lynx

Marlin Bates, IV (mbates@s3.sonnet.com) wrote:

: URL: http://www.stocko.sonnet.com/Fujidom/
:

This web site comes up as nonexistant.

602. Looking for a modem

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-02 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <3112bac2@pianosa.demon.co.uk>
Source record: 86056

Whilst reading the usual rubbish I find here, Will Dwinnell wrote something interesting to Tim Irvin about Looking for a modem:

Hello Will,

WD> Is it possible to run a null modem off either the P:R: connection or the
WD> 850?

I use a null-modem cable here. It's used to connect between my 850 and my Amiga's serial port. I use the Amiga here (on the 'net) and just port everything across, once it's dearchived.

As the P:R: Connection is an RS-232 port, a null-modem cable will work there, too.

_
Regards, /_) 2:251/40.1 39:134/11.1
/ _)rad brad@pianosa.demon.co.uk

... No sex, no drugs, no wine, no women, no fun, no sin, no you, no wonder it's dark. - Turning Japanese; Vapors

603. Re: Atari & Classic Game Web Page Updated!

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-02 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <199602021534.KAA12551@ts36-6.homenet.ohio-state.edu>
Source record: 86127

```
>> The graphics are WAY too big (in filesize, not screen size), though.
>> --
>Hmm, really? I thought they were relatively small filesizewize. How
>big(or small) do you think they should be? Quite honestly I snuck them
>from other web pages! :-)

I used "xv" (in Unix) to load atari.gif and Atari_logo.GIF. The
originals were 2069 bytes (pretty good, actually) and 42373 bytes
(horrible).
Then I told xv to save with a reduced color map -- only save the
colors that were actually used. The size difference, especially in
Atari_logo, is amazing -- Atari_logo was reduced by a factor of almost
7 -- and the images look identical.

6133 Atari_logo-reduced.GIF
42373 Atari_logo.GIF
1649 atari-reduced.gif
2069 atari.gif

I'd highly recommend looking at http://www.infohiway.com/way/faster/
for suggestions on making graphics load faster. In my opinion, most
graphics should be under 10k, maybe some in the 10-20k range.

--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr
```

604. Basic from machine code

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-02 00:00:00 UTC
From: ricortes@Garg.Campbell.CA.US
Message-ID: <kmgoiD2w165w@Garg.Campbell.CA.US>
Source record: 86128

```
;I was recently trying to run Basic program within machine language, but
I
;failed. I would gladly know about some resources on this subject.
;What I did was setting Basic memory register starting from $80 and
ending
;at $91. These registers set address of lowest and highest memory
location,
;address of Basic variables names and values, address of Basic
...
Piotrek; is there a reason why you are using such an uncoventional
approach? The way most programmers run BASIC from ML is to just write a
message to the screen like:
RUN"D:PROGRAM.BAS"
Position the cursor above the line, then put the Atari in forced read
mode.
The only other programmer I've seen that went with something similar to
your scheme was in the ANALOG magazine somewhere around issue 67-72. He
did
a progam that would binary load BASIC programs from DOS.

--
ricortes@Garg.Campbell.CA.US (Rick Cortese)
The Land of Garg BBS -- +1 408 378-5108
```

605. 5200 -> 800 ports To: Atari8@netcom.com

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-02 00:00:00 UTC
From: ricortes@Garg.Campbell.CA.US
Message-ID: <DLgoiD1w165w@Garg.Campbell.CA.US>
Source record: 86129

;I remember stumbling across a few 5200 games that were illegally ported
;800/XL/XE game files, on a BBS around 10 years ago. Some of the titles
;included Gremlins and Junior Pac-Man. How was this done? Didn't the
5200
;use a different joystick configuration than the Atari computers?
Yes, a 5200 used the POKEY chip to read the JS vs the 6520/PIA chip.
;Were there any differences between a game that was devloped for the 5200
;one developed for 800 family (e.g. Pac-Man, Joust, Moon Patrol etc) or
was
;just a port of the other?
Another thing I should really look up vs guess, but it's a subjective
question anyway. I've read the ROMs for both the 5200 OS & some 5200
carts.
The main difference is the 5200 OS is almost non-existant. There's a
character set and a few routines in there, but nothing like and 800 with
its resident disk routines, floating point math, ... The chips are all
the
same, 6502C, POKEY, GTIA, ANTIC, but I think the locations may be
different. Max of 16k RAM in a 5200. => A game made for the 5200 would
need
more routines in the cart since it didn't have access to anything like
the
800 OS, but the chips it was working were identical *IF* in a different
memory location then the 800 series. Not a straight across translation,
but
not like starting from scratch.

--
ricortes@Garg.Campbell.CA.US (Rick Cortese)
The Land of Garg BBS -- +1 408 378-5108

606. Running Basic from machine code

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-02 00:00:00 UTC
From: halliwee@ts436.dyess.af.mil
Message-ID: <31123BA5@syrinx.dyess.af.mil>
Source record: 86130

On 31 Jan 1996, luszczek@student.uci.agh.edu.pl (Piotr Luszczek) said:

> I was recently trying to run Basic program within machine language, but I
> failed. I would gladly know about some resources on this subject.

The solution to your problem is simple, once you look at it from a different perspective...

Instead of loading a machine-language program that tries to run a Basic program (HARD), load a Basic program that runs your machine language program (EASY)!

Then when you need to run a Basic program from your ML program, just stuff the filename somewhere safe and pass a flag back to Basic via the USR call you used to get into ML in the first place. And if you need to run another ML program... well, it's a lot easier to kill Basic than it is to bring it to life.

--
Clay Halliwell | ATARI XL/XE DO + THE
halliwee@ts436.dyess.af.mil | 8 - B I T S --------
e.halliwell@genie.geis.com | //////////// M A T H

607. Re: Game:"The tail of beta larae"

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-02 00:00:00 UTC
From: ebrunne@orion.it.luc.edu
Message-ID: <4etb9v$69m@artemis.it.luc.edu>
Source record: 86131

William Howald (howald@u.washington.edu) wrote:
: I bought this many years ago and never could get it to work on any
: machine. It will load the musical intro,then go on to the select
: screen,the into a demo, but the screen then flashes/no sound then crash!
: It never has any disk errors...HELP! I want to play this game!
: (It looks alot like a scramble clone)

: Aaron Howald

Yes, it is. I remember I actually playtested that game back in grade
school. I never got an actual copy of it tho'. I think i didn't have
enough memory :(

Ted B

608. In search for Steven "what's on with your E-Mail connection" Tucker

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-02 00:00:00 UTC
From: peter.schmitz@tronic.de
Message-ID: <4et2eb$6si@Dortmund.Germany.EU.net>
Source record: 86132

Sorry, dear fellow 8-bitters, for stuffing our newsgroup with postings like this. But maybe Steven's E-Mail server is eating up the messages I've sent to him, and c.s.a.8-b. is the only other way I know to reach him.

Steven, are you somewhere out there? Please be so kind and pass me a little message if you can - have you got my order and so on?

Sorry for having bothered you all,

Peter

609. I need to Learn!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-02 00:00:00 UTC
From: ibc@interaccess.com
Message-ID: <ibc.207.00EB2283@interaccess.com>
Source record: 86133

If there is a document about how to programming 8 bit on atari then please
send it to me at IBC@interaccess.com or tell me the http address

THANX!

610. Re: Joystick Ports

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-02 00:00:00 UTC
From: jharris@cybergate.com
Message-ID: <31127704.1476813@news.cybergate.com>
Source record: 86134

slackey@slackey-sun.lightstream.com (Stan Lackey) wrote:

>In article <Pine.LNX.3.91.960131083244.20039C-100000@moose.erie.net> Dennis McGuire
<mcguired@moose.erie.net> writes:
>
> I've done a little BASIC programming on the 8-bit Atari's but I'm
> not deeply familiar with the hardware. Can anyone tell me why the paddle
> lines only range from 0 to 228 rather than 0 to 255? Just curious!
>
>Isn't it because the Atari uses one of its internal video display
>counters in the process of analog to digital conversion? Like the
>vertical counter? This seems plausible, because it has 192 display
>scan lines, and 228 would leave several for the vertical blank.

It does count scan lines for determining the pot value, but I don't think
that's why it is limited to 228, since there are 262 lines per video field.
The scanning just happens to stop when it reaches 228. 228 is the number
of color clocks in one horizontal scan line, and this counter is used when
reading pots in "fast mode". They've limited the value of the normal scan
line counter so that it returns values compatible with the fast mode.

John Harris
jharris@cybergate.com

611. Re: 130 XE IBM Emulator

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-02 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <DM5vrx.56z@iglou.com>
Source record: 86135

In article <4eru6p$4r1@swifty.cfa.org>, DeathWish <DeathWish@Abyss.com> wrote:
>Is there an emulator that will run my atari games? and let me store
>them on the hard drive? I happen to like Behind Jaggie Lines, Wizard's
>Crown (ssi) and The Eternal Dagger (ssi).

Yes, it's called the PC Xformer (you can't hang around this newsgroup
very long without hearing about it). You can find out about this
emulator at http://www.halcyon.com/brasoft .

--
Bill Marcum bmarcum@iglou.com
"I speak very fluent Spanish. Todo esta' bien, chevrolet!" --Stevie Wonder

612. Re: Looking for a modem

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-02 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <DM5wxp.61t@iglou.com>
Source record: 86136

```
In article <pNOKxSB.predictor@delphi.com>,
Will Dwinnell <predictor@delphi.com> wrote:
>Is it possible to run a null modem off either the P:R: connection
>or the 850?
>.
Certainly it's possible. Bobterm was written to use either R1: or R2: so
that you could plug a modem into one port an a null-modem cable in the other.

--
Bill Marcum bmarcum@iglou.com
"I speak very fluent Spanish. Todo esta' bien, chevrolet!" --Stevie Wonder
```

613. Transfer Atari data to IBM disk or whatever

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-02 00:00:00 UTC
From: dlgoodri@iastate.edu
Message-ID: <4etaso$hbr@news.iastate.edu>
Source record: 86137

I have a lot of Atariwriter files that I wouldlike to get onto another platform's disk, whether it be IBM, Mac or Amiga. (Amiga is where I will end up.) I relly do notwant to go to all the trouble of figuring out how to get the software and hardware connections to do this myself. Is there anyone willing to move these files for me for a price?

Thanks ahead of time.

Denny Goodrich
dlgoodri@iastate.edu

--
Dennis L Goodrich
dlgoodri@iastate.edu

614. Atari 8-Bit Computers: Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-02 00:00:00 UTC
From: Michael Current <MCURRENT@carleton.edu>
Message-ID: <atari-8-bit/faq_823293008@rtfm.mit.edu>
Source record: 86138
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/faq
Posting-Frequency: monthly

Welcome to the comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group!

Atari 8-Bit Computers

Frequently Asked Questions List

Revised 26-Jan-96

Additions/suggestions/comments/corrections are needed! Please send to:

URL:mailto:mcurrent@carleton.edu
UUCP: ...!umn-cs!ccnfld!mcurrent
Cleveland Free-Net: aa700

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The Atari 8-Bit Computers Frequently Asked Questions List was created to
provide answers to many commonly asked questions found in the Internet's
comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group. It is in
a constant state of development, and comes with no guarantees. If you
see any problems, I need to hear from you!

--- Where to get the latest copy of the 8-bit Atari FAQ List ---

The home of many FTP archive sites, automatically updated monthly:
URL:ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/faq

The World Wide Web hypertext version, automatically generated monthly:
URL:http://www.smartpages.com/faqs/atari-8-bit/faq/faq.html
URL:http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/faq/faq.html

WWW "flat hypertext" versions, automatically generated monthly:
URL:http://www.cs.ruu.nl/wais/html/na-dir/atari-8-bit/faq.html
URL:http://www.lib.ox.ac.uk/internet/news/faq/archive/atari-8-bit.faq.html

Usenet newsgroups where this FAQ list is automatically posted monthly:
URL:news:comp.sys.atari.8bit URL:news:comp.answers URL:news:news.answers

You can also get the latest version by e-mail.
URL:mailto:mail-server@rtfm.mit.edu , message says:
send usenet/news.answers/atari-8-bit/faq
```

quit

Finally, you can always ask me for a copy at URL:mailto:mcurrent@carleton.edu

---

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0.1) Table of contents

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Subject: 1.1) What is an Atari 8-bit computer?

In order of their release, the Atari 8-bit computers include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, and the XE Game System. The 400/800 models were first shown publicly in November 1978 and first sold in 1979. The final machine, the XE Game System, was released in 1987. Atari Corp. officially dropped all remaining support of their 8-bit computer line on January 1, 1992.

The following text was written by Chris Crawford and appears in De Re Atari (Atari#APX-90008), a book published and copyright by Atari, Inc., 1981-1982. It has been very slightly modified here for generality.

"The internal layout of the Atari 8-bit computer is very different from other systems. It of course has a microprocessor (a 6502), RAM,

ROM, and a (PIA). However, it also has three special-purpose (LSI) chips known as ANTIC, GTIA, and POKEY. These chips were designed by Atari engineers primarily to take much of the burden of housekeeping off of the 6502, thereby freeing the 6502 to concentrate on computations. While they were at it, they designed a great deal of power into these chips. Each of these chips is almost as big (in terms of silicon area) as a 6502, so the three of them together provide a tremendous amount of power. Mastering the Atari 8-bit computers is primarily a matter of mastering these three chips.

ANTIC is a microprocessor dedicated to the television display. It is a true microprocessor; it has an instruction set, a program (called the display list), and data. The display list and the display data are written into RAM by the 6502. ANTIC retrieves this information from RAM using direct memory access (DMA). It processes the higher level instructions in the display list and translates these instructions into a real-time stream of simple instructions to GTIA.

GTIA is a television interface chip. ANTIC directly controls most of GTIA's operations, but the 6502 can be programmed to intercede and control some or all of GTIA's functions. GTIA converts the digital commands from ANTIC (or the 6502) into the signal that goes to the television. GTIA also adds some factors of its own, such as color values, player-missle graphics, and collision detection.

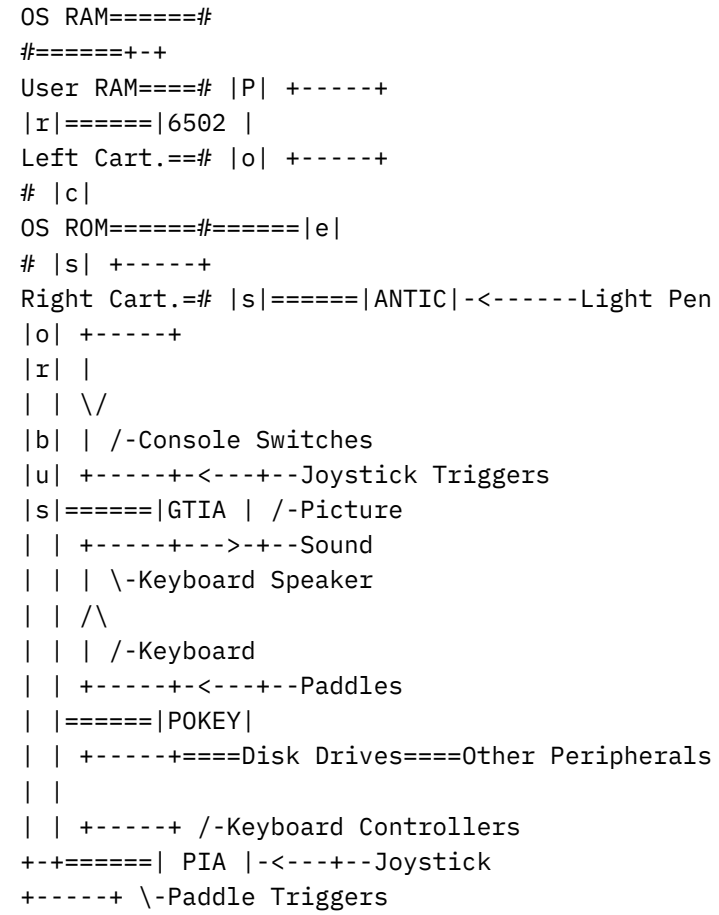
POKEY is a digital input/output (I/O) chip. It handles such disparate tasks as the serial I/O bus, audio generation, keyboard scan, and random number generation. It also digitizes the resistive paddle inputs and controls maskable interrupt (IRQ) requests from peripherals.

All four of these LSI chips function simultaneously. Careful separation of their functions in the design phase has minimized conflicts between the chips. The only hardware level conflict between any two chips in the system occurs when ANTIC needs to use the address and data buses to fetch its display information. To do this, it halts the 6502 and takes control of the buses."

The 130XE and XEGS contain a small additional LSI called FREDDIE, a RAM address multiplexor. According to URL:mailto:sup8pdct@closer.brisnet.org.au (James Bradford), "Freddy is a type of memory controller. It takes the address and clock from the CPU and multiplexes it with the appropriate timings and signals to use DYNAMIC memory. Freddy also buffers the system clock crystal and divides it down then feeds that to GTIA. The XEGS has a freddy but it doesn't have the extended RAM. Even if it did, you would still need the chip that does the REAL bank switching. It is a small 16-pin chip (Atari/Best Electronics catalog number CO25953: rev9/page 42). It gets RAS from freddy, the bank select bits from PIA, A14, A15 and the 6502 halt signal to control which bank of 8 chips RAS goes to. A14 and A15 then go to freddy for the address range of the extra memory bank (or normal address range with no bank switching). The ANTIC/6502 select bits in combination with the 6502 halt line, control the switching of the PIA bank number bits to A14/A15 and which bank of memory RAS goes to. Why people say freddy does the bank switching is

beyond me. An 800XL can look like a 130XE with that 16-pin chip installed
(That's right NO freddy) and an extra 8 RAM chips."

Hardware Arrangement



Beginners at using the 8-bit Atari platform may wish to contact Bill
Kendrick, URL:mailto:kendrick@sonoma.edu , for his Newbie/Emulator FAQ.

The following is taken from Bill's Newbie/Emulator FAQ.
Graphics:
The Atari has maximum resolution of 320 x 192 (standard, non-overscanned
screen) x 2 colors. 160 x 192 x 4, 160 x 192 x 2, 160 x 96 x 4,
160 x 96 x 2, 80 x 48 x 4, 80 x 48 x 2, 40 x 48 x 4 graphics are also
supported. 40 x 24 x 256-character (128 normal, 128 inverse, character
set indirection available) text mode is standard (2 colors).
40 x 24 x 128-multi-colored-character (4 colors per character allowed,
the other 128 characters have 4th changed into a color 5) and
40 x 12 x 128-multi-colored-character screen modes are available.
GTIA graphics support 80 x 192 x 16 shade-only, 80 x 192 x 16 hue-only,
and 80 x 192 x 9 color screen modes.
Graphics Modes Summarized:
Mode Horiz.xVert.xColors text/graphics
0 40 x 24 x 2 text
1 20 x 24 x 5 text

2 20 x 12 x 5 text
3 40 x 24 x 4 graphics
4 80 x 48 x 2 graphics
5 80 x 48 x 4 graphics
6 160 x 96 x 2 graphics
7 160 x 96 x 4 graphics
8 320 x 192 x 2 graphics
9 80 x 192 x 16 luminence-only graphics
10 80 x 192 x 9 graphics
11 80 x 192 x 16 hue-only graphics
12 40 x 24 x 4-colored text
13 40 x 12 x 4-colored text
14 160 x 192 x 2 graphics
15 160 x 192 x 4 graphics
Normal (bordered), narrow (underscanned), and wide (overscanned) screen
modes are available.
Screen modes can be mixed (by lines) down the screen using the Display
List - a program which is executed by the ANTIC graphics chip every
screen refresh:
60 times per second (Hz) on NTSC Ataris
49.86 Hz on PAL machines
Fine scrolling (both vertical and horizontal) can be enabled on any
line on the screen.
All other screen attributes (color, player/missile horizontal position,
screen width, player/missile/playfield priority, etc.) can be ajusted
at any point down the screen via a "Display List Interrupt."
Four 8-bit wide, 128 or 256 byte high single color players, and four
2-bit wide, 128 or 256 byte high single color missiles are available.
A mode to combine the 4 missiles into a 5th 8-bit wide player is also
available, as is a mode to XOR colors or blacken out colors when players
overlap (good for making three colors out of two players!) Players
and missiles have adjustable priority and collision detection.

Sound:
Four voices of 8-bit pitch-resolution, 4-bit volume-resolution,
8-distortion sound can be produced. 2 voices (1 and 2, and/or 3 and 4)
can be combined to make 16-bit pitch-resolution. Also 4-bit volume-only
modes can be enabled for digitally sampled sound replay.
A fifth "voice" is produced by the internal speaker on Atari 400/800's
(for keyclick and buzzer) and in the XL's and XE's this was
(fortunately!) rerouted through the normal audio output, and the
keyclick can be disabled.

According to Doug Neubauer (by way of URL:mailto:finneganj@delphi.com (James
Finnegan), here is the team that originally designed the Atari 400/800:
<quote>

The A800 VLSI hardware guys include:
Jay Miner - Creator and System architect, VSLI manager
Steve Mayer - Also one of the creators (from the grass valley group)
Joe Decuir - Antic and system and creator

A french guy (whose name I forget) - Antic logic designer
George McLeod - CTIA and GTIA logic design
Doug Neubauer - Pokey logic design
Mark Shieu - Pokey chip design
Steve Stone - Pokey layout design
Steve Smith - Technician for antic and gtia
Delwin Pearson - Technician for Pokey

There were a number of other people whoses names I have forgotten.
I have lost touch with most of them.

<end quote>

[I'd like more system spec's here.]

Subject: 2.1) What is comp.sys.atari.8bit?

If you have Usenet newsgroup access you can access this discussion group through URL:news:comp.sys.atari.8bit . This is an unmoderated newsgroup for discussion about the 8-bit Atari 400/800/XL/XE computing platform. All postings to comp.sys.atari.8bit automatically appear in the Info-Atari8 Digest and in INFO-A8.

comp.sys.atari was split into comp.sys.atari.8bit and comp.sys.atari.st in approximately 1986. To the best of my knowledge, there is no charter for comp.sys.atari.8bit, presumably because the custom of drafting charters for new newsgroups did not exist at that time.

comp.sys.atari.8bit is archived by the INFO-A8 list server.

Subject: 2.2) What is comp.sys.atari.announce?

URL:news:comp.sys.atari.announce is the moderated Usenet newsgroup for news items and announcements related to all Atari computing platforms. This is a low-volume, high-signal newsgroup, useful for reaching the widest possible audience when making 8-bit Atari announcements. Moderated by Yat Siu from URL:mailto:lexicor@world.std.com .

Subject: 2.3) What is comp.sys.atari.advocacy?

URL:news:comp.sys.atari.advocacy is the unmoderated Usenet newsgroup for advocating for or against the various Atari computing platforms. If you enjoy making comparisons between Atari 8-bit and other computing platforms, this is the place to do it.

Subject: 2.4) What is comp.sys.atari.programmer?

URL:news:comp.sys.atari.programmer is the unmoderated Usenet newsgroup for topics in programming on the various Atari computing platforms, including the Atari 8-bit.

Subject: 2.5) What is comp.emulators.misc?

URL:news:comp.emulators.misc is the unmoderated Usenet newsgroup for the discussion of emulating computing platforms on other computing platforms. All emulator discussion that does not involve the Apple][, the Commodore 64, or the WINE MS-Windows emulator (which each have their own emulator groups) may be found on comp.emulators.misc.

Subject: 2.6) What is comp.emulators.announce?

URL:news:comp.emulators.announce is the moderated Usenet newsgroup for news items about emulating one computing platform on another. This is a low-volume, high-signal newsgroup, useful for reaching the widest possible audience when making 8-bit Atari emulator announcements. The moderator may be contacted at URL:mailto:emulators-request@qualcomm.com .

Subject: 3.1) What is the Info-Atari8 Digest?

If you have Internet e-mail access you can access this discussion group through the Info-Atari8 Digest.

The Info-Atari8 Digest originates from

URL:mailto:atari8@netcom.com

Subscription requests should be sent to the above address with the subject:

SUBSCRIBE | UNSUBSCRIBE (that is, one or the other)

The first line of the body of the letter should be the person's full name followed by his/her mailing address. For example:

Mike Todd snyder10@convex1.tcs.tulane.edu

To contribute to discussion threads in the Info-Atari8 Digest, or to start a new thread, send your posting to:

URL:mailto:comp.sys.atari.8bit-news@newsbase.cs.yale.edu

Postings sent in this way automatically appear on comp.sys.atari.8bit and in INFO-A8.

Note that any posting sent to atari8@netcom.com will NOT be cross-posted to comp.sys.atari.8bit, so don't send your posting there. The Moderator hopes to correct this in the future.

The Info-Atari8 Digest is archived by the INFO-A8 listserver.

Recent copies are also kept at
URL:ftp://ftp.kendall.mdcc.edu/pub/atari/info-a8/ (147.70.146.36) by Jason
Duerstock.

The Info-Atari8 Digest Moderator is Mike Todd,
URL:mailto:snyder10@convex1.TCS.Tulane.EDU .

Subject: 3.2) What is INFO-A8?

If you have BITNET or Internet e-mail access you can access this
discussion group through INFO-A8.

The BITNET subscription commands are:
tell listserv at marist register <your real full name>
tell listserv at marist subscribe info-a8

The Internet subscription command is:
URL:mailto:listerv@vm.marist.edu where the message says
subscribe info-a8 <your real full name>

To contribute to discussion threads in INFO-A8, send your posting to

URL:mailto:comp.sys.atari.8bit-news@newsbase.cs.yale.edu

Postings sent in this way automatically appear on comp.sys.atari.8bit and in
the Info-Atari8 Digest.

Any postings sent to info-a8@vm.marist.edu or to INFO-A8@MARIST will not reach
comp.sys.atari.8bit, so don't send your postings there.

You may leave the list at any time by sending a "SIGNOFF INFO-A8" command
to LISTSERV@MARIST, or by sending a message to
URL:mailto:listserv@vm.marist.edu that says "unsubscribe info-a8". Please
note that this command must NOT be sent to INFO-A8@MARIST or to
info-a8@vm.marist.edu.

---The archive of comp.sys.atari.8bit, the Info-Atari8 Digest, and INFO-A8---

You can obtain a list of the available archive files by sending an "INDEX
INFO-A8" command to LISTSERV@MARIST or by sending a message to
URL:mailto:listserv@vm.marist.edu that says "index info-a8". These files can
then be retrieved by means of a "GET INFO-A8 filetype" command, or by
using the database search facilities of LISTSERV. Send an "INFO DATABASE"
command for more information on the latter.

Recent copies are also kept at
URL:ftp://ftp.kendall.mdcc.edu/pub/atari/info-a8/ (147.70.146.36) by Jason
Duerstock.

The INFO-A8 Moderators are:
HARRY@MARIST (A Harry Williams)
URL:mailto:ravi@mcnc.org (Ravi Subrahmanyan)
URL:mailto:billw@score.stanford.edu (Bill Westfield)

INFO-A8 was created on December 9, 1986.

Subject: 3.3) How can I retrieve files from FTP sites by e-mail?

There are several general-purpose FTP mail-servers. These may be used to retrieve any files available from anonymous FTP sites on the Internet.

1) mailto:ftpmail@decwrl.dec.com with no subject line, and two-line body with line 1 help and line 2 quit

2) mailto:ftpmail@grasp.insa-lyon.fr (body: help) Please, European users only.

3) mailto:bitftp@pucc.princeton.edu (body: help or ftplist for a list of anonymous ftp sites)

Of the mail-servers listed here, I recommend this "BITFTP" server. To help you get started using it, try this example of retrieving files from the Umich Software Archives (through the barnone.citi.umich.edu mirror site). Send a message to bitftp@pucc.princeton.edu that says exactly:

```
ftp barnone.citi.umich.edu
user anonymous
cd atari/8bit
dir
cd Telecomm
dir
get ft80v037.txt
get icet.txt
binary
get ft80v037.arc
get icet.arc
quit
```

4) mail BITFTP@DEARN or to mailto:BITFTP@vm.gmd.de (body: help or ftplist for a list of anonymous ftp sites) (Europe only)

Subject: 3.4) How can I post to Usenet newsgroups by e-mail?

From the internet-services/access-via-email FAQ, maintained by "Doctor Bob" Rankin.

Mail the text of your post to:

```
group.name@news.demon.co.uk
group.name@dispatch.demon.co.uk
group.name@bull.com
group.name@cass.ma02.bull.com
group.name@paris.ics.uci.edu
group.name@crs4gw.crs4.it
group.name@berlioz.crs4.it
group.name.usenet@canaima.Berkeley.EDU
```

group.name-news@newsbase.cs.yale.edu

For example, to post to comp.sys.atari.8bit, you might send your message to:

comp.sys.atari.8bit-news@newsbase.cs.yale.edu

Be sure to include an appropriate Subject: line, and include your real name and e-mail address at the close of your note.

Subject: 3.5) How can I access the World Wide Web by e-mail?

Swiped from the WWW FAQ, which is maintained by mailto:boutell@netcom.com (Thomas Boutell), here is how to access a web page by email:

mailto:server@mail.w3.org (preferred) or to mailto:listserv@info.cern.ch (older address) containing the following single line. (What you put on the subject line doesn't matter; blank is OK. This line should go in the text of the message.) You will receive as a reply a simple page intended to help you learn more about the Web.

send http://www.earn.net/gnrt/www.html

Subject: 4.1) What is the University of Michigan Archive?

The University of Michigan (UMich) Software Archives hold a huge number of files for many computing platforms, including the Atari 8-bit computers. For more information:

Jody Lenn, mailto:lenn@atari.archive.umich.edu (8-bit Atari files)
Mickey Boyd, mailto:boydm@atari.archive.umich.edu (the entire Atari Archive)
Michael Dautermann, mailto:myke@umich.edu (the entire UMich Software Archives)

Downloading

There are numerous methods available for downloading files from the UMich Archive. The Archivists request you use these mechanisms in this order of preference:

1) The number one way to get into the UMich archives is via AFS. If you have AFS, all our files are kept in the directory "/afs/umich.edu/group/itd/archive". If you have AFS, PLEASE USE IT! Specifically, use:

URL:file:///afs/umich.edu/group/itd/archive/atari/8bit/

2) Gophering to gopher.archive.umich.edu and looking under the "Software Archives" choice. Specifically, use:

URL:gopher://gopher.archive.umich.edu:7055/11/atari/8bit/

There are also mirror Gopher servers:
URL:gopher://wuarchive.wustl.edu:70/11/systems/atari/umich.edu/8bit/
URL:gopher://sunsite.doc.ic.ac.uk:70/1/0-Most-Packages/atari/umich/8bit/
URL:gopher://gopher.orst.edu:70/11/g-i-s/computer/zftparea/mirrors/archive.umich.edu/atari/8bit

3) The WWW interface is fine, at this point. http://www.umich.edu/~archive/
Specifically, use:

URL:http://www.umich.edu/~archive/atari/8bit/

A mirror web site:
URL:http://sunsite.doc.ic.ac.uk/computing/systems/atari/umich/8bit/

4) FTPing to atari.archive.umich.edu and looking in the "8bit" subdirectory.
Specifically, use:

URL:ftp://atari.archive.umich.edu/atari/8bit/

The atari.archive.umich.edu FTP site is chronically overloaded, but there are
several mirror sites which are all updated from the home site regularly:
URL:ftp://wuarchive.wustl.edu/systems/atari/umich.edu/8bit/
URL:ftp://sunsite.doc.ic.ac.uk/computing/systems/atari/umich/8bit/
URL:ftp://info2.rus.uni-stuttgart.de/afs/umich.edu/group/itd/archive/atari/8bit/
URL:ftp://ftp.orst.edu/pub/mirrors/archive.umich.edu/atari/8bit/
URL:ftp://barnone.citi.umich.edu/atari/8bit/ (<-- RECOMMENDED)
URL:ftp://ftp.kendall.mdcc.edu/pub/atari/umich.edu/8bit/
URL:ftp://ftp.toad.net/pub/umich/8bit/

Brief FTP tips:
- user name is "anonymous"; password is your e-mail address
- Remember to set file type to BINARY when downloading non-text files
(.arc, .com, .dcm, etc.) by FTP.

5) E-Mail <-> FTP gateways. See the section of this FAQ list entitled "How can
I retrieve files from FTP sites by e-mail?"

Uploading

General uploading tips:
- No uploads may be made to the Archive's mirror sites.
- Please also upload a short text file describing what your upload is. You
might also suggest what permanent 8bit subdirectory you'd like your file to
end up in.
- Note that the 8bit/New directory is "write-only."

1) upload via AFS:
Just copy files into file:///afs/umich.edu/group/itd/archive/atari/8bit/New/

2) upload via FTP:
FTP to atari.archive.umich.edu, cd into "8bit/New", and upload your files.

Brief FTP tips:
- user name is "anonymous"; password is your e-mail address
- Remember to set file type to BINARY when downloading non-text files

(.arc, .com, .dcm, etc.) by FTP.

3) upload via E-Mail:
Simply uuencode the file, (please split it into parts of 60 K or less)
and mail the result to mailto:lenn@atari.archive.umich.edu (Jody Lenn). Please
name the parts in the subject line. This is really helpful as the parts
usually don't arrive in the proper sequence. Also, please include a
message labeled "file transmission," containing a short description of
the file, etc. Shar files are also acceptable, but uuencoded is preferred.

Subject: 4.2) What is the Boston Archive?

Here's an 8-bit Atari FTP site located at Boston University. It is
maintained by Adam Bryant, mailto:adb@albert.bu.edu . This site seems to
have seen no uploads for years, but there are some files here that aren't
on any of the other sites. [IS THIS SITE LOST? - 10/13/95]

ftp://cs-ftp.bu.edu/PC/ATARI (128.197.13.20)

Subject: 4.3) What is the PVV Archive?

This is a mid-sized Atari FTP site maintained by Eyvind Bernhardsen,
mailto:eyvind@lise.unit.no . PVV stands for ProgramVareVerstedet, or The
Software Workshop, a student society at the University of Trondheim, Norway.

ftp://nova.pvv.unit.no/pub/Atari/8bit (129.241.36.207)

Uploads go to ftp://nova.pvv.unit.no/incoming/atari/8bit; Eyvind moves
them to the appropriate directory. Please include a .readme file with
each upload, so people know what they're downloading.

Subject: 4.4) What is the ClarkNet Archive?

This smallish 8-bit Atari FTP site is maintained by Kevin Atkinson,
mailto:kevina@clark.net .

ftp://ftp.clark.net/pub/atari (168.143.0.2)

Write to Kevin for uploading instructions.

A mirror of the ClarkNet Archive, kept by Jason Duerstock:
ftp://ftp.kendall.mdcc.edu/pub/atari/clark.net/ (147.70.146.36)

Subject: 4.5) What is the Gatekeeper's Archive?

This small FTP site offers most of the resources provided on the Atari
8-Bit Home Page. Kept by mailto:ipoorten@cs.vu.nl (Ivo van Poorten, The
Gatekeeper).

ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit (192.31.231.43)

Subject: 4.6) What is the QACE Archive?

The Queensland Atari Computer Enthusiasts have a fairly large FTP site. It is located in Australia and is the local internet sight of Super Products. Contact James Bradford, URL:mailto:sup8pdct@closer.brisnet.org.au for more info.

URL:ftp://203.4.149.98/8bit

Subject: 4.7) What is Preston Crow's ftp site?

Preston Crow keeps a small site filled with the latest utilities for manipulating .ATR and .XFD files.

URL:ftp://ftp.cs.dartmouth.edu/pub/crow/atari/

Subject: 5.1) What is the Cleveland Free-Net Atari SIG?

The Cleveland Free-Net is the hub system of the NPTN, the National Public Telecomputing Network. It can be accessed by any of the following: telnet://freenet-in-a.cwru.edu, telnet://freenet-in-b.cwru.edu, or telnet://freenet-in-c.cwru.edu (129.22.8.32 or 129.22.8.51).
Type "go atari" to reach the Atari SIG.

Those who add their names to the Atari SIG user directories are automatically members of the official Atari user group C.A.I.N. - Central Atari Information Network.

The Cleveland Free-Net Atari SIG publishes the CAIN Newsletter, maintains the CAIN Home Page on the WWW, and keeps the "Who's Who in the Atari Community E-Mail Directory" listing. Send correspondence and press releases to mailto:xx004@cleveland.freenet.edu (Atari SIG).

Subject: 5.2) What is the Youngstown Free-Net Atari SIG?

Youngstown Free-Net (Youngstown, Ohio USA)
telnet://visitor@yfn.ysu.edu (192.55.234.27)

Type "go atari" to reach the Atari SIG. Write to mailto:xx140@yfn.ysu.edu for more information.

Subject: 5.3) What is the National Capital Free-Net Atari Users SIG?

National Capital Free-Net (Ottawa, Canada)

Internet access to NCF is via

telnet://guest@freenet2.carleton.ca (134.117.1.39) type "go atari" at any menu
telnet://guest@freenet3.carleton.ca (134.117.1.22) type "go atari" at any menu
gopher://gopher.ncf.carleton.ca and choose:
'National Capital Freenet (NCF) Information by Gopher'
http://www.ncf.carleton.ca/freeport/sigs/computer/atari/menu/

This is the Atari computer(*) users special interest group.

Select the Bulletin Board for the latest Atari related news on the SIG
To get information on the other options select the menu option in question
and read the ABOUT message.

For more information, please contact Jack Kitowicz (ac382) on the
National Capital FreeNet. Comments & Suggestions for improvements to the
Atari SIG are always welcome.

Subject: 5.4) What is the Victoria Free-Net Atari Computer Users SIG?

Victoria Free-Net (Victoria, Canada)

telnet://guest@freenet.victoria.bc.ca (199.60.222.1)

type "go atari" at any menu

Facilitators: Gord Hooper (mailto:ua558@freenet.victoria.bc.ca)
Ted Skrecky (GCACE Librarian)
(mailto:ud264@freenet.victoria.bc.ca)

The aim of this SIG is to assist Atari Computer users. We can provide
assistance with XL/XEs, STs, and Falcons, whether you are a new or
experienced user.

Subject: 5.5) What is the Closer To Home BBS?

Kept by mailto:Dave.Blears@closer.brisnet.org.au (Dave Blears), this is a
BBS in Australia which supports the 8-bit Atari.

telnet://guest@closer.brisnet.org.au (203.4.149.97)

Subject: 5.6) How can I access the World Wide Web by Telnet?

This section swiped from the WWW FAQ, which is kept by
mailto:boutell@netcom.com (Thomas Boutell).

An up-to-date list of these is available on the Web as
http://info.cern.ch/hypertext/WWW/FAQ/Bootstrap.html and should be
regarded as an authoritative list.

telnet://telnet.w3.org
A telnettable browser provided by the W3 coalition.

telnet://www@www.cc.ukans.edu
Offers Lynx, a full screen browser which requires a vt100
terminal. Log in as www. Does not allow users to "go" to
arbitrary URLs, so GET YOUR OWN COPY of Lynx and install it on
your system if your administrator has not done so already. The
best plain-text browser, so move mountains if necessary to get
your own copy of Lynx!

telnet://www@www.njit.edu
(or telnet 128.235.163.2) Log in as www. A full-screen browser
in New Jersey Institute of Technology. USA.

telnet://www@www.huji.ac.il
A dual-language Hebrew/English database, with links to the rest
of the world. The line mode browser, plus extra features. Log
in as www. Hebrew University of Jerusalem, Israel.

telnet://sun.uakom.cs
Slovakia. Has a slow link, only use from nearby.

telnet://www@info.funet.fi
(or telnet 128.214.6.102). Log in as www. Offers several
browsers, including Lynx (goto option is disabled there also).

telnet://www@fserv.kfki.hu
Hungary. Has slow link, use from nearby. Login is as www.

Subject: 7.1) What WWW pages support the 8-bit Atari?

This should be a complete list of WWW pages supporting the 8-bit Atari.

8-bit Vendor/Developer home pages are listed in the Vendor/Developer list, not
here.

Atari 8-Bit Computers FAQ and Vendor/Developer Lists
Michael Current, mailto:mcurrent@carleton.edu
http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/top.html

The Atari 8-Bit Home Page
Ivo van Poorten, mailto:ipoorten@cs.vu.nl
http://pmwww.cs.vu.nl/home/ipoorten/Atari.8bit.Homepage/index.html

Atari 8-bit Resort
Marek Tomczyk, mailto:Marek.Tomczyk@stud.uni-karlsruhe.de
http://www.uni-karlsruhe.de/~un55/8bit.html

Big Atari 8bit Home Page
Tomasz Tatar, mailto:tatar@student.uci.agh.edu.pl
http://student.uci.agh.edu.pl/~tatar/Atari/hp.html

Central Atari Information Network
Cleveland Free-Net Atari SIG, mailto:xx004@cleveland.freenet.edu
http://ace.cs.ohiou.edu/personal/mleair/cain.html

Some Atari 8-bit Stuff
Rob Funk, mailto:funk+@osu.edu
http://er4www.eng.ohio-state.edu/~funkr/Atari/

Atari XL/XE-Systems
ACF Design Team, mailto:wwg28@rzserv2.fh-lueneburg.de
http://rzserv2.fh-lueneburg.de:8080/Atari_2

Atari Boise User Group
ABUG, whittam@primenet.com
http://www.primenet.com/~whittam/atari.html

Atari Computer Enthusiasts of Columbus
mailto:rwarenz@freenet.columbus.oh.us
gopher://gopher.freenet.columbus.oh.us/11/specialinterestgroups/Atari%20Computer%20Enthusi
asts%20of%20Columbus

NorthWest Phoenix Atari Connection
John Collins, Club Webmangler, mailto:bosco@host.yab.com
http://www.yab.com/~bosco/

Queensland Atari Computer Enthusiasts
James Bradford, URL:mailto:sup8pdct@closer.brisnet.org.au
http://203.4.149.98/atari/atari.html

Toronto Atari Federation
Stephen Christian, URL:mailto:schrist@io.org
http://www.io.org/~schrist/taf.html

ATARI XL/XE - Homepage
Stefan Lausberg, URL:mailto:lausberg@studbox.uni-stuttgart.de
http://rpool1.rus.uni-stuttgart.de/~inf11492/

Tolkien computer games for the Atari 400
Fredrik Ekman, mailto:ekman@lysator.liu.se
http://www.lysator.liu.se/tolkien-games/atari.html

The good old Atari Computers (1978-1985)
Sacha Hofer, mailto:hofer@iamexwi.unibe.ch
http://iamexwi.unibe.ch/studenten/hofer/atari1.html

WWWorld of Atari 8-bit...
mailto:pdg@alexia.net.au
http://werple.net.au/~lions/atari.htm

Alternate Reality Homepage
Robert Hagenstrom, mailto:sp93rob@ksk.sala.se
http://www.ksk.sala.se/~sp93rob/dungeon

Subject: 7.9) What IRC channels discuss the 8-bit Atari?

==> #atari8 - Just for 8-bit Atari users!

==> #classic - Classic Games and Systems Collectors.

mailto:cmwagner@gate.net (Chad Wagner) writes:

If you have access to a Unix host then you should be able to get to irc by typing irc at your shell prompt and jumping on an EFnet server (irc.portal.com, irc.eskimo.com, dewey.cc.utexas.edu) and joining #atari8.

If you are using a host that has a menu system then locate IRC and go there, and join #atari8 (and hope your on EFnet, :).

If you are using SLIP/PPP then download a client (for Windows users, download mIRC for Winsock archives, and I would guess that most SLIP/PPP users -- if they have gotten that far -- are familiar with IRC, :) and select one of the servers and join #atari8. There is many IRC servers on EFnet, chances are the one your on is on EFnet.

Subject: 8.1) What is the CAIN Newsletter?

The Central Atari Information Network Newsletter is the monthly online magazine of the Cleveland Free-Net Atari SIG. The editor is Mark Leair of the Atari SIG. 8-bit computers support is provided by Michael Current and Craig Lisowski. For information, write to the Atari SIG at mailto:xx004@cleveland.freenet.edu .

Subject: 9.1) What's this UUEncoding stuff (.uu, .uue files) all about?

UUEncode/UUdecode is a UNIX utility that will convert a binary file into 100% printable ASCII characters, so that the file may be posted or e-mailed anywhere a text message can go. The 8-bit Atari is perfectly capable of UUEncoding/UUdecoding as well. On the archives:

Uudecode 1.2a by John Sangster - very functional.
filenames: Archivers/uudecode.bas, Archivers/uudecode.doc

Yet Another UU-coder by John Dunning - both decoding/encoding.
filename: Archivers/yau.arc

Uudecode.com, Uuencode.com by ??? - "newer, cleaner, easier to use."
filename: Utilities/uue.arc

Dumas UU-coder by John Dunning
filename: Cc65/dumasuu.arc

Subject: 9.2) What is an .arc file?

A file with the extender .arc has been archived in a standard manner that is common in the MS-DOS world. This is done to make the file shorter, so it takes up less space on your disk and it takes less time to transfer between computers. The archives contains several 8-bit Atari archivers fully compatible with this standard, including:

Super Un-Arc 2.3, Super Arc 2.0 by Bob Puff - highly recommended.
filenames: Archivers/superarc.arc - both Super Un-Arc & Super Arc
Archivers/suprarc2.arc - Super Arc
Archivers/supunarc.com - Super Un-Arc
Archivers/supunarc.uue - Super Un-Arc

Subject: 9.3) Okay, how about a .dcm file?

A .dcm file is a format unique to the 8-bit Atari which is used to convert
entire disk images into files. To work with .dcm files you'll need:

Disk Communicator 3.2 by Bob Puff.
filenames: Archivers/dskcom32.arc or Archivers/diskcomm.arc (same thing!)

Subject: 9.4) What is an .xmo file?

.xmo stands for XMODEM. The idea was that the file was not plain text,
but was a binary file. As a binary file, it had to be downloaded using a
file transfer protocol such as XMODEM. The use of ".xmo" as a filename
extender was popular once, but has been discouraged for years.

Subject: 10.1) What 8-bit Atari emulators exist for other computing
platforms?

These are the four emulators that are usable.

1) ST Xformer 3.0, from Branch Always Software, for the Atari ST.
URL:http://www.halcyon.com/brasoft/

2) PC Xformer 3.3, from Branch Always Software, for MS-Windows.
URL:http://www.halcyon.com/brasoft/

3) Rainbow, by Chris Liam, for the Macintosh
URL:mailto:lamcw@aston.ac.uk
URL:http://www.aston.ac.uk/~lamcw/emulators.html

4) Atari Emulator for Unix and Amiga, by David Firth
Latest version: 0.2.1
URL:mailto:david@signus.demon.co.uk
URL:ftp://ftp.demon.co.uk/pub/emulators/atari/ (158.152.1.44)

Subject: 11.1) What are the best terminal emulators available?

Here are some of the more popular PD/freeware/shareware terminal
programs available.

BobTerm 1.22, shareware by Bob Puff
Emulates: VT52
Text: 40 columns in gr.0; 80 col. w/ XEP80

File Xfer: XMODEM, YMODEM, FMODEM
Autodial: Yes
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Feature-filled; excellent for BBSing
filename: Telecomm/bterm12.arc

Kermit-65 3.7, PD by John R. Dunning
Emulates: VT100
Text: 40 columns in gr.0; 80 col. in gr.8; 80 col. w/ XEP80 (sort of)
File Xfer: Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Excellent VT100 emulation; rock-solid Kermit Xfers
filenames: Telecomm/k65v37.arc - latest version
Telecomm/k65doc.arc - documentation
Telecomm/k65src.arc - source code

OmniCom by CDY Consulting
Emulates: VT100
Text: 80 columns in gr.8
File Xfer: XMODEM, Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Combination VT100, XMODEM, Kermit; buggy at file Xfers
filename: Telecomm/omnicom.arc

VT850 B1, shareware by Curtis Laser
Emulates: VT100/VT102 (plus complete VT220 keymap)
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Excellent at VT100 on the XEP80; 1200bps top speed
filename: Telecomm/vt850b1.arc

FlickerTerm 80 v.0.51, freeware by LonerSoft (Clay Halliwell)
Emulates: VT100, IBM ANSI
Text: 80 column via a special Graphics 0 screen (no hardware req'd)
File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Fastest and most complete VT100 emulation; readability a minus
filename: ?????

Ice-T 2.0 XE (requires 128K) or 1.1 by IceSoft (Itay Chamiel)
Emulates: VT100
Text: 80 column via a fast-scrolling graphics 8 screen

File Xfer: XMODEM download
Autodial: Yes (2.0 XE) or No (1.1)
Backscroll buffer: Yes--8 screens (2.0 XE) or One screen (1.1)
Capture-to-disk: Yes--up to 16K (2.0 XE) or No (1.1)
Summary: Excellent for high-speed VT100 emulation
Beta-test versions of both available from mailto:bruck@brachot.jct.ac.il

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Subject: 11.2) Can I read/write 8-bit Atari disks on an IBM-PC?

There are several programs that allow an MS-DOS system to work with an
Atari-format diskette. The following require a DOS and disk drive on the
Atari end capable of the SS/DD 180K format:

ATARIO by Dave Brandman w/ Kevin White - Reads SS/DD 180K Atari disks.
filename: Diskutils/atario21.arc

SpartaRead by Oscar Fowler - Reads SS/DD 180K SpartaDOS disks.
filename: Diskutils/sr.arc

UTIL by Charles Marslett - Reads/Writes SS/DD 180K Atari disks. Use MyUTIL!
filename: Diskutils/dskutil.arc
(Older versions are contained in pcxfer.arc, util.arc, and ataridsk.arc)

MyUTIL by Charles Marslett with Mark Vallevand, and
SpartaDOS disk utility by Mark Vallevand
filename: Diskutils/myutil.zip
includes best version of UTIL for read/write of SS/DD 180K Atari disks,
plus Mark's SpartaDOS disk utility v0.1e to access 180K SpartaDOS disks

Here's some advice on using the above utilities from mailto:hans@umd5.umd.edu
(Hans Breitenlohner):

There are two technical obstacles to interchanging disks between
DD Atari drives and PC drives.

1. The Atari drive spins slightly slower (288 rpm instead of 300 rpm).
If you format a disk on the Atari, then write sectors on the PC, it is
possible that the header of the next physical sector will be overwritten,
making that sector unreadable. (The next physical sector is usually
the current logical sector+2). The solution to this is to format all
disks on the PC.
(Aside: Does anybody know how this problem is handled on the
XF551? Is it also slowed down?)
Konrad M.Kokoszkiewicz (KMK), mailto:conradus@plearn.edu.pl answers:
"The XF551 disk drive is not slowed down - these drives are spinning
300 rotations per minute. To prevent troubles with read/write disks
formatted and written on normal Atari drives (288 rot/min), the main
crystal frequency for the floppy disk controller is 8.333 MHz
(not 8 MHz, as in 1050, for example)."

2. If the PC drive is a 1.2M drive there is the additional problem of the
track width. The following is generally true in the PC world:

- disks written on 360k drives can be read on either drive
- blank disk formatted and written on 1.2M drives can be read on
either kind
- disks written on a 360k drive, and overwritten on a 1.2M drive,
can be read reliably only on a 1.2M drive.
- disks previously formatted on a 360k drive, or formatted as 1.2MB,
and then reformatted on a 1.2M drive to 360k, can be read reliably
only on a 1.2M drive.
(all this assumes you are using DD media, not HD).

Solution: Use a 360k drive if you can. If not, format disks on the
Atari for Atari to PC transfers, format truly blank disks on the PC
for PC to Atari transfers.

While the above work with SS/DD 180K Atari-format disks, the following
combination of utilities can be used to work with SS/SD 90K Atari-format
disks, and is currently the best bet for reading SS/ED 128K Atari-format
disks.

AnaDisk 2.07, shareware by Sydex - Reads/Writes "any" 5.25" diskette
filenames: Xf2/anad207.zip, Xf2/anadisk.txt
Deana by Nate Monson - converts AnaDisk dump files from Atari format
filenames: Xf2/deana.com, Xf2/deana.txt

Explanation --> According to mailto:preston.f.crow@dartmouth.edu ,
"As best as I can figure it out, if your PC drive happens to read
FM disks (I'm not sure what the criteria for that is), then you
can read single density disks on your PC by dumping the contents
to a file with AnaDisk, and then using Deana.com to convert the
dump file into a usable format.
For enhanced density disks, Anadisk generally only reads the first
portion of each sector, but it demonstrates that it is possible for
a PC drive to read enhanced density disks."

Subject: 11.3) Can I read/write MS-DOS disks on an 8-bit Atari?

a) Mule by Rick Cortese - Read/Write 180K MS-DOS disks with an Atari 1050
drive or equivalent. Very limited.
filenames: Diskutils/mule.arc, Diskutils/mule.exe, Diskutils/mule.txt

b) SIO2PC, described elsewhere in this FAQ List (section 12.4), can be
used to read/write to a hard drive connected to an MS-DOS system. This
can also be a very effective file-transfer solution.

c) The XF551 3.5" Upgrades from Computer Software Services (see the
companion vendor/developer list) allow the Atari XF551 disk drive to read
720K 3.5" MS-DOS disks.

d) The Floppy Board, the add-on to the Black-Box from Computer Software
Services (see the companion vendor/developer list), allows both low
density (360K 5.25", 720K 3.5"), and, in the case of the Deluxe

Version, high density (1.2M 5.25", 1.44M 3.5") external MS-DOS-standard
floppy drives to be used on the Atari. A utility is included to
read/write MS-DOS formatted floppies in all supported densities.

Subject: 11.4) How do I transfer files using a null modem cable?

This section by mailto:cb541@cleveland.Freenet.Edu (James R. Gilbert)

A: Simply put, you need a terminal program and an RS 232 port on
each computer. The RS 232 ports need to be connected
together using a 'null modem cable'.

For up to 4800 bps, no flow control lines need be
connected. Just cross the transmit and receive lines
and join the grounds together. (Transmit is pin #2,
receive is pin #3 and ground is pin #7 on the 25-pin
port.)

The right hand pin on the 'long' side of a female 'D'
connector is #1. There are 13 holes on this 'long'
side, 12 holes on the 'short' side. The numbers go from
#1 on the right to #13 on the left on the 'long' side
and from #14 to #25 from right to left on the 'short'
side. #25 is closest to being under #13. A male
connector is the mirror image of this.

Most terminal programs allow a null connection, without a
carrier detect. Notably, '850 Express!' does not.

A convenient way to make a null modem cable, up to about
30 feet long, is to use two female DB25 connectors and
some three or more conductor cable. Using the two DB25
female connectors allows unplugging your modem and
plugging in the null modem cable. This also avoids the
confusion of the wide variety of serial port jacks on
different computers. Almost all computers connect into
the modem via a DB25 connection.

The SIO port on the Atari cannot be used directly. An
850 Interface Module, P:R:Connection, Multi I/O, Black
Box (by Computer Software Services) or similar device
that provides an RS232 port must be used.

On the Atari, the port is a female DB9. So you need a
male DB9 to male DB25 modem cable to connect to your
modem. So why not use this cable as your null modem
cable as well?

For higher speed connections, above about 9600 bps on the
8-bit, you need the flow control lines. You also need
a Multi I/O or Black Box, which use the PBI (parallel bus),
then you can go higher than 9600 bps.

Following are pin assignments for a DB25 pin RS 232 C
port.
13 1
o o o o o o o o o o o o o
o o o o o o o o o o o o
25 14

(Above is female, male is mirror image.)

1. Protective Ground 12. Select Alternate Rate
2. Transmit Data 15. Transmit Clock (sync)
3. Receive Data 17. Receive clock (sync)
4. RTS (Request to Send) 20. Data Terminal Ready
5. CTS (Clear to Send) 22. Ring indicator
6. Data Set Ready 23. Select Alternate Rate
7. Signal Ground 24. Transmit Clock
8. Carrier Detect

A high speed cable would need not only pins 2 and 3 crossed
but also pins 4 and 5 as well as 6 and 8. Or better
yet, make a true 25 wire, straight through cable and use
a commercial null modem. A commercial null modem is
just a small device with the correct lines already
crossed.

(DTE = Data Terminal Equipment, i.e., your computer.
DCE = Data Communications Equipment, i.e., your modem.)

Subject: 12.1) What 5.25" floppy disk drives are available?

Major contributors to this section:
mailto:Krishna@max.tiac.net (Glenn M. Saunders)
mailto:tatar@student.uci.agh.edu.pl (Tomasz M. Tatar)
mailto:sup8pdct@closer.brisnet.org.au (James Bradford)
mailto:conradus@plearn.edu.pl (Konrad M. Kokoszkiewicz)

==> Atari 810
SS SD 19.2Kbps standard

==> Happy 810
SS SD Warp speed

==> Atari 1050
SS SD/ED 19.2Kbps standard

==> Happy 1050
SS SD/ED/DD Warp speed US Doubler/19.2 and 52k. track
buffering

==> Super Archiver 1050
SS SD/ED/DD Ultra Speed 50+K

==> Speedy 1050
SS SD/ED/DD 78K mode (European) used w/ Bibo-DOS (Compy Shop)

==> SuperMax 1050
SS SD/ED/DD 19.2k and 52k (ultra speed)
by Super Products. Compatiable with SuperDOS and US Doubler

==> Lazer 1050
SS SD/ED/DD Another Happy clone; Compatible w/ US Doubler

==> Atari XF551
SS/DS SD/ED/DD 38K burst mode usable only with SpartaDOS X,
SuperDOS 5.1, TurboDOS, DOS XE, and patched SpartaDOS 3.2. XF DS system now
considered "standard".

==> CSS XF551
SS/DS SD/ED/DD US Doubler compatible. Updates drive to work
better and faster. Also 3.5" upgrade available

==> Percom RFD4x-Sy
where: x=0 -> a single-sided drive
x=4 -> a double-sided drive
y=1 -> a single-drive unit
y=2 -> a dual-drive unit

==> Percom AT88-Sy[PD]
where: y=1 -> a single-drive unit
y=2 -> a dual-drive unit
PD -> equipped with a built-in parallel printer port

==> Trak ATD1
SS SD

==> Trak ATD2
SS SD/DD
Built in Diagnostics. Track indicator. Write protect switch. Built in
parallel printer interface. 2k printer buffer (expandable). Optional
Turbo software on Eprom.

==> Trak AT-1
SS SD/DD Slave

==> Indus GT
SS SD/ED/DD Synchromesh mode usable with SpartaDOS X and
DOSXL only.

==> Astra Double-D?
SS/DS SD/DD? standard /LEDs and such

==> Rana 1000
SS SD/ED/DD standard /LEDs and such can format disks on a
stand alone basis

==> TOMS 720
double head disk drive, 5.25", with mounted interface Centronics,

chips: CPU 8085, WD2797, PIA 8255 (for handle Centronics), 32 KB ROM, 8 KB RAM
ROM contains: OS of drive, MYDOS 4.50 and some utilities (copy, format, etc.)
ROM is seen by computer as drive D1: (if drive is open), and D3: (when drive
has number D1:) or D4: (when drive has number D2:). It makes possible load DOS
from ROMdisk during booting system.
Formats of disks:
- SS/SD - 40 tracks, 18 sects, 128 bytes = 90 KB
- SS/ED - 40 tracks, 26 sects, 128 bytes = 130 KB
- SS/ED - 40 tracks, 18 sects, 256 bytes = 180 KB
- SS/ID - IBM S-9 - 40 tracks, 9 sects, 512 bytes = 180 KB
- DS/DD - 40 tracks, 18 sects, 256 bytes = 360 KB
- DS/QD - 80 tracks, 18 sects, 256 bytes = 720 KB
- DS/ID - IBM D-9 - 40 tracks, 9 sects, 512 bytes = 360 KB
Transmition modes:
- normal - 19200 bps
- Turbo - 70000 bps
- Ultra Speed - 70000 bps
Also tracks buffering.

==> AS SN-360
double head disk drive, 5.25", CPU 8051, controler WD2797
19200 bps
Available formats:
- SS/SD - (FM) single sided, single density - 90 KB
- SS/ED - (MFM) single sided, enhanced density - 130 KB
- SS/DD - (MFM) single sided, double density - 180 KB
- DS/DD - (MFM) double sided, double density - 360 KB

==> TOMS 710
(The newest polish disk drive and probably the best one)
Similar to TOMS 720, one more format:
- double sided, 80 tracks, IBM (720 KB)
Transmition modes:
- standard 19200 bps
- TOMS Turbo (loaded from ROMdisk if drive is open) - 67000 bps
- Ultra Speed (QMEG-OS, SpartaDOS) - 67000 bps
Also tracks buffering.
ROMdisk contain:
- MYDOS 4.50
- COPY
- INIT
- TURBO - turn on/off TOMS Turbo mode
- BASIC - turn on/off Atari Basic
- AUTORUN.SYS - ramdisk
- README
Also TOMS Navigator instead of DUP.SYS. It is program similar to Norton
Commander on PCs.
IBM-ST copier on additional disk.

==> LDW Super 2000
SS SD/ED/DD 19200 bps or 38000 bps

CPU Z80A, ROM 4 KB, RAM 256 B. Some difficulties with ED

==> LDW CA-2001
SS SD/ED/DD 19200 bps or 38000 bps
CPU Z80A, ROM 4 KB, RAM 256 B. Some difficulties with ED

==> LDW CA-2002
SS/DS SD/ED/DD 19200 bps, 70000 with SpartaDOS
CPU 8040, ROM 4 KB, RAM 256 B

==> Floppy board various
Any standard very fast parallel
DOS-transparent. Requires Black Box. DS system configurable for
XF Percom or ATR style

==> HDI various
Any standard very fast SIO? European

==> SWP ATR-8000
Any standard standard except 1.2 meg and unique DS system
(HD) nice Z80 CP/M system in which CP/M drive acccess is parallel only
thus faster.

==> Atari 1450XLD drives
DS SD/ED DD? standard, requires DOS4. unusual DS system
Only prototypes exist.

==> KARIN MAXI
Double head disk drive 360 KB/5,25" or 720 KB/3,5", controller WD 1772.
Available formats:
= standard SS/SD 90 KB
= standard SS/ED 130 KB
= standard SS/DD 180 KB
= 'cylindric' DS/DD 360 KB (XF-551 uncompatible)
= 'cylindric' DS/QD 720 KB (TOMS-compatible; 720 KB drives only)
Any other capabilities depend on a special software.
Transmission mode:
- parallel: real speed 11.25 kilobytes per second with DOS or 22.5 kilo-
bytes per second with special track-copier.
Notes:
Because of the 1772-registers available in 6502 i/o pages ($D100),
the KARIN MAXI drives look full-programmable.
Preferred systems: My-DOS, SDX.

==> XFD-601B
Double head 360 KB/5,25" disk drive. Controller WD 1772, CPU 8051.
Available formats:
- standard SS/SD 90 KB
- standard SS/ED 130 KB
- standard SS/DD 180 KB
- standard DS/DD 360 KB (XF-551 compatible)
Transmission modes:
- normal 19200 bps

- Top Drive 1050 70000 bps
- Indus GT (synchromesh) 70000 bps (GTSYNC.COM and INDUS.SYS are not necessary; full-compatibel with the SDX)
- Ultra Speed 70000 bps (full-compatible with the older SpartaDOS)

Notes:
Customized sector skew. In fact, the XFD-601B is a original clone of the XF-551.

==> XFD-602B
The two XFD-601B drives in the one unit.

Subject: 12.2) How can I use 3.5" floppy disks with my 8-bit Atari?

to be written. volunteers?

- Amdek
- XF551 upgrades
- Floppy Board
- Percom drive upgrades

==> Atari XF521
3.5" system Unreleased

Subject: 12.3) What do I need to connect a hard drive to my 8-bit Atari?

original by mailto:Krishna@max.tiac.net (Glenn M. Saunders)

For starters, you'll need one of the following interfaces:

==> Corvus hard drive (10 megabytes)
Fast but still relatively slow I/O, kludge through joystick ports for 800. Rare

==> K-Products KPI Hard Disk Drive Interface (formerly from Supra)
Some limitations on drive type and size and total number of drives in sys.

==> Fine Tooned Engineering Multi I/O (formerly from ICD)
256 byter per sector restriction. 256K and 1 meg ramdisk models.
Printer and modem, modem will handle 19.2K bps

==> Computer Software Services Black Box
Will handle all SCSI drives. Allows 9 drive access for MYDOS. Currently the only modem interface with CTS/RTS hardware flow control. 19.2K ready.

==> SWP ATR-8000
Rare daughterboard for hard drives.
I/O is probably fairly slow on this baby and there may be DOS restrictions.

==> IDE Hard Drive Interface from Konrad M. Kokoszkiewicz and Jacek Zuk
- two IDE drives can be handled as well
- up to 8388607 logical sectors per drive
- up to 8388607 logical sectors per partition

(limited to 65535 by existing disk operating systems)
- up to 15 partitions simultaneously
(limited to 9 by existing disk operating systems)
- up 58 kilobytes per second in read or write operations
(limited to 32/7 in read/write operations by existing operating systems)
- native IDE mode for a future disk operating system
- emulation mode for existing DOSes like MyDOS, SpartaDOS, BWDOS.
- booting from any partition (even on machines with non-upgraded XL OS)
- write-protection feature
- executing non-DOS software from a hard drive partition
- the partitions may be created freely (there aren't fixed partitions)
The interface operates as normal PBI device and has a connector for 130XE computers (and other, those have such connector). Tested with various Western Digital, Seagate and JVC drives. Compatible with the MyDOS 4.50, SpartaDOS 3.2g, SpartaDOS X 4.20, BWDOS 1.10 and a lots of DOS applications, demos and games.

==> Fine Tooned Engineering Multi I/O II
An IDE interface. Released?

Subject: 12.4) How can I use an IBM-PC as a storage device for my Atari?

Original by Dave Paterson, mailto:d.paterson2@genie.geis.com

SIO2PC is a cable and software combination that lets you use your PC as up to 4 drives for your 8-bit. Drives can be SD, ED, DD or custom sizes up to 16 megs. SIO2PC also lets you redirect the printer output to your PC printer or to a file on the PC. High speed drives are emulated (a la US Doubler).

All these functions are transparent at the Atari end; you never notice the difference between SIO2PC and regular drives, except that the SIO2PC drives are faster than any others (except Ramdisks and PBI interface drives).

SIO2PC 4.04 is shareware by Nick Kennedy.
filename: sio404.zip

Subject: 13.1) What's the best DOS for the Atari?

This is a matter of opinion, but general consensus is that all 8-bit Atari users should treat themselves to either MYDOS or SpartaDOS to appreciate the power of the system. MYDOS is modelled after Atari DOS 2.0S/2.5, but provides subdirectory and hard-drive support. SpartaDOS is a completely different command-line DOS modelled after MS-DOS, though it is perfectly capable of reading all Atari DOS and MYDOS disks. SpartaDOS 3.2g is disk-based; SpartaDOS X 4.22 is cartridge-based and includes many additional features. SpartaDOS is available from Fine Tooned Engineering (see companion vendor/ developer list); MYDOS 4.53 is freeware from Wordmark Systems (Charles Marslett and Bob Puff). There are two versions of MYDOS 4.53, one uses 3 digit sector numbers where

possible, known as 4.53/3; the other, known as 4.53/4, uses 4 digits minimum.

It is recommended that all 8-bit Atari users own at least DOS 2.5 for complete compatibility with existing software, and then choose either SpartaDOS or MYDOS as they see fit. DOS 2.5, MYDOS and SpartaDOS are all available on the archives.
filenames: Os/dos25.arc (DOS 2.5)
Fte/fte32g.arc (SpartaDOS 3.2)
Os/mydos453.dcm (MYDOS - latest version)
Os/mydos45m.arc (MYDOS - latest complete doc's)

Subject: 13.2) What hardware has Atari created in the 8-bit computer line?

Computers:
400 Personal Computer (1979) 8-16K, membrane keyboard, 400/800 OS
800 Personal Computer (1979) 8-48K, two cartridge slots, 400/800 OS
1200XL Home Computer (1982) 64K, early XL OS, F1-F4 keys, 4 LEDs
600XL Home Computer (1983) 16-64K, BASIC, PBI, XL OS
800XL Home Computer (1983) 64K, BASIC, PBI, XL OS
65XE Personal Computer (1985) same as 800XL minus PBI
130XE Personal Computer(1985) same as 65XE with 128K plus ECI
800XE Personal Computer(1987?)~same as 130XE but 64K. Mostly eastern Europe.
XE Game System (1987) same as 65XE plus Missle Command, detach keybd

Peripherals:
410 Program Recorder -Japan and Hong Kong versions
810 Disk Drive -SS/SD 90K with DOS 1 or DOS 2.0S,MPI&Tandon vers.
820 Printer -40 col.
822 Thermal Printer -40 col.
825 80-Column Printer -req. 850
830 Acoustic Modem -300 baud req. 850, with Telelink I software
835 Direct Connect Modem -300 baud, with Telelink II software
850 Interface Module -4 9-pin serial, 1 15-pin parallel ports, beige & black metal versions
1010 Program Recorder -Sanyo and Chelco versions
1020 Color Printer -40 col.(80 by command) print/plot in 4 colors
1025 80-Column Printer -7-pin dot matrix
1027 Letter-Quality Printer-80 col. letter quality =Mann-Tally Riteman LQ
1029 Printer -7-pin dot matrix, same as Commodore MPS-801
1030 Direct Connect Modem -300 baud, with ModemLink software
1050 Disk Drive -SS/ED 128K with DOS 3 or DOS 2.5
1064 -64K RAM module for 600XL
XC11 Program Recorder
XC12 Program Recorder
XM301 Modem -300 baud, with XE Term software
XMM801 Printer -80 col. Ribbon: Mannesman/Tally MS80
XDM121 Printer -80 col.letter quality. Ribbon: Silver Reed CF130
XF551 Disk Drive -DS/DD 360K with DOS XE
XEP80 Interface Module -80 col. video display and DB25 parallel port
SX212 Modem -1200 baud, rarely with SX-Express! package

Atari 8-bit vaporware computers: (note some are more vaporous than others)
1200 1200XL internally, many slight cosmetic differences
800XLF late 800XL with a redesigned motherboard, & FREDDY (from the XE's)
1250XLD Earlier concept of the 1450XLD
1400XL 800XL plus modem, speech synth.(looks like a 1200XL)
1450XL Earlier concept of the 1450XLD
1450XLD 1400XL plus 5.25" floppy drive
65XEP 65XE plus 3.5" floppy drive, 5" green monitor
65XEM 65XE plus AMIE sound chip

Atari 8-bit vaporware peripherals:(note some are more vaporous than others)
815 Dual Disk Drive -2 x SS/DD 180K with DOS 2.0D
1055 -a 1050 (SS/ED) with a 3.5" mechanism
1090 XL Expansion System-for PBI, CP/M/MS-DOS/Apple II compatible
XM128 -12" green monitor w/ built-in 80-column card
XC1411 -composite 14" color monitor
XF521 -5.25" floppy drive - 1050 compatible, in XE style
XTM201 -non-impact printer
XTC201 -non-impact color printer

Subject: 13.3) What are the power-supply requirements for my Atari components?

As with the rest of this FAQ list, please let me know if any of this information conflicts with the units you have. I'm also not sure how much of this section is valid outside North America. If it's not valid where you are, I need to hear from you!

The most important information is the voltage (in volts) required, and whether you need a transformer (AC output) or an adapter (DC output). The power (in watts) and current (in amperes) specifications of the original equipment as presented here should be regarded as minimum values. Higher-than-specified power and current capacities are entirely usable, and often preferable because such supplies run cooler and last longer.

Relevant law of physics:
Power (in watts) = current (in amps) * voltage (in volts)

9 V AC 5.4 VA (600 mA) Atari#CO62195 transformer:
1030

9 V AC ???? VA (??? A) Atari#CO61516 transformer:
1010
9 V AC 15.3 VA (1.7 A) Atari#CO14319 transformer:
400,800,822,850,1010,1200XL,256K FTe MIO
9 V AC 18 VA (2.0 A) Atari#CA014748 transformer:
400,800,810,822,850,1010,1200XL,256K FTe MIO
9 V AC 18 VA (2.0 A) Atari#CA016804 transformer:
400,800,810,822,850,1010,1200XL,256K FTe MIO
9 V AC 31 VA (3.4 A) Atari#CO17945 transformer:
400,800,810,822,850,1010,1200XL,1020,1050,XF551,256K FTe MIO
9 V AC 50 VA (5.6 A) Atari#CA017964 transformer:

400,800,810,822,850,1010,1200XL,1020,1050,XF551,256K FTe MIO

9.5 V AC 40 VA (4.2 A) Atari#CO61636 transformer:
1027

24 V AC 3.6 VA (150 mA) Atari#CA016751 transformer:
830

5 V DC 1.0 A (5.0 W) Atari#CO70042 adapter:
65XE,XE Game System
5 V DC 1.5 A (7.5 W) Atari#CO61982 adapter:
600XL,800XL,65XE,130XE,XE Game System
5 V DC 1.5 A (7.5 W) Atari#CA024814 adapter:
600XL,800XL,65XE,130XE,XE Games System
5 V DC ??? A (??? W) Atari#CO81982 adapter:
XL/XE

6 V DC 300 mA (1.8 W) Atari#??????? adapter:
"410P"

9 V DC 500 mA (4.5 W) Atari#CO16353 adapter:
XEP80,SX212,2600
9 V DC 500 mA (4.5 W) Atari#CA014034 adapter:
XEP80,SX212,2600

9.3 V DC 1.93 A (18 W) Atari#CO18187 adapter:
Indus GT,1 Meg FTe MIO,5200
11.5 V DC 1.95 A (22 W) Atari#CA019141 adapter:
Indus GT,5200

5 V / 12 V DC 1.1 A (5.5 W / 13.2 W) Atari#CO62297 adapter:
1400XL,1450XLD

These draw their power from the SIO +5 V:
XM301 (60 mA),XC12;FTe P:R: Connection

Draws power from the 600XL PBI:
1064

These have built-in power supplies (plug directly into the wall):
410,815,820,825,1025,1029,XMM801,XDM121

The power supply requirements for the following are still needed:
??? V DC ???? A (???? W) Atari#CA060535 adapter:
835

XC11 program recorder (no brick needed -> internal or SIO source?)

Subject: 13.4) What are the pinouts for the...?

Serial I/O (SIO) Port (all machines):
2 4 6 8 10 12
1 3 5 7 9 11 13

1. Clock Input 8. Motor Control
2. Clock Output 9. Proceed
3. Data Input 10. +5V/Ready
4. Ground 11. Audio Input
5. Data Output 12. +12V (400,800 only. 1400XL/1450XLD?)
6. Ground 13. Interrupt
7. Command

Cartridge Slot ("Left" slot on all machines; "Right" slot on 800 only):
A B C D E F H J K L M N P R S
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
1. ~S4(Left) R/~W late(Right) A. RD4(Left) B02(Right)
2. A3 B. GND
3. A2 C. A4
4. A1 D. A5
5. A0 E. A6
6. D4 F. A7
7. D5 H. A8
8. D2 J. A9
9. D1 K. A12
10. D0 L. D3
11. D6 M. D7
12. ~S5(Left) ~S4(Right) N. A11
13. +5V P. A10
14. RD5(Left) RD4(Right) R. R/~W
15. ~CCTL S. B02

Enhanced Cartridge Interface (ECI) (130XE and 800XE only):
A B C D E F H
1 2 3 4 5 6 7
A. Reserved 1. ~EXSEL
B. ~IRQ 2. ~RST
C. ~HALT 3. ~D1XX
D. A13 4. ~MPD
E. A14 5. Audio
F. A15 6. ~REF
H. GND 7. +5V

Monitor Jack (all but 400, North American 600XL, XE Game System):
3 1
5 4
2
1. Composite Luminance (not on 600XL)
2. Ground
3. Audio Output
4. Composite Video
5. Composite Chroma (not on 800XL,1200XL; grounded on 600XL)

Power Adapter Plug (all but 400,800,1200XL,1400XL,1450XLD):
7 6
3 1

5 4
2
1. +5V
2. Shield
3. Ground
4. +5V
5. Ground
6. +5V
7. Ground

Controller Port (4 on 400/800, 2 on all others):
1 2 3 4 5
6 7 8 9
1. (Joystick) Forward Input
2. (Joystick) Back Input
3. (Joystick) Left Input
4. (Joystick) Right Input
5. B Potentiometer Input
6. Trigger Input / Light Pen Input. Port 4 only on 400
7. +5V
8. Ground
9. A Potentiometer Input

Parallel Bus Interface (PBI) (600XL and 800XL only):
1 3 5 7 9 11 13 15 17 19 21 23 25 27 29 31 33 35 37 39 41 43 45 47 49
2 4 6 8 10 12 14 16 18 20 22 24 26 28 30 32 34 36 38 40 42 44 46 48 50
1. GND ground 2. External select
3. A0 Address output 4. A1
5. A2 6. A3
7. A4 8. A5
9. A6 10. GND
11. A7 12. A8
13. A9 14. A10
15. A11 16. A12
17. A13 18. A14
19. GND 20. A15
21. D0 Data (bidirectional) 22. D1
23. D2 24. D3
25. D4 26. D5
27. D6 28. D7
29. GND 30. GND
31. Phase 2 clock output 32. GND
33. NC Reserved 34. Reset output
35. (IRQ) Interrupt request 36. Ready input
37. NC 38. External decoder output
39. NC 40. Refresh output
41. Column address output 42. GND
43. Math pack disable input 44. Row addr strobe
45. GND 46. Latch read/write out
47. NC (+5V on 600XL only) 48. NC (+5V on 600XL only, used to power 1064)
49. Audio input 50. GND

```
R1: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. Data Terminal Ready (DTR, Ready Out)
2. Carrier Detect (CRX, In)
3. Send Data (out)
4. Receive Data (In)
5. Signal Ground
6. Data Set Ready (DSR, Ready In)
7. Request to Send (RTS, Out)
8. Clear to Send (CTS, In)

R2: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive Data
5. Signal Ground
6. DSR

R3: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive
5. Signal Ground
7. RTS
8. -8 Volts

R4: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. Send Data +
3. Send Data -
7. Receive Data +
9. Receive Data - (20 mA)

P: Parallel port (850 Interface Module):
8 7 6 5 4 3 2 1
15 14 13 12 11 10 9
1. Data Strob
2. D0
3. D1
4. D2
5. D3
6. D4
7. D5
8. D6
9.
10. Data pins pull up +5V
```

11. Ground
12. Fault
13. Busy
14. -
15. D7

P: Parallel port (XEP80 Interface Module):
13 12 11 10 9 8 7 6 5 4 3 2 1
25 24 23 22 21 20 19 18 17 16 15 14
1. Strobe
2-9. Parallel Data
10. Not Used
11. Busy
12-17. Not Used
18-25. Ground

Subject: 13.5) What BBS software can be used on the Atari?

This section by mailto:winston@merk.com (Winston Smith)

Here is the run down of ATARI 6502 8-BIT BBSes that I am aware of:

o A.M.I.S. BBS -- The A.C.E. Message Information Service.
This BBS was written in BASIC by the Atari Computer
Enthusiasts computer club (was it the Michigan chapter?). It included
designs for a ring-detector. You needed a sector editor and had to
allocate message space by hand, hex byte by hex byte.

o FoReM BBS -- Friends of Rickey Moose BBS.
At the time, there were a lot of BBSes around
called things such as "FORUM-80" and "BULLET-80", ergo the name. FoReM BBS
was the first truly RBBS-like BBS for the ATARI 8-bit. It was programmed
in BASIC and was somewhat crashy. I think that this is the
great-grandparent of the FOREM-XE BBSes that survive today.

Matt Singer, mailto:msinger@oe.fau.edu writes:
FoReM BBS derived from an early AMIS. When multiple message areas were
added the name was extended to FoReM 26M. Then, When OSS released BASIC
XL the program was rehacked and called FoReM XL... Bill Dorsey wrote most
of the Assembler routines (where is he now?).

o ABBCS -- The ANTIC Bulletin Board Construction Set.
The user design of the ABBCS was very good. It sported
features such as intra-line editors. Unfortunately, the coding of the
ABBCS was really poor. You could practically blow on your keyboard and
crash this BBS. The BBS would sometimes crash several times a day.

o NITE-LITE BBS -- Paul Swanson's BBS with RAM disk.
Paul Swanson was a programmer from the Boston,
Massachusetts, USA, area. I'm not sure whether his BBS for the
Atari 8-bit has been placed into the public domain or not. This BBS was

the first to support a RAMdisk, which Paul Swanson called a "V:" device for "virtual disk". This BBS was written in Atari BASIC and required a joystick hardware "dongle" device. This was notable as being one of the first Atari 8-BIT BBSes that could actually go for a week without having to be rebooted. Pointers to the message base were kept in an Atari "very long string" (for which Atari BASIC is famous). The BBS would only have problems (for the most part) if this string became corrupted.

o ATKEEP -- An Atari 8-bit version of CITADEL BBS.
I believe that AT-KEEP, like FOREM-XE, requires the use of the commercial BASIC XE cartridge to run. This BBS program was very popular around Louisiana, USA, from what I understand.

o Benton's SMART BBS -- BBS written in BASIC by Marco Benton.
This program is written entirely in BASIC. It expects to be running under a SpartaDOS environment. This was a problem until very recently, when the disk-based version of SpartaDOS was re-released as shareware. This BBS program uses a "modem clock string" rather than an R-Time 8 cartridge in order to retrieve the current time. It also comes with an Atari BASIC game door called "Sabotage".

o FOREM-XE -- FOREM using BASIC XE.
This version of FOREM BBS requires the commercial BASIC XE cartridge in order to run. It is in the public domain and can import and export messages from the Atari PRO! BBS EXPRESS-NET (7-bit text only, control ATASCII graphics are reserved for message data-structure bytes). FOREM-XE BBS is still currently in use as we speak, and may be reached via the PRO! EXPRESS-NET as long as the cross-networking "transnet" is still in effect.

o The BBS Express -- PRO! BBS demo program.
This is the public domain version of EXPRESS!-BBS, which is the Keith Ledbetter companion project of the EXPRESS!-TERM terminal program of days gone by. I am not familiar with this program. I think that it is written in Action! and only supports XMODEM Checksum transfers. I have never called or seen this program demonstrated.

o OASIS JUNIOR III -- OASIS BBS demo program.
OASIS JUNIOR III is the --ALL MACHINE LANGUAGE-- demo version of the OASIS BBS program. OASIS is very crash-resistant and comes with a "dial out" screen so that the Sysop can use the BBS as a terminal program to call and fetch files without having to bring the BBS down and reload a terminal program. OASIS supports "Door programs" which it refers to as "OASIS PAL modules". This OASIS demo module comes with an excellent message system. The OASIS file system is one of the most complicated that I have ever seen. It consists of "file libraries" with suites of "file types". There is quite a bit of overhead involved in performing a download (which may be a good thing, as it discourages file hogs). There is a commercial version of OASIS called "OASIS IV" that performs networking. There was an OASIS network between Boston, Massachusets, USA and Murfreesboro(SP?), Tennessee, USA. Occasionally word of the OASIS IV developers reaches the network from New Zealand or Canada.

o Frank Walters BBS -- I know nothing about this BBS except that Frank Walters wrote it.

OASIS IV, CARINA, and BBS-EXPRESS-PROFESSIONAL! are all commercial programs. I haven't heard anything about OASIS IV and CARINA for a while, but PRO!-BBS is still a viable commercial enterprise last that I had heard.

Subject: 13.6) What version of Atari BASIC do I have?

At the READY prompt, enter "? PEEK(43234)"

If the result is: You have Revision:
162 A
96 B
234 C

Subject: 13.7) What are the Standards for Used 8-Bit Stuff?

Developed by mailto:b.poehland@genie.geis.com (Ben Poehland)

When selling used 8-bit Atari equipment in the comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group, please consider describing the condition of the materials you are selling using these standards. This will go a long way toward preventing potentially highly-contentious misunderstandings. Usage is voluntary, but recommended.

LN (Like New)-- Item is pristine, unused, w/all manuals & original packaging materials.
EC (Excellent Condition)-- Item is little used, good working order, physically clean, may have a very few minor cosmetic blemishes, w/original manuals.
GC (Good Condition)-- Item is in good working order but slightly soiled, contains worn parts or minor scratches/dings that betray heavy service or old age, w/original manual or copied manuals.
FC (Fair Condition)-- Item in working order but missing manuals/accessories; heavily worn/soiled or cosmetically damaged.
BC (Basket Case)-- Item does not work, is damaged/butchered, missing manuals & accessories etc., but contains salvageable parts.

Subject: 14.1) What vendors, developers, or publishers support the 8-bit Atari?

See the "Atari 8-Bit Computers Vendors and Developers List." The latest version may be obtained in the following locations, among many others:

ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/vendev
http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/vendev/faq.html
news:comp.sys.atari.8bit news:comp.answers news:news.answers
mailto:mail-server@rtfm.mit.edu , message says:
send usenet/news.answers/atari-8-bit/vendev

quit

You can also ask me for a copy at mailto:mcurrent@carleton.edu

---

Subject: 14.2) Where is my nearest 8-bit Atari BBS?

Rick Detlefsen is presently compiling a new comprehensive Atari computers bulletin board systems list. Contact him by any of the following for more information:

Rick Detlefsen Compuserve:74766,1561
Genie:R.DETLEFSEN
Internet: mailto:74766.1561@compuserve.com

Or by Mail: ATARI BBS LIST
C/O RICK DETLEFSEN
8207 BRIARWOOD LANE
AUSTIN, TX 78757-7642

Subject: 14.3) Where is my nearest 8-bit Atari user group?

Rick Detlefsen is presently compiling a new comprehensive Atari computers user groups list. Contact him by any of the following for more information:

Rick Detlefsen Compuserve:74766,1561
Genie:R.DETLEFSEN
Internet: mailto:74766.1561@compuserve.com

Or by Mail: USER GROUP SURVEY
C/O RICK DETLEFSEN
8207 BRIARWOOD LANE
AUSTIN, TX 78757-7642

Subject: 14.4) How do I use my new or emulated Atari?

"The Unofficial Atari 8bit New User, Emulator Help FAQ" is maintained by mailto:kendrick@sonoma.edu (Bill Kendrick). Bill and his FAQ are excellent sources for information on basic usage of the 8-bit Atari, and for information on the 8-bit Atari emulators for PC's and Mac's.

Subject: 14.5) What prominent Atarians are reachable by e-mail?

The "Who's Who in the Atari Community E-Mail Directory" listing includes people involved in all of the Atari computing and gaming platforms. This file is maintained by Len Stys, SIG Manager of the Cleveland Free-Net Atari SIG. Write to mailto:xx004@cleveland.freenet.edu (Atari SIG) or see: http://ace.cs.ohiou.edu/personal/mleair/whos_who.html

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End of atari-8-bit/faq
------------------------------
```

615. Re: Running Basic from machine code

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-02 00:00:00 UTC
From: winston@merk.com
Message-ID: <DM5qDv.M8u@merk.com>
Source record: 86139

On Wednesday, January 31, 1996 at 12:25:08 -0500,
luszczek@student.uci.agh.edu.pl (Piotr Luszczek)
of the University of Mining and Metallurgy wrote:

PL> It's really hard to disassemble the BASIC code
PL> (I don't know about other resources).
PL> Waiting for suggestions....
PL>
PL> Piotrek.
PL>
PL> -----------------------------------
PL> Piotr Luszczek
PL: e-mail:
PL> luszczek@student.uci.agh.edu.pl
PL> -----------------------------------

It's already been done. Here's the reference:

"The Atari BASIC Source Book" by Bill Wilkinson, Kathleen O'Brien,
and Paul Laughton, from COMPUTE! Books and Optimized Systems Software, INC.,
Copyright (C) 1983, COMPUTE! Publications, INC. (ABC), A subsidiary of
American Broadcasting Companies, INC.

Atari B.A.S.I.C. source code listing Copyright (C) 1978, 1979, 1983,
Optimized Systems Software of Cupertino, CA

Printed in the United States of America

ISBN: 0-942386-15-9

O.S.S. published the entire source code listing of the ATARI B.A.S.I.C
ROM in 1983, straight from the O.S.S. design team, themselves !

Nothing needs to be disassembled. You can view the actual source code,
itself ! (Pretty neat, huh ?)

* * * * *
NOTE: Warning! This site is changing status at the end of the month.
This account will probably be deleted. Do not _expect_ replies
to this message to be answered. Thank you.
* * * * *
--winston

616. Re: Running Basic from machine code

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-02 00:00:00 UTC
From: David Firth <david@signus.demon.co.uk>
Message-ID: <1996Feb2.202930.440@signus.demon.co.uk>
Source record: 86140

Piotr Luszczek (luszczek@student.uci.agh.edu.pl) wrote:
: happend. I probably don't know something, so help with it! It's really
: hard to disasemble the Basic code(I don't know about ather resources).

What you need is "The Atari Basic Source Book" ISBN 0-942386-15-9
published by compute books. It was written by the authors of atari
basic and includes a comment source code listing of basic and the
floating point package. The book also describes each (most?) of the
routines and data structures.

and NO I don't want to part with my copy :-)

Bye
--
David Firth <david@signus.demon.co.uk>

617. Re: File formats

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-02 00:00:00 UTC
From: David Firth <david@signus.demon.co.uk>
Message-ID: <1996Feb2.195027.334@signus.demon.co.uk>
Source record: 86141

```
Preston F. Crow (crow@coos.dartmouth.edu) wrote:
: I'm particularly interested in the format for BASIC files, though any
: other file types would also be nice.

According to the Atari Basic source book it is as follows:-

Part 1 (offset/contents)
------------------------

0 0
2 256 (Displacement of the VNT from the beginning of part 2 + 256)
4 not used
6 DVVT (Displacement of VVT from the beginning of part 2 + 256)
8 DST (Displacement of the ST from the beginning of part 2 + 256)
10 not used
12 DEND (Displacement of end of file from the beginning of part 2)
14

Part 2 (offset/contents)
------------------------

0 VNT (Variable Name Table)
DVVT-256 VVT (Variable Value Table)
DSNT-256 ST (Statement Table)
DEND-256 End of File

HTH
--
David Firth <david@signus.demon.co.uk>
```

618. Re: Power Supply's and Ataris....

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-02 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <4eu1vi$ksd@blackice.winternet.com>
Source record: 86142

> RLCOLLI@IBM.NET (Ryan 'Gozar' Collins) writes:
> Ok, here's my situation. I have a 800XL, 2 XF551, MIO, XEP80, (The 1200
> baud direct connect modem, I can't remember the model number!!), Mono
> Monitor, Color Monitor, 386SX Clone, and mono vga monitor, all set up on a
> table in my bedroom. My problem is how to power everything. Right now I've
> got about three power strips, and a mess of cables.
>
> What I was wondering was if any had ever thought of building a power
> supply that would power most of the 8bit equipment. One power supply, with
> a couple of 5volt DC, 12volt AC, and 9volt DC (I think I got the voltages
> right, I haven't looked at them in awhile!) jacks. Has anyone thought
> about this? It looks like you can get most of the voltages from a PC power
> supply. (And no, I don't want to put it in a clone case!)
>
>>>>
The one you need the most is 9 Volt, AC (not listed). The XF 551's
Require it as they have 'Voltage Doublers' in them to produce 12 DC for the Floppy
Drive Mech's. Of the list, I don't know what needs 12 Volt AC or 9 Volt DC. The
800XL needs 5 Volt DC and the MIO can use 9 Volt DC or AC.

Rich Mier

619. Re: 5200 -> 800 ports

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-02 00:00:00 UTC
From: jlodoen@mega.megamed.com
Message-ID: <4eu4jo$bq3@news.wco.com>
Source record: 86143

In article <4eorbs$7p2@uwm.edu>, krieg@miller.cs.uwm.edu (Andrew Krieg: Man or Android?) wrote:
>I remember stumbling across a few 5200 games that were illegally ported to
>800/XL/XE game files, on a BBS around 10 years ago. Some of the titles
>included Gremlins and Junior Pac-Man. How was this done? Didn't the 5200
>use a different joystick configuration than the Atari computers?
>
>Were there any differences between a game that was devloped for the 5200 and
>one developed for 800 family (e.g. Pac-Man, Joust, Moon Patrol etc) or was
>one just a port of the other?

Pac-Man for the 5200 had intermissions. Centipede for the 5200 had better
graphics. (the 800 version was a beta, according to one of the authors)
Qix was different. Space Invaders was more like the arcade.

>Are there other "port files" out there for games that were developed for the
>5200, but not the Atari computers (Realsports Baseball, Fathom, Moonsweeper,
>Quest for Quintana Roo, etc)?

I've not come across those.

For completeness, I'll list all 5200 ports I'm aware of.

Berzerk
Blueprint (from CBS)
Centipede
Countermeasures
Gremlins
Jr. Pac-Man
Pac-Man
Qix
Space Dungeon
Space Invaders
Vanguard
Xevious

I suspect others, but official ports came later. (ie, Crystal Castles)

>--
>= o = Andrew Krieg - Software Engineering Consultant =
>= | = E-mail: krieg@allmalt.cs.uwm.edu or =
>= o / | \ o = krieg@ct.med.ge.com =
>= |-/ \-| = WWW: http://www.cs.uwm.edu/public/krieg/index.html =

620. Power Supply's and Ataris....

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-02 00:00:00 UTC
From: RLCOLLI@IBM.NET
Message-ID: <WehExksjYB8O088yn@IBM.NET>
Source record: 86144

Ok, here's my situation. I have a 800XL, 2 XF551, MIO, XEP80, (The 1200 baud direct connect modem, I can't remember the model number!!), Mono Monitor, Color Monitor, 386SX Clone, and mono vga monitor, all set up on a table in my bedroom. My problem is how to power everything. Right now I've got about three power strips, and a mess of cables.

What I was wondering was if any had ever thought of building a power supply that would power most of the 8bit equipment. One power supply, with a couple of 5volt DC, 12volt AC, and 9volt DC (I think I got the voltages right, I haven't looked at them in awhile!) jacks. Has anyone thought about this? It looks like you can get most of the voltages from a PC power supply. (And no, I don't want to put it in a clone case!)

--

Ryan 'Gozar' Collins rlcolli@IBM.NET

"You can count on others, but its better to use your own fingers and toes"

---

621. Re: Atari & Classic Game Web Page Updated!

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-02 00:00:00 UTC
From: mbates@s3.sonnet.com
Message-ID: <mbates-0202962059590001@ppp15-stk.sonnet.com>
Source record: 86145
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.marketplace,rec.games.video.atari,alt.games.lynx

In article <4eqgsl$lls@falcon.ccs.uwo.ca>, mjewison@irus.rri.uwo.ca (Mike Jewison) wrote:

> In article <4eqali$8kk@news.xmission.com>, jeking@xmission.com (James King) writes:
> |> Marlin Bates, IV (mbates@s3.sonnet.com) wrote:
> |>
> |> : URL: http://www.stocko.sonnet.com/Fujidom/
> |> :
> |>
> |> This web site comes up as nonexistant.
> |>
>
> I bookmarked his page before. Try the following URL instead. It worked
> as of this morning, Feb. 1.
>
> http://www.stocko.com:80/Fujidom/
>
> - Mike Jewison
> mjewison@irus.rri.uwo.ca

Just to let you know that the above URL will no longer work soon. (They are chanign the domain names for some odd ball reason. so try it in the following flavor:

http://www.stocko.sonnet.com:80/Fujidom/

thanks and happy visiting!

-Marlin

---*** All hail the Fuji! PLUG IN THE WIRE! http://www.atari.com
---*** Marlin Bates / Canon Color / Taylor Made Office Systems
---*** 2600: 420 / 7800: 56 / XL/XE: 169 / Lynx: 74 / Jaguar: 31
--*-*-* Duo: 158 / TI: 142 / SMS: 35 / Genesis: 30/ MicroVisn: ALL
-*--*--* For my current list of Classic Home Video Games I own and
------* trade check out: http://www.stocko.sonnet.com/Fujidom/
---

622. XL/XE version of M.U.L.E.?

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-02 00:00:00 UTC
From: gbloose@glo.be
Message-ID: <4et983$9nd@rhea.glo.be>
Source record: 86146

There has been lots of posting lately about M.U.L.E. running on XL/XE,
so I tried yesterday _MY_ version of M.U.L.E. on my stock 130XE in
various setup's.
I say _MY_ version because I don't know if EOA released different
versions and if those versions reached Europe or not.
My version has the year 1983 on it.

I. STARTUP.

1) if you start up with BASIC enabled (normal case if you do nothing)
then you get a blue bar at the top of your screen after the first boot
stage and your computer freezes.

2) if you start with OPTION key pressed till the first boot stage has
started to disable the build-in BASIC, then you get to the first
screen.
THERE IS NO NEED TO USE A TRANSLATOR. On the contrary: I tried three
different translators and had problems galore: skipped intro screen,
automatic pushing of fire button etc.

II. PREPARING TO PLAY.

Then you get the to the screen:

"PRESS OPTION TO CHANGE LEVEL OF PLAY "
" BEGINNER "
"PRESS SELECT TO CHANGE NUMBER OF PLAYERS"
" 4 PLANETEERS "
" PRESS START TO GO ON "

As you have only 4 joystick ports on a 400/800, it's only on those
computers that you can play with 4 planeteers. And that's the max in
pleasure and enjoyment. M.U.L.E. was by my knowing the first computer
game that could be played with 4 players SIMULTANEOUSLY and really,
it's quite an enjoyment with 4 in tournament mode. You can play with
less than 4 players, the computer playing the others but the computer
players are VERY strong and VERY hard to beat.

An XL/XE has only 2 joystick ports, and ONE joystick is required! But
you can connect a pair of paddles in joystick port 2, so

on a XL/XE you can play with THREE PLANETEERS!!!

My setup was: joystick in port 1 and two self-made paddles in port 2.
(How to make paddles will follow in another posting).

So press SELECT to reduce the number of planeteers to THREE, change
the level of play if you want and press START to go on.

Then you get the to the screen:

"INSERT A JOYSTICK OR PADDLE FOR EACH PLANETEER. "
"AT LEAST ONE JOYSTICK IS REQUIRED TO PLAY THE GAME."
"PLEASE PRESS YOUR BUTTON TO GO ON. "

Here I encountered a very strange problem: I had to push the buttons of the paddles in a certain sequence or I got stuck at the "STATUS SUMMARY #0" screen:
I tested following combinations:
If I pushed the fire buttons of:
STICK PADDLE-A PADDLE-B NOT OK
STICK PADDLE-B PADDLE-A OK
PADDLE-A PADDLE-B STICK NOT OK
PADDLE-B PADDLE-A STICK OK
PADDLE-B STICK PADDLE-A OK

My conclusion is:

YOU HAVE TO PUSH THE FIRE BUTTON OF PADDLE-B BEFORE THAT OF PADDLE-A!

If you don't do that then the fire buttons of the paddles won't work when you are at the "STATUS SUMMARY #0" screen and you can't get any further, because each planeteer has to push his fire button to go on.

By the way, I tested my M.U.L.E. also on the PC-XFORMERs of D. Mihocka. XF252 and XF32 are OK, XF33DEMO doesn't work (the first screen is mutilated and you are stuck at the start).
What is also very curious is that on the XFRORMERS you have to choose the 800 mode!! If not, when the species for the colony are chosen and the second stage of the boot starts, there is some sort of reset and the build-in BASIC is re-enabled, giving you a frozen computer with a blue bar at the top of the screen.

I hope this lenghty posting helps all planeteers.

Happy M.U.L.E.'ing all you Atarians!

623. Re: GIF Printer

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-02 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <4ersfo$li5@dartvax.dartmouth.edu>
Source record: 86147

bbingham@haven.ios.com (Bingham) writes:
>Rob Funk (rfunk@magnus.acs.ohio-state.edu) wrote:
>: In article <4ehnrc$u3h@news.yab.com>, <bosco@yab.com> wrote:
>: >I was thinking, couldn't a GIF to printer program be an easy project for
>: >programmers?

>: I've toyed with the idea before, but every time, I say, "Oh yeah, that
>: requires handling many different printers."
>: Converting to a particular printer probably wouldn't be TOO tough (not
>: trivial though), but I don't think we can pick just one printer.
>: Maybe just pick one at a time, but which ones first?

>POSTSCRIPT first! <evil grin> I already have gr screen 2 eps code laying
>around. Now to find some gif2eps and I'm all set <g>.

I know that under Linux, I can convert a gif or jpeg to PostScript
using xv, then print that on my non-postscript printer using
Ghostscript.

Doing this on an 8-bit might be a little tricky. The gif2eps part would
be fairly straightforward, but doing the equivalent of ghostscript would
probably be tough.

--PC

--
=== "My 'tomorrow' is pretty flexible." ===
=== --Bob Gray, Dartmouth CS grad student ===

624. File formats

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-02 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <4eruv8$hjo@dartvax.dartmouth.edu>
Source record: 86148

I'm looking for information on various 8-bit file formats. My goal is
to program the file command under Linux to recognize all the 8-bit
formats. So far in my /etc/magic file, I have:

```
0 leshort 0x0296 ATR-format Atari disk image
>4 leshort 256 (double density)
>4 leshort 128 (single density)
0 leshort 0xffff Atari 8-bit binary executable
```

This seems to recognize ATR files nicely, as well as binary files
(though this conflicts with the magic number for ispell files).

I'm particularly interested in the format for BASIC files, though any
other file types would also be nice.

--PC
--
"And he [Christopher Robin] respects Owl, because you can't help respecting
anybody who can spell TUESDAY, even if he doesn't spell it right; but spelling
isn't everything. There are days when spelling Tuesday just doesn't matter."
-- _The House at Pooh Corner_ by A.A. Milne

625. Web Page: Bravo's Atari Store: On-Line Catalogs. Check this out!

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-02 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <4eult1$pch@linda.teleport.com>
Source record: 86149
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,fr.comp.sys.atari,de.comp.sys.st,fido.ger.atari,ger.atari,ka.comp.sys.atari

Check out my Web Page for Bravo Sierra Computers. Where you can find Both
Classic Atari 8 Bit & Atari ST. HardWare, SoftWare, Books & Accessories. My
Web Address is below. On-Line Catalogs that you can View and Contact me via
my Web Page! Or Request Catalogs in E-Mail. Specify Classic 8 Bit or ST.
E-Mail: bensmith@teleport.com

http://www.teleport.com/~bensmith/bscomputers.shtml

--Thanks--
---Ben---
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Catalogs are FREE & updated monthly. Reply in E-Mail to bensmith@teleport.com
http://www.teleport.com/~bensmith/bscomputers.shtml Bravo Sierra Atari Store

626. Re: Garbled sound on XFormer

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-02 00:00:00 UTC
From: rford10445@aol.com
Message-ID: <4eul6r$65k@newsbf02.news.aol.com>
Source record: 86150

Hey...

I have a pentium 90 with SBlaster 16, and haven't had any sound trouble.
Of course, the program doesn't contain "distorted" sounds but you may know
that already.

Anyway, try leaving a message for Darek Mihocka. (the creator)

http://www.halcyon.com/brasoft/ ---> you can leave e-mail from there.

A word of warning: Be extremely specific about the problem and surrounding
data and only read the reply if you have low blood pressure.

-good day.
Z

627. 130 XE IBM Emulator

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-02 00:00:00 UTC
From: Hell@abyss.com
Message-ID: <4eru6p$4r1@swifty.cfa.org>
Source record: 86151

Is there an emulator that will run my atari games? and let me store them on the hard drive? I happen to like Behind Jaggie Lines, Wizard's Crown (ssi) and The Eternal Dagger (ssi).

628. Re: Montezumas Revenge

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-02 00:00:00 UTC
From: rford10445@aol.com
Message-ID: <4eum6b$6gq@newsbf02.news.aol.com>
Source record: 86152

Hey again...

You know, I always wondered if there was an end to that game!
I always thought maybe there was a way out from that room with all the
brick pieces and you could jump to the top of the screen or something.....

I have seen the guy stomping around (you have to jump up, right? or else
you fall and die? ...it's been a FEW years...)

Anyway, I've never finished it if there is one.....

I'm interested if anyone else ever has gotten closer....or finished it!

rrr
m
zz

629. Re: 5200 -> 800 ports

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-02 00:00:00 UTC
From: Stephan Pollok <pollok>
Message-ID: <4esm0a$nbg@wmwap1.math.uni-wuppertal.de>
Source record: 86153

Hi !
On 31.Jan.1996 Sen wrote:

>No idea, but I can tell you that "Glen the 5200 Man" was one of the main hackers
>doing that stuff. Space Dungeon is another 5200 games that comes to mind.

I'm a real collector of old Atari games. And I always thought that Gremlins and
Jr.Pac-Man were the only two games that were ported over... So, where can I get
Space Dungeon from ? - Please help me !

Stephan

630. Re: 5200 -> 800 ports

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-02 00:00:00 UTC
From: prince2@wwa.com
Message-ID: <4esq18$98s@kirin.wwa.com>
Source record: 86154

Stephan Pollok (pollok) wrote:
: Hi !
: On 31.Jan.1996 Sen wrote:

: >No idea, but I can tell you that "Glen the 5200 Man" was one of the main hackers
: >doing that stuff. Space Dungeon is another 5200 games that comes to mind.

: I'm a real collector of old Atari games. And I always thought that Gremlins and
: Jr.Pac-Man were the only two games that were ported over... So, where can I get
: Space Dungeon from ? - Please help me !

: Stephan

offhand there also was realsports tennis,berzerk, & pengo converted to
the atari computer from the pengo

631. New! 6502 Macro Cross-Assembler for PC/MS-DOS..

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-02 00:00:00 UTC
From: "Douglas Beattie Jr." <beattidp@svc.ctc.edu>
Message-ID: <4es2go$b9g@whidbey.whidbey.com>
Source record: 86155
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

Macro assemblers are supposed to make assembly programming
easier and more powerful.

...check this one out and see what you think;

look in URL http://www.whidbey.net/~beattidp/comput/x65tools/

--
Douglas Beattie Jr. http://www.whidbey.net/~beattidp

632. Re: Game:"The tail of beta larae"

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-03 00:00:00 UTC
From: Charles Banevich <cb4u@coil.com>
Message-ID: <4euncv$ejh@ns.concourse.com>
Source record: 86057

William Howald <howald@u.washington.edu> writes:
> I bought this many years ago and never could get it to work on any
> machine. It will load the musical intro,then go on to the select
> screen,the into a demo, but the screen then flashes/no sound then crash!
> It never has any disk errors...HELP! I want to play this game!
> (It looks alot like a scramble clone)
>
> Aaron Howald

If you have an XL/XE hold down Option to disable basic. That
should work.

633. For Sale: Atari 800XL's + other stuff.

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-03 00:00:00 UTC
From: Secross <secross@whidbey.com>
Message-ID: <Pine.SOL.3.90.960203084815.21213A-100000@whidbey>
Source record: 86058

From secross@whidbey.com
Date: Fri, 26 Jan 1996 15:23:50 -0800 (PST)
From: Secross <secross@whidbey.com>
Newsgroups: comp.sys.atari.8bit
Subject: FS: Atari computers & drives, etc.

Hello, I wish to sell all this all at once
so make offer if interested and E-mail me back.

These items are known to be in working order.
Some of these items might have blemishes and might need to be cleaned.

Computers:
(1) Atari 400 computer
(2) Atari 800xl computers

Drives:
(1) Atari 410 tape drive (for use only with the 400)
(2) Atari 1010 tape drives
(1) Atari 1050 diskdrive

Software:
Star-raiders cartridge
Donkey-kong cartridge
Asteroids cartridge
Pac-man cartridge
Space-invaders cartridge
Basic cartridge (for use with the 400)
Zaxxon tape
The crypts of plumbous tape
Writing programs-1 tape
Writing programs-2 tape
introduction to sound tape
introduction to graphics tape
Your atari computer (guide) book
Atari 400/800 basic ref. man. book
Syncalc disk & book
Dos 3 book (no disk with this)

All computers & drives come with power supplys and serial cables.

Shipping info:
I will ship this by snail-mail unless the buyer makes other arrangments
and will ship this from clinton wa. (whidbey island)
If the buyer sends payment by check, I will wait for the check to clear
before shipping the merchandise.

If you have any questions, I can be reached at: secross@whidbey.com
Thank you for reading this :-)

634. Re: 5200 -> 800 ports

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-03 00:00:00 UTC
From: itc@ix.netcom.com
Message-ID: <4f064a$dh5@cloner3.netcom.com>
Source record: 86059

On Fri, 02 Feb 96 22:52:53 GMT, jlodoen@mega.megamed.com (Jeff Lodoen) wrote:

>In article <4eorbs$7p2@uwm.edu>, krieg@miller.cs.uwm.edu (Andrew Krieg: Man or Android?) wrote:

>For completeness, I'll list all 5200 ports I'm aware of.
>
>Berzerk
>Blueprint (from CBS)
>Centipede
>Countermeasures
>Gremlins
>Jr. Pac-Man
>Pac-Man
>Qix
>Space Dungeon
>Space Invaders
>Vanguard
>Xevious

Did anyone ever have Vanguard work on anything besides the 800 and 400?

Sen
***
Sen

635. Re: Montezumas Revenge

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-03 00:00:00 UTC
From: eplicon@aol.com
Message-ID: <4evtt6$j41@newsbf02.news.aol.com>
Source record: 86060

> I have seen the guy stomping around (you have to jump up, right? or else
> I you fall and die? ...it's been a FEW years...)

I remember years ago, when I got to that level to the level (after a lot of headache), that it was a big rude awakening. <g>

There was also a trick to that stomping guy. If you were at the top level and to the far right, and jumped one screen to the right, your guy appeared in the inventory section. You could then get extra keys, and swords, etc. Then you jumped back to the left or right (I think) and could get extra points by killing off those other creatures you couldn't get to before. You just had to be careful not to grab stuff you didn't need (e.g. more torches), otherwise you would have no way of getting rid of them!

636. Run BASIC from ML

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-03 00:00:00 UTC
From: ghannah@mis.nb.ca
Message-ID: <4euvdu$as4_001@ts1-sj-03.mi.net>
Source record: 86061

Someone was asking recently how to run a BASIC program from ML. Here's a program from the January 1985 Compute Magazine Re: Atari BASIC Autorun, which creates an AUTORUN.SYS program that will automatically load AUTORUN.BAS and run it.

```
10 OPEN #4, 8, 0, "D1:AUTORUN.SYS"
20 FOR I=1 TO 94
30 READ A
40 PUT #4, A
50 NEXT I
60 CLOSE #4
70 END
80 DATA 255, 255, 0, 6, 81, 6, 216, 24, 173, 48, 2, 105, 4, 133, 204, 173, 49,
2, 105, 0, 133, 205, 24, 160, 0, 177, 204, 105, 162, 133, 212
90 DATA 160, 1, 177, 204, 105, 0, 133, 213, 160, 32, 185, 49, 6, 145, 212,
136, 208, 248, 169, 13, 141, 74, 3, 96, 0, 48, 47, 43, 37, 0, 24
100 DATA 20, 18, 12, 17, 18, 26, 50, 53, 46, 0, 2, 36, 17, 26, 33, 53, 52, 47,
50, 53, 46, 14, 34, 33, 51, 2, 226, 2, 227, 2, 0, 6
```

637. Re: Transfer Atari data to IBM disk or whatever

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-03 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <DM6oy9.8tw@iglou.com>
Source record: 86062

Dennis L Goodrich (dlgoodri@iastate.edu) wrote:

: I have a lot of Atariwriter files that I wouldlike to get onto another
: platform's disk, whether it be IBM, Mac or Amiga. (Amiga is where I
: will end up.) I relly do notwant to go to all the trouble of figuring
: out how to get the software and hardware connections to do this myself.
: Is there anyone willing to move these files for me for a price?

Go into the umich archives, via the ftp, www, or gopher connections. In the 8bit, Xf2, or Sio2pc directories, there's a file called myutil.zip. In there is the program called util.exe. Use that to get them to the IBM system. I just used it to move programs from the Atari format to my 486, with no problems. Make sure that the timing hole, not the write-protect hole, is present on both sides, not just one side, of the disk. Otherwise your system won't be able to read the other side of the disk.

638. Re: Derik Mihocka at Branch Software not answering mail.

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-03 00:00:00 UTC
From: rford10445@aol.com
Message-ID: <4ev1dd$ang@newsbf02.news.aol.com>
Source record: 86063

Hey!

Darek will eventually get around to it, though it seems like he won't!
Remember: Make sure you leave the e-mail request (for an upgrade password)
exactly where he wants it.

Plus, when you enter your name and password for the upgrade, it is CASE
SENSITIVE. Of course I can't remember what case....just try all upper or
lower....

Be patient...I spent quite a while agonizing over this too.

Z

639. For Sale: Atari 800XL's + other stuff.

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-03 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <311434f8@pianosa.demon.co.uk>
Source record: 86064

Whilst reading the usual rubbish I find here, Secross wrote something
interesting to All about For Sale: Atari 800XL's + other stuff.:

Hello Secross,

S> (1) Atari 410 tape drive (for use only with the 400)

What gives you that idea? I've used the 410 on an 800 and a 130 XE. I know of
people that have used it on XL's. There's no reason to suppose it won't work
on all the 8-bits.

_
Regards, /_) 2:251/40.1 39:134/11.1
/ _)rad brad@pianosa.demon.co.uk

... I'll send you a postcard, I wish you were here.
Divide by 8 Multipy by 5; U.K. Subs

640. Re: XL/XE version of M.U.L.E.?

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-03 00:00:00 UTC
From: Martin_Dietrich@hb2.maus.de
Message-ID: <199602032151.a48695@hb2.maus.de>
Source record: 86065

GL>the computer players are VERY strong and VERY hard to beat.

I don't think so! They are assholes but with growing experience it is getting easier to beat them.

Besides: Have You played the game with three human players? You only need the paddle for getting plots by pressing the fire button. When it is time to walk across the planet to install your mule, you must use the (first?) joystick to be able to walk in different directions. That is why it says
GL>"AT LEAST ONE JOYSTICK IS REQUIRED TO PLAY THE GAME." In my opinion, the game very well thought out!

--- Martin Dietrich D I C O M ---

PS: My M.U.L.E. runs on an ATARI 800XL (without TRANSLATOR)

641. pooldisk directory

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-03 00:00:00 UTC
From: sup8pdct@brisnet.org.au
Message-ID: <4f0rce$mkf@gateway1.brisnet.org.au>
Source record: 86066
Body handling: Inline uuencoded payload not displayed: POOLDIS1.ARC

```
here is the pooldisk directory in 8-bit arc format.
it will finally decompress in over half a meg of text.
enjoy and order your pooldisk today.

[Inline uuencoded payload not displayed: POOLDIS1.ARC]
```

642. Re: old BASIC sound code

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-04 00:00:00 UTC
From: solaris@vvm.com
Message-ID: <4f1ls6$ct0@newshost.vvm.com>
Source record: 86067

In article <BlCkMkR.predictor@delphi.com>, predictor@delphi.com says...

> I am trying to find an old piece of BASIC software which appeared
>in a magazine article in the 80s. I don't know the name of the magazine
>(it may have been "Creative Computing" or "Compute!") or when exactly
>it was published. (I know, it's not much to go on.) The article
>was about computer sound effects, and the sidebar was some BASIC
>code for the Atari 8-bits which was provided by someone who had worked
>on the sound effects for the movie "TRON". The code was not very

Will -

This sounds like Frank Serafine's work. He did a large amount of his work on
'Tron' with an 800. I recall seeing an article sometime around 1982 or 1983
in either Creative Computing or more likely, Byte.

Hope this helps...

Francis Park
(whose first computer was a 16K 400)

643. FS: 800 system

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-04 00:00:00 UTC
From: mjr1769@tntech.edu
Message-ID: <1996Feb4.020822.18505@atlas.tntech.edu>
Source record: 86068

All of this goes together,it's a package deal!
For Sale:

Atari 800 w/48K
Atari 410 cassette drive
Atari 1050 disk drive
Commodore 1702 color monitor
Panasonic KX-P1090 printer (80 column,dot matrix,does graphics,
tractor or friction feed)
Ape-Face XLP printer interface (RS-232)

Atari- Atariwriter (cart)
BASIC (cart)
Basketball (cart)
States and Capitals (cass)
Conversational Spanish (cass)
Sublogic- Flight Simulator II (disk)
Koala- Micro Illustrator (disk)
WITH Koalapad touch tablet
Antic(APX Classics)- RAMbrandt ver. 2.0 (Compatible with touch
tablet or joystick, converts MicroIllustrator
files. Also prints files.
All of the above are in original boxes with documentation,
except the 800 and 410, which don't have the original box.
All of this equipment is in good shape. Of course, all cables and power
supplies are included.

You pay shipping. Make me an offer on this system!

MJR1769@gemini.tntech.edu

644. Re: old BASIC sound code

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-04 00:00:00 UTC
From: Will Dwinnell <predictor@delphi.com>
Message-ID: <JXEIpot.predictor@delphi.com>
Source record: 86069

Francis J H Park <solaris@vvm.com> writes:

>> I am trying to find an old piece of BASIC software which appeared
>>in a magazine article in the 80s. I don't know the name of the magazine
>>(it may have been "Creative Computing" or "Compute!") or when exactly
>>it was published. (I know, it's not much to go on.) The article
>>was about computer sound effects, and the sidebar was some BASIC
>>code for the Atari 8-bits which was provided by someone who had worked
>>on the sound effects for the movie "TRON". The code was not very

.

>This sounds like Frank Serafine's work. He did a large amount of his work on
>'Tron' with an 800. I recall seeing an article sometime around 1982 or 1983
>in either Creative Computing or more likely, Byte.
>
>Hope this helps...

.
Yes, it does. I actually have found one article (since posting that I have
realized that there were two articles: one was the one with the alarms,
etc. and the other was by someone who did sound effects work on "TRON").
At least now I know I'm not going crazy and have a better idea of what time
frame to be looking at. Thanks!
.
Will

645. Wanted: Info/Manuals, etc for ATR 8000

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-04 00:00:00 UTC
From: mbates@s3.sonnet.com
Message-ID: <mbates-0402962310250001@ppp19-stk.sonnet.com>
Source record: 86070

Hello, does anyone have any manuals for this? I finally got one working again and would like some manuals and/or information on the daughter boards, etc available.

-Marlin
---*** All hail the Fuji! PLUG IN THE WIRE! http://www.atari.com
---*** Marlin Bates / Canon Color / Taylor Made Office Systems
---*** 2600: 420 / 7800: 56 / XL/XE: 169 / Lynx: 74 / Jaguar: 31
--*-*-* Duo: 158 / TI: 142 / SMS: 35 / Genesis: 30/ MicroVisn: ALL
-*--*--* For my current list of Classic Home Video Games I own and
------* trade check out: http://www.stocko.sonnet.com/Fujidom/

646. Atari BASIC

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-04 00:00:00 UTC
From: gsz@bbcnc.org.uk
Message-ID: <4f2pnp$e48@soap.news.pipex.net>
Source record: 86071

Hello,

I have a book on Atari400 BASIC. Anybody want it? (Slightly off
topic, sorry, but..) I'm also looking to unload a complete CPC6128
+ s/w & various related books (generous swap/deal offered.)

E-mail me if interested.

George Szaszvari, DCPS Chess Club, 42 Alleyn Park, London SE21 7AA, UK
Planet Earth, Milky Way Galaxy * Cybernautic address: gsz@bbcnc.org.uk
********** Interested in s/h chess books? Ask for my list **********

647. Re: Atari 800/XF551 hardware probs

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-04 00:00:00 UTC
From: Bob Klaas <bobkla19@mail.tcd.net>
Message-ID: <4f2sdc$60@news.tcd.net>
Source record: 86072

Didn't read the original article, however, the Black Screen on
just about any computer guessing (my expierence), relates to a
Ram problem..

If the Rams are socketed, go through and replace them..if you
only have a couple extra, replace them one at a time until it
comes up..If they are not socketed..then turn it on for a few
minutes..if you don't have any test equipment or are unfamiliar,
then after it has been on for about 3-5 minutes, run your finger
down the Ram chips..if one or more are hot, replace these and see
if it comes up. You can use any 4164-?? speed does not have to
be matched..just keep them above 90ns..ie:4164-10 15 20 all work
fine..

Hope this helps!.

Bob

648. Re: need help setting up new modem

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-04 00:00:00 UTC
From: Bob Klaas <bobkla19@mail.tcd.net>
Message-ID: <4f2skg$60@news.tcd.net>
Source record: 86073

The modem to get it up and running shouldn't be a problem,
doesn't matter what dos you use, there is a rs-232.com file for
My-Dos and Sparta..load this in first prior to running your
terminal program..The modem should function.

649. Re: Game:"The tail of beta larae"

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-04 00:00:00 UTC
From: Bob Klaas <bobkla19@mail.tcd.net>
Message-ID: <4f2ssj$60@news.tcd.net>
Source record: 86074

Just happen to have one with the Box, looking at it appears to be
for the older machines the 48k 400 and 800's, if you are using
an XL machine you will have to run the translator disk in order
to get it to work..

Hope this helps..

Bob.

650. Re: GIF Printer

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-04 00:00:00 UTC
From: bbingham@haven.ios.com
Message-ID: <4f35mt$4gs@news.ios.com>
Source record: 86075

Preston F. Crow (crow@coos.dartmouth.edu) wrote:
: bbingham@haven.ios.com (Bingham) writes:
: >Rob Funk (rfunk@magnus.acs.ohio-state.edu) wrote:
: >: In article <4ehnrc$u3h@news.yab.com>, <bosco@yab.com> wrote:
: >: >I was thinking, couldn't a GIF to printer program be an easy project for
: >: >programmers?

: >: I've toyed with the idea before, but every time, I say, "Oh yeah, that
: >: requires handling many different printers."

: >POSTSCRIPT first! <evil grin> I already have gr screen 2 eps code laying
: >around. Now to find some gif2eps and I'm all set <g>.

: I know that under Linux, I can convert a gif or jpeg to PostScript
: using xv, then print that on my non-postscript printer using
: Ghostscript.

: Doing this on an 8-bit might be a little tricky. The gif2eps part would
: be fairly straightforward, but doing the equivalent of ghostscript would
: probably be tough.

Well, that's extremely true. I wouldn't convert a GIF 2 EPS to print it
on a non-postscript printer. I would for a PostScript printer though!
And now that they are easy to find used under $300, I think I will go
that route. (Although I have to admit to having one already <g>)

But Gif 2 EPSon (like the "on" concat?) might be another very doable project.

TTYl
Bill

651. Re: File formats

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-04 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <4f350k$su0@dartvax.dartmouth.edu>
Source record: 86076

David Firth <david@signus.demon.co.uk> writes:
>Preston F. Crow (crow@coos.dartmouth.edu) wrote:
>: I'm particularly interested in the format for BASIC files, though any
>: other file types would also be nice.

>According to the Atari Basic source book it is as follows:-

>Part 1 (offset/contents)
>------------------------
>0 0
>2 256 (Displacement of the VNT from the beginning of part 2 + 256)
>4 not used
4 DVVT-1
>6 DVVT (Displacement of VVT from the beginning of part 2 + 256)
>8 DST (Displacement of the ST from the beginning of part 2 + 256)
>10 not used
10 Slightly less than DEND (Displacement of last line?)
>12 DEND (Displacement of end of file from the beginning of part 2)
>14

Hmmm. On examining all my BASIC files, I found that all begin with
$0000 (what a horrible magic number), but only 83% have $0100 for the
DVNT. Most of the others are from $0101 to $0106, though I have an
example of $006A and $0A0D. Any clues? (Unfortunately, I can't run
these programs right now, or I would verify that they really work.)

What was the hack to make programs unlistable?

>Part 2 (offset/contents)
>------------------------
>0 VNT (Variable Name Table)
>DVVT-256 VVT (Variable Value Table)
>DSNT-256 ST (Statement Table)
>DEND-256 End of File
--
We're sorry, the .sig you have selected has been deleted or is no longer in
service. If you think you have read this .sig in error, please disconnect
and try your news reader again. Thank-you.

652. APE!

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-04 00:00:00 UTC
From: Marc M <TBirdMarc@aol.com>
Message-ID: <31157675.69F1@aol.com>
Source record: 86077

Anyone know of a good binary loader that will recognize over 99 sectors, and warp or ape speed? I tried most of them including the fenders 3 sector loader.. I even tried burning several new Os's on my 130 XE that have warp built in but still can't get things working to my satisfaction... Also my xe came use dwith the omnixe chip, I know the basic option key is reversed (which is GREAT) and it has some kind of translator, but what else can this OS do? Thanks!

653. Re: Behind Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-04 00:00:00 UTC
From: andrewh@panix.com
Message-ID: <4f424i$s4@panix2.panix.com>
Source record: 86078

In article <leech-3001961641290001@dfbfl4-23.gate.net> leech@gate.net (Adam Maysonet) writes:
>In article <4ekd8f$6vj@news.rain.org>, glenng@rain.org (Glenn Gabrielson) wrote:
>
>> Richard A. Smith (richs@interlog.com) wrote:
>> : Does anybody remember a game called "Behind Jaggi Lines" ? I believe
>> : that this game was renamed "Rescue on Fractalus".
>> : Cheers !
>>
>>
>> I remember reading somewhere about Behind Jaggi Lines being the
>> pirated version that leaked out from LucusFilm games when it was being
>> made. Rescue on Fractalus is just like it right? Or was Rescue different
>> from the Behind Jaggi Lines version?
>
>Yup. It was the pirated version, the came out way before Rescue of
>Fractalus. They are basically the same game, except I would assume Rescue
>was debugged and fixed up (although I saw no bugs in Behind Jaggi Lines).
>
>Adam Maysonet

Actually, there was one that I remember (aside from the graphics occasionally messing up): pilots are supposed to be scattered all over the landscape. Yet in BJL there are times when all the pilots are located in 2 (yes, _2_) locations. You go to one location, grab the pilot, blow up his ship, go to another location, do the same thing, and voila! there's another pilot at the previous location. You keep going back and forth until you pick up all the pilots (including the bonus pilots) and these pilots are ALWAYS human. Once it stops, you pretty much had all of them, so you knew any other pilots were aliens 8-). Also BJL was always during the day, if I remember, as opposed to night and day shifts.

654. Re: APE!

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-05 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4f40gv$i36@nuke.csu.net>
Source record: 86079

Marc M (TBirdMarc@aol.com) wrote:
: Anyone know of a good binary loader that will recognize over
: 99 sectors, and warp or ape speed? I tried most of them
: including the fenders 3 sector loader.. I even tried burning

You want a DOSless loader? If NOT, then you can use my File Selector menu program with MyDOS and have one of the APE speed patches loaded as an autorun file before it. <plug plug plug>

:)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick/

655. Re: 5200 -> 800 ports

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-05 00:00:00 UTC
From: gholder@mindspring.com
Message-ID: <4f4b05$2pd@firebrick.mindspring.com>
Source record: 86080

krieg@miller.cs.uwm.edu (Andrew Krieg: Man or Android?) wrote:

>I remember stumbling across a few 5200 games that were illegally ported to
>800/XL/XE game files, on a BBS around 10 years ago. Some of the titles
>included Gremlins and Junior Pac-Man. How was this done? Didn't the 5200
>use a different joystick configuration than the Atari computers?

I've never actually seen or used any of the conversions. However, I
did recently read info on 5200/8-bit differences in a FAQ somewhere
around here. Try the Classics homepage, or some of the other 8-bit
pages or archives.

A rough answer from memory though: There is very little difference
between a 5200 and an 8-bit. A few areas of memory were remapped to
different areas (like the cartridge area, as I recall). That type of
stuff would be easy to hack, I imagine. But, yes, the joysticks were
quite different in that they combined analog joystick (using pot
ports) with keypad (using the 8-bit joystick I/O lines) and two
triggers (as in the trackball or touch tablet). Converting all of this
to standard joystick control must have been where most of the
creativity in the hacks came in, and I too would be interested in how
successful they were. Some of the official arcade releases showed
obvious weakness in this area (Pole Position is in dire need of
proportional steering, for example).

Gary Holder

656. Manual Disk Drive Alignment

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-05 00:00:00 UTC
From: Bob Klaas <bobkla19@mail.tcd.net>
Message-ID: <4f5fli$7jq@news.tcd.net>
Source record: 86081

Had someone ask how to Align a 1050 or an Indus disk drive. They are usually done with a Scope and Alignment Disk. They can be setup, manually and will function properly if you have a little patience.

You have the drive taken apart where you can get to the mech, now you turn it over on the bottom twards the back left hand side is the stepper motor, has a screw locking it into place on 2 sides, take a knife and mark the position it is originaly in ie: scratch a line from the stepper holding bracket to the mech base..this give you a reference point in case you move it too much..now loosen the screws holding it in..I am assuming you have it on load a rpm tester..if you have to then load it from another drive set it to test the drive you are working on..

Turn up the volume on your monitor so you can hear the beeps/tone move the stepper motor slightly to eliminate the beep, then move it back the other way into the beep, and through it where it is no longer heard. Now move it back the other way..you will notice that there is a short span from where it starts and stops..Set it in the middle of this span..lock it down with the screws..load up flight simulator..and if it goes through to start of flight you have gotten it correct. If flight simulator does not load notice the lines on the screen..if they are high move the motor in the same direction you did the first time only slightly..try it again if they are low move it in the oposite direction.

If you do not have flight simulator then find the file that will let you set the drive to track 0, 16 and above..use the same method, set it first at 0, then on 16, and 37..when you have set the stepper in this mannor then it will read your disks it couldn't read before...Unless they were written on a drive with a bad alignment to begin with..

Hope this helps..
Bob

657. Re: Derik Mihocka at Branch Software not answering mail.

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-05 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <4f4smi$ec1@news.xmission.com>
Source record: 86082

RFord10445 (rford10445@aol.com) wrote:
: Hey!
:
: Darek will eventually get around to it, though it seems like he won't!
: Remember: Make sure you leave the e-mail request (for an upgrade password)
: exactly where he wants it.

Sheesh! You folks are harsh. As much as it agonizes me to say it, Derek
is probably faster at respoding than Mike of FTE.
--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

658. Re: Looking for a modem

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-05 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <4f4sou$ec1@news.xmission.com>
Source record: 86083

Jeffrey Stuart Olafsen (olafsen@phy.duke.edu) wrote:
: I am looking for a modem for an Atari computer that I recently
: salvaged. If anyone has an Atari modem that still works, I would
: be interested in buying it.

I have a couple of XM301 300baud and SX212 1200baud direct connect
modems. Otherwise, your best bet is an 850 or PR:C and high speed modem

@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

659. Re: 5200 -> 800 ports

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-05 00:00:00 UTC
From: Michael Ellis <michael@anest4.anest.ufl.edu>
Message-ID: <4f53k1$97i@no-names.nerdc.ufl.edu>
Source record: 86084

krieg@miller.cs.uwm.edu (Andrew Krieg: Man or Android?) wrote:
>I remember stumbling across a few 5200 games that were illegally ported to
>800/XL/XE game files, on a BBS around 10 years ago. Some of the titles
>included Gremlins and Junior Pac-Man. How was this done? Didn't the 5200
>use a different joystick configuration than the Atari computers?

The 5200 had between 2 and 4 analog joystick ports. Each joystick has
a 12-key numeric keypad and a PAUSE, START, RESET button, and four fire
buttons (top and bottom on the left and right side). Most people hate
these controllers... but I love them (I still have my 5200).

"Glenn the 5200 man" ported most of the games. The final stage of the
port process would have to have been to rewrite the controller code. This
shouldn't pose too much of a problem once you've figured out how the
games get their controller information.

>Were there any differences between a game that was devloped for the 5200 and
>one developed for 800 family (e.g. Pac-Man, Joust, Moon Patrol etc) or was
>one just a port of the other?

Early versions of games for the 800 rarely had all of the graphics or features
of a later 5200 version. For example, Centipede for the 400/800 was very poor
when compared to the 5200 version. However, this is not due to hardware
limitations of the 400/800, it was due to time invested on the project. You'll
note that games like Ms. Pac Man and Pac Man are nearly identical.

-Michael Ellis

660. Re: need help setting up new modem

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-05 00:00:00 UTC
From: Michael Ellis <michael@anest4.anest.ufl.edu>
Message-ID: <4f53or$9ob@no-names.nerdc.ufl.edu>
Source record: 86085

```
uanrbza@grove.iup.edu (DISK DOCTOR) wrote:
>I just got a 2400 baud modem, external.
>I have an atari 800XL /64K
>and an atari 850 interface.

Don't forget to make sure you are using an 850 modem cable and not
a PC AT's 9-25 modem cable. The 850's DB9 pinouts are not the same.

-Michael Ellis
```

661. Re: Power Supply's and Ataris....

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-05 00:00:00 UTC
From: RLCOLLI@IBM.NET
Message-ID: <u2hFxksjYpXG088yn@IBM.NET>
Source record: 86086

In article <4eu1vi$ksd@blackice.winternet.com>,
rbmier@winternet.com (Rich Mier) wrote:
> The one you need the most is 9 Volt, AC (not listed). The XF 551's
>Require it as they have 'Voltage Doublers' in them to produce 12 DC for
>the Floppy Drive Mech's. Of the list, I don't know what needs 12 Volt AC
or 9 Volt DC. The 800XL needs 5 Volt DC and the MIO can use 9 Volt DC or
>AC.

I was thinking the XF551 required 12 Volts AC, but I stand corrected!!!
From reading the posts, I can get eveything I need from a PC power supply,
except the 9 Volts AC to power the drives. Right now it looks like I
might be out of luck!!

--

Ryan 'Gozar' Collins rlcolli@IBM.NET

"You can count on others, but its better to use your own fingers and toes"

---

662. Re: Game:"The tail of beta larae"

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-05 00:00:00 UTC
From: Bob Klaas <bobkla19@mail.tcd.net>
Message-ID: <4f5drg$7jq@news.tcd.net>
Source record: 86087

Looks like I was wrong about it running only on older machines,
it does the same thing on the old 400/800 as it does on the 800XL
I can get the copy I have to get past the demo into the user
section but the Joy stick section does not function..Will look as
I think I have another original of it somewhere. I can use a m/l
compare file and fix what is wrong provided the other copy
functions properly..sorry for the miss-information on the
previous post. Will let you know what I find out..

663. The Last Star Raiders

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-05 00:00:00 UTC
From: halliwee@ts436.dyess.af.mil
Message-ID: <31163728@syrinx.dyess.af.mil>
Source record: 86088

On Thu, 1 Feb 1996, Dennis McGuire <mcguired@moose.erie.net> said:

> What were the differences between Last Starfighter and Star
> Raiders II?

The Last Starfighter:
Title screen of Gunstar taking off (based on title screen of Last
Starfighter arcade game from the movie)
Refuel by warping to the sun, then getting out before you melt
Can move forward and backward while in orbit around planets
Invaders must break through the Barrier before they can get to your
planets.
If you get to an enemy invasion fleet before it encounters the Barrier,
you have to fight its Barrier-buster ship (which is HUGE, and packing
heat!)

Star Raiders II:
No title screen.
Refuel by warping to one of three space station around the edge of your
solar system (I don't think these can be destroyed)
Forced forward (can speed up/slow down) while in orbit around planets
No Barrier, no Barrier-buster ships
Can call up a graphical damage report/shield status on your radar screen

You know, all this talk about Star Raiders makes me wonder WHY there
was never a true update to SR released for the 8-bits. The closest thing
I ever saw was a prototype called Shadow Hawk I, which I'm pretty sure
was never completed. Xtal was kinda Star-Raidersish, as were several
other mock-3D shooters. But you'd think in the 8-bit's 15+ year history,
someone would have managed to top one of the very first games
released for it. Heck, Doug Neubaer, the author of SR, freely admits
he didn't even know very much about 3D math when he wrote the thing!

I bet any one of those euro demo groups could whip up a killer Star Raiders
clone in a month. However, that would mean they had created something
useful, which seems to be against their religion. ;-(

--
Clay Halliwell | ATARI XL/XE DO + THE
halliwee@ts436.dyess.af.mil | 8 - B I T S --------
e.halliwell@genie.geis.com | /////////// M A T H

664. Re: The Last Star Raiders

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-05 00:00:00 UTC
From: websterd@ix.netcom.com
Message-ID: <4f655t$5gc@ixnews3.ix.netcom.com>
Source record: 86089

halliwee@ts436.dyess.af.mil (Halliwell E Sra 436TS/TAC) wrote:

>You know, all this talk about Star Raiders makes me wonder WHY there
>was never a true update to SR released for the 8-bits. The closest thing
>I ever saw was a prototype called Shadow Hawk I, which I'm pretty sure
>was never completed. Xtal was kinda Star-Raidersish, as were several
>other mock-3D shooters. But you'd think in the 8-bit's 15+ year history,
>*someone* would have managed to top one of the very first games
>released for it. Heck, Doug Neubaer, the author of SR, freely admits
>he didn't even know very much about 3D math when he wrote the thing!

>I bet any one of those euro demo groups could whip up a killer Star Raiders
>clone in a month. However, that would mean they had created something
>useful, which seems to be against their religion. ;-(

> --
>Clay Halliwell | ATARI XL/XE DO + THE
>halliwee@ts436.dyess.af.mil | 8 - B I T S --------
>e.halliwell@genie.geis.com | /////////// M A T H

I read an interview with Doug in a 1986 issue of Analog Computing
and he says Atari never approached him to do a sequel to SR, either
for the 8 bit or the ST.

That's typical Atari management for ya. They have a guy who writes a
monster game basically in his spare time, a game that puts the 8 bit
system on the map. They don't pay him for it, or give him credit,
and don't even ask him to write a sequel.

If you have a PC there is a pretty good update called Star Rangers by
Interactive Magic. Bill Steally, the former head of Microprose and
now CEO of IM, said that Star Rangers was written to pay homage to
Star Raiders. It follows the original game pretty closely in terms of
game play and excitement. Of course it has a little bit better
graphics (SVGA) and sound. The original is my all time favorite and
I've suffered through many 'attempts' at updates, but Star Rangers
comes closer than anything else I've played in 15 years.

665. Re: Montezumas Revenge

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-05 00:00:00 UTC
From: d_pike@Husky1.StMarys.CA
Message-ID: <4f5u6g$91m@News.UCIS.Dal.Ca>
Source record: 86090

In article <4eo2mt$pdk@newsbf02.news.aol.com>, eplicon@aol.com (Eplicon) writes:
>> Has anyone completed Montezumas Revenge yet?
>
>>There were two versions, one with a level display and one with
>>Montezuma himself stomping on the floor.
>
>The one where he stomps on the floor was the original version Robert
>Jaeger wrote for his company before Parker Bros. obtained it and truncated
>it down to size. I don't think it was fully complete (or an official
>release -- like other legendary Atari software), because once I got to
>that level, there wasn't much to do but run around or get more points.
>The Parker Bros. version did have a point where you could win -- there
>was a room filled with those little treasures, and all you had to do was
>collect them. This led to the next level. After a certain point, the
>game would end when you completed it all.
>
>
>

At what point do you "complete it all"? I've made it to level 5 or 6 before
giving up.
randy.

666. Re: Joystick Ports

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-05 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <150245@cup.portal.com>
Source record: 86091

Oops, sorry about the immediately preceding BLANK post from me! Portal makes things difficult at times...

ANYway...! -- slackey@slackey-sun.lightstream.com (Stan Lackey) writes:

>In article <Pine.LNX.3.91.960131083244.20039C-100000@moose.erie.net> Dennis Mc
G
>uire <mcguired@moose.erie.net> writes:
>
> I've done a little BASIC programming on the 8-bit Atari's but I'm
> not deeply familiar with the hardware. Can anyone tell me why the paddle
> lines only range from 0 to 228 rather than 0 to 255? Just curious!
>
>Isn't it because the Atari uses one of its internal video display
>counters in the process of analog to digital conversion? Like the
>vertical counter? This seems plausible, because it has 192 display
>scan lines, and 228 would leave several for the vertical blank.

I don't know whether that's correct, or complete, but I do have corrobora-
ting evidence. If you run a program that uses the "standard" "Atari Rain-
bow" color-bar effect, with a paddle controller plugged into the first port,
and turn the knob, you will often note (depending on how the effect was
programmed, I suppose) that the position of the paddle-controller knob af-
fects the "bottom limit" of the rainbow effect! That is, the "rainbow"
effect is seen down to some "lowest line" on the screen, below which the
color register which SHOULD be "rainbowing," ISN'T. Either DLIs get shut
off below that line, OR some register from which "color" values are being
copied ceases updating at a screen position directly determined by the
paddle-controller knob position (potentiometer resistance value). I ex-
pect that "incrementing a register until it reaches the resistance value"
might be a pretty standard A-to-D conversoin technique, but I find it
significant that the incrementing appears to be SYNCHRONIZED to the video
signal's vertical line counter. It certainly seems clear that there's at
least SOME kind of connection between the video and paddle-reading
facilities.

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

667. Battlezone cartridge for 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-05 00:00:00 UTC
From: dmc@rfpo1.rfc.comm.harris.com
Message-ID: <31168485@smtpgate.rfc.comm.harris.com>
Source record: 86092

I recently saw a reference made to a cartridge for the 8-bit in this newgroup.

> JTKIRK@urp.edu.pe
> Joystick miscellany
> ------------------
> 3- Tank-style levers
> --------------------
> Surely you remember BATTLEZONE (tm), don't you? I loved playing that
> game on the arcades, since it was one of the first games to offer you
> 3-D graphics and a first-person viewpoint. Then ATARI released it
> for its 2600 VCS (after many years), with some of the best graphics
> I've seen on the 2600 VCS. And then came the version for ATARI 8-bit
> computers... the only one I haven't seen, because somebody stole the
> last cartridge from the computer fair back in 1989; I assume the
> controls were like the 2600 VCS version:

The game Battlezone, an Atari arcade game (from 1980) is a personal favorite of mine.

I would be interested in any comments/rememberances/information about this game (as played on the 8bit).

Also, I would be interested if anyone had a disk or cartridge for sale <g>.

Thanks to all.

Dana Colbert dmc@rfc.comm.harris.com

668. Atari 850 Interface

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-05 00:00:00 UTC
From: Patrick Palmer <pop@elsegundoca.attgis.com>
Message-ID: <DMBHDp.K2w@ncrcae.ColumbiaSC.ATTGIS.COM>
Source record: 86093

All this talk about an Atari 850 Interface reminded me
that I happen to have one sitting in a box in my
closet. I'm not using it, if anyone needs such a
beast write me e-mail and make me an offer.

Heck, it's only 7 inches by 3 inches by 5 inches
or so, and doesn't take up much room... but if someone
needs such a piece of hardware I'd rather that they
have it.. ;)

Dep

depeche@rtd.com

669. Re: 5200 -> 800 ports

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-05 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <150243@cup.portal.com>
Source record: 86094

Sen writes:

>Did anyone ever have Vanguard work on anything besides the 800 and 400?

Depends on what you mean: I've had Vanguard running on my 800XL, seems
to me -- and not that long ago; maybe a couple of weeks since last time.
OTOH, have never seen it on a 2600/5200/7800. :-)

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

670. Re: Joystick Ports

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-05 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <4f5ssi$48c@charm.magnus.acs.ohio-state.edu>
Source record: 86095

In article <150245@cup.portal.com>, <Chris_F_Chiesa@cup.portal.com> wrote:
> but I find it
>significant that the incrementing appears to be SYNCHRONIZED to the video
>signal's vertical line counter. It certainly seems clear that there's at
>least SOME kind of connection between the video and paddle-reading
>facilities.

Sure -- the entire computer runs off the video clock!
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

671. Re: Game:"The tail of beta larae"

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-06 00:00:00 UTC
From: paradise@netcom.com
Message-ID: <paradiseDMC6ox.MCA@netcom.com>
Source record: 86096

In article <Pine.OSF.3.91l.960201221952.12726A-100000@saul2.u.washington.edu>,
William Howald <howald@u.washington.edu> wrote:
>I bought this many years ago and never could get it to work on any
>machine. It will load the musical intro,then go on to the select
>screen,the into a demo, but the screen then flashes/no sound then crash!
>It never has any disk errors...HELP! I want to play this game!
>(It looks alot like a scramble clone)
>
>Aaron Howald

I believe you need to hold down the option key(i.e. make sure there are
no cartridges in the machine(including basic which is in ROM on some
machines if you don't hold down option). If the game thinks there is
something fishy going on it will ignore the joystick and no music will play
on the main screen(I believe). It is like scramble, but nothing is fixed
in place, it uses probabilities and rhthym instead. Also if you have a virgin
disk and leave it unwrite protected it will slowly evolve and new
objects
will appear after you have had it for a while(But only a fixed number of
them[didn't use GAs then]). I wrote it on an Atari 400 with a cassette
drive (no floppy, no hard disk) with little information available on the
atari guts. I used an assembler on cassette, and had to spend a few hours
saving my work each time I wanted to test anything. I also created a unique
musical language that Gary Gilbertson used to compose the music. All in all
I was very happy with it when I wrote it in 1982-1983. I lived in a plywood
shack on a bed livid green with mold, no running water[showered down at the
local outdoor showers at a beach], got power to run the Atari from my
shackmate's jeep[you need one to get out in the country were that shack was]

Best to all,
Philip Price (Creator of a number of multiplayer noncommercial
mainframe computer games in the 1970's,
Creator of The Tail of Beta Lyrae,
Creator of Alternate Reality Series
)
--
Philip Price
paradise@netcom.com

672. Re: Amaurote?

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-06 00:00:00 UTC
From: ime@zombie.hancad.co.at
Message-ID: <4f6v31$svj@hancad.hancad.co.at>
Source record: 86097

Ray Wilmott (rwilmott@mars.superlink.net) wrote:

: Spent the weekend transferring lots of old 8-bit games over to my Mac to
: use with the Rainbow emulator. One of them was something called Amaurote.
: I vaguely remembered this game; what I mostly remember was the spooky
: music in it. One thing that I know I never figured out way back when was
: how to play it. And I'm still in the dark. Anybody have any clue what
: you're supposed to do in this game?

: [a brief description: At the opening screen you select a "city" to enter.
: You then enter a Graphics 8 mode "city", which kinda looks like a
: futuristic park (trees, walkway paths, wierd structures make up the
: landscape). "You" are some sort of spider creature. Bee-like creatures
: wander about and eventually kill you. You can lob little round pellets out
: of your "head", but can't really aim them very well.]

: Clueless,

: Ray

: :-)

You have to kill all of the flys/bees lurking around.
Yes it's hard to aim with the pellets and if you miss you have to wait
until it destroyes something else because you can only throw one pellet
at a time.
I tried this in late 80's but I always thought the game (or my disk)
had a flaw because some of the flys/bees couldn't be hit at all.

Adolf

673. Re: File formats

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-06 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <DMCByn.LB@iglou.com>
Source record: 86098

In article <4f350k$su0@dartvax.dartmouth.edu>,
Preston F. Crow <crow@coos.dartmouth.edu> wrote:
>
>What was the hack to make programs unlistable?
>
Erase the contents of the variable name table. It's used only when
listing and editing programs. In the main body of the program, each
variable name is represented by a one-byte token. Of course, there were
also programs to make Basic listable again.

674. Setting a up BBS Express Pro! (need help)

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-06 00:00:00 UTC
From: RLCOLLI@IBM.NET
Message-ID: <uY2FxksjY1VR088yn@IBM.NET>
Source record: 86099

My girlfriend teaches first grade, and I'm in the process of setting up one of my 8-bits in her classroom. I would like to set up a BBS that runs in local mode, and allows her students to send e-mail to each other. One of my recent purchases came with a full copy of BBS Express Pro!. I have the docs, but am having problems, specifically:

-The disks are marginal, does anyone know of a way of saving them. (I was going to try my copy of Backup Master, but haven't had a chance yet)

-Will BBS Express Pro! work in local mode?

-Will it fit on a 130K floppy, if I just want e-mail?

-Does anyone have some straight forward directions for setting this up? The docs are very confusing.

Thanks!!!

--

Ryan 'Gozar' Collins rlcolli@IBM.NET

"You can count on others, but its better to use your own fingers and toes"

---

675. Re: Power Supply's and Ataris....

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-06 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <4f7pot$c4g@charm.magnus.acs.ohio-state.edu>
Source record: 86100

In article <u2hFxksjYpXG088yn@ibm.net>,
Ryan 'Gozar' Collins <RLCOLLI@IBM.NET> wrote:
>From reading the posts, I can get eveything I need from a PC power supply,
>except the 9 Volts AC to power the drives. Right now it looks like I
>might be out of luck!!

In the latter days of ANALOG, there was an article on building an
uninterruptible power supply (or just plain battery) for Atari XL/XEs.
It gave some clues on using DC supplies to power the 1050 drives ---
there are some points inside the drive that you can directly connect
+5v and +10v or +12v.

I don't remember exactly which issue, or even if it mentioned the
XF551, though.....
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

676. help wanted to locate Ian Copland

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-06 00:00:00 UTC
From: derek fern <derek@dfern.demon.co.uk>
Message-ID: <823648896snz@dfern.demon.co.uk>
Source record: 86101

Can anyone help me to locate Mr. Ian Copland and his sister, he was originally
based in Newcastle Upon Tyne in England.
He spent some of his time programming for Brian Jobling at Zeplin Software
in Nottingham. One of his best 8 bit programs was DRACONUS.
He may well be programming on other formats now. If you can help me to locate
Ian or give him my E.Mail number for him to contact me.
Many Thanks
--
derek fern

677. FS: 800 system

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-06 00:00:00 UTC
From: jdc197@lulu.acns.nwu.edu
Message-ID: <jdc197-0602962235380001@lucky161.nuts.nwu.edu>
Source record: 86102

For sale (everything together):

Atari 800 with 48K
Rana Systems 1000 floppy drive
Epson RX-80 printer
Atari 850 Interface Module
Koala Pad Touch Tablet with software
2 joysticks

Cartridges: Miner 2049er, Soccer, Wizard of Wor, Basketball, Basic,
Gorf, PacMan, K-razy Shootout, Major League Hockey, Mountain King

Floppy: Dos 3.08
Print Shop, Paperclip, Bank Street Writer
Q-bert, River Raid, Zaxxon, Donkey Kong, DK Jr.,
Millipede, Mario Bros., Pengo, Robotron 2084, Bug Attack, Jungle Hunt,
Space Invaders, Eliminator, Picnic Paranoia, Pole Position, River Raid,
Spider City, Topper, BC's Quest For Tires, Pharaoh's Curse, Sea Dragon,
Snookie, Joust, Jumpman, Blue Max, Agent USA, Typo Attack...

Best Offer. Email at jdc197@nwu.edu

678. Amaurote?

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-06 00:00:00 UTC
From: rwilmott@mars.superlink.net
Message-ID: <rwilmott-0502962148120001@p89.superlink.net>
Source record: 86103

Spent the weekend transferring lots of old 8-bit games over to my Mac to use with the Rainbow emulator. One of them was something called Amaurote. I vaguely remembered this game; what I mostly remember was the spooky music in it. One thing that I know I never figured out way back when was how to play it. And I'm still in the dark. Anybody have any clue what you're supposed to do in this game?

[a brief description: At the opening screen you select a "city" to enter. You then enter a Graphics 8 mode "city", which kinda looks like a futuristic park (trees, walkway paths, wierd structures make up the landscape). "You" are some sort of spider creature. Bee-like creatures wander about and eventually kill you. You can lob little round pellets out of your "head", but can't really aim them very well.]

Clueless,

Ray

:-)

679. cable specs

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-07 00:00:00 UTC
From: CHALY GEORGE <chaly>
Message-ID: <DMFGKw.MHH@ecf.toronto.edu>
Source record: 86006

Does anyone have specs for the SIO2PC cable?

680. cable specs

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-07 00:00:00 UTC
From: CHALY GEORGE <chaly>
Message-ID: <DMFGKx.MHu@ecf.toronto.edu>
Source record: 86007

Does anyone have specs for the SIO2PC cable?

681. Re: 5200 -> 800 ports

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-07 00:00:00 UTC
From: gbruner@eworld.com
Message-ID: <4fbfb5$gon@hp5.online.apple.com>
Source record: 86008

Don't forget also Super Pacman. Whoever wrote the orignal game did a very good port of the Arcade version. As for a article for the differences between a Atari computer and the 5200 I recommend the article that appeared in Analog. It was titled "TRANSFERRING 400/800 PROGRAMS TO THE 5200" or something like that. It was written by Patrick Bass. Very good article. He mentioned in his article about making a disassembled listing of the boot rom in the 5200. This was very tricky. I must of had about 15 5200 ROMs that I tried to read with my Super E-burner. I could never get anything that represented actual code to appear. Until I studied the schematics of the 5200 and realized that the chip select pin on the ROM needed to be clocked! Once I tied that pin to a clock signal off the super e-burner, I managed to get the code. Just thought I add this in-case someone else runs into the same problem.
If someone needs the article, I can make a version that I can email if anyone is interested. Email me a GBRUNER@EWORLD.COM.
Later,;-)
Glenn Bruner

682. help with printing

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-07 00:00:00 UTC
From: cfriedel@cencom.net
Message-ID: <4f90h2$27b@news.cencom.net>
Source record: 86009

Could someone please help me out. I have been trying to print with my old 8-bit 800xl and have had problems with the printer doing line feeds. It seems the printer wants to continuosly print on the same line over and over. Please note that I have tried this with my hp540, my epson fx-286e and my northstar-100. If you have any suggestions, please let me know. Thanks!

Cliff Friedel
cfriedel@cencom.net

ps- please email me as it takes me sometime to read mail. Thanks!

683. 5200 -> 800 ports

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-07 00:00:00 UTC
From: ricortes@Garg.Campbell.CA.US
Message-ID: <6oByiD1w165w@Garg.Campbell.CA.US>
Source record: 86010

As long as we're so far off topic, .8bit, I decided to take a look at the 5200 ROM/chip locations. I'm reading the rom on one computer, transferring the file via sio2pc to an OMNIMON equiped 8 bit, taking notes while I do the disassembly, & finally typing this on a clone. => there may be a transcription error somewhere in the process. For the weenies that will flame me for typing a LDA $08 when I meant a LDA #$08, I hope a bird poops on your head. You are really not contributing anything to the discussion, just inhibiting the free flow of information. I appreciate corrections or additions, John Harris, since he's probably the most knowlegable one here may even recognize some code frags as belonging to a specific chip. Enough said.
Anyway, the ROM really looks like a 2532, at least that what I read it as. The problem with this is from $000-$7FF it was nothing but $FFs. This could mean one of several things, not the least of which is that it isn't a 2532! What I'm betting on is it was really a 2532 & Atari just had a lot of these lying around so they decided to use them. ROMs in general start as $FFs & you program them from there. I didn't bother to check the hardware much, so it could be the ROM was only enabled for memloc $F800-$FFFF or was enabled for $F000-$FFFF with the $F000-$F7FF available for future expansion aka the 800 OS. This is not just convention on a 6502 based machine, ROM in that region is absolutely necessary since that's region where the cold start vectors are, no other way to do it AFAIK. On with the show! I'll try to adjust the ROM memlocs to where they would be in an actual 5200. As I said, the region from $F000 to $F7FF was all $FFs, but I immediately recognized the area from $F800 to $FBFF as a character set. Just as a starting point, I disassembled $FC00 & found JMP($200) I figured the interupt vectors may give the chip locations & it looks like PAGE 2 is the vector table. I searched for a STA $200,X in the ROM region, sure enough

```
memloc
$FD48 LDX #$0B:LDA $FE95,X:STA $200,X:DEX:BPL $FD49
;=>$B/2 vectors located at $FE95 & transferred to $200 so
;$FE95 [$FC03, $FCB8, $FCB2, $FEA1, $FD02, $FCB2]
;I think there are something like 25 page 2 interrupt vectors in an
;800 as well as the timer vectors!
$FC03 PHA:BIT $E80E:BNE $FC18:LDA #$DF:STA $E80E:LDA $00
STA $E80E:JMP($210)
;=>OK, I'm pretty sure this is POKEY at $E800! Haven't looked for the
;code that initializes memloc $210 yet, remember this isn't an 800
$FCB8 PHA:TXA:PHA:TYA:PHA:INC $02:BNE $FCC5:INC $04:INC $01
LDA $03:BNE $FCB2=>this memloc is also in two places on page 2
LDA $06:STA $D403:LDA $05:STA $D402:LDA $07:STA $D400...
```

;OK, hardware at $D400! The $D402-3 is probably an update of the
;DL vector from ram=>$D400 is ANTIC just like an 800
$FCB2 PLA:TAY:PLA:TAX:PLA:RTI; OK, canned code for returning from an
;interrupt, so there's at least 2 vectors set up on page 2 that
;just clear the stack & return, similar to how DLIs are
;initially set on an 800
$FEA1 PHA:TXA:PHA:TYA:PHA:LDX $08:LDY #$72:cpx #$10:bcs $FEB0
LDXS #$FE:STX $D40A:STX $C016;Hardware @$C000! Antic & POKEY
;are done deals=>GTIA? Could be the attract mode being set based
;on system timers on page 0.
That's it for the LSI, [ROM, POKEY, ANTIC, GTIA] & unless they did
something really unusual, ram will be from $000 to $3FFF. There's also
a bit of conclusive data on ANTIC. There's a LDA #$F8:STA $D409 which
is ANTIC's character set base register. I didn't bother to see if
there is a RAM shadow location for CHBAS. The only other thing, cart!
I found a LDA $BFFD:CMP #$FF:BNE $FD32:JMP ($BFFE). OK, I don't know
how big a 5200 cart can be, I thought something huge like 32k, but at
least the probably location for the INIT/START code is $BFFE. This
sort of makes sense, the ram runs from $0-$3FFF, Hardware/ROM from
$C000-$FFFF, that leaves the area from $4000-$BFFF available.
I make it:
GTIA @$C000
ANTIC @$D400 which makes sense since its silicon naturally decodes to
$D4xx
POKEY @$E800
ROM @$F000-$FFFF
RAM @$0000-$3FFF
CART @$4000-$BFFF
& a 6502C in there to control this puppy.
Rick

--
ricortes@Garg.Campbell.CA.US (Rick Cortese)
The Land of Garg BBS -- +1 408 378-5108

684. Reading Apple disks

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-07 00:00:00 UTC
From: askwersk@mit.edu
Message-ID: <askwersk-0702961117400001@yavin.mit.edu>
Source record: 86011

Is there a way to read data on an Apple II disk using an 800xl and 810
disk drive?

--
Adam Skwersky
Graduate Student Department of Mechanical Engineering, MIT
askwersk@mit.edu

685. Battlezone cartridge for 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-07 00:00:00 UTC
From: halliwee@ts436.dyess.af.mil
Message-ID: <3118B7BF@syrinx.dyess.af.mil>
Source record: 86012

On 5 Feb 1996, dmc@rfpo1.rfc.comm.harris.com (Colbert, Dana M) said:

> The game Battlezone, an Atari arcade game (from 1980) is a personal
favorite
> of mine.
>
> I would be interested in any comments/rememberances/information about this
> game (as played on the 8bit).

After years and years of waiting, the XEGS Battlezone cart was a major
disappointment. First, it runs in Graphics 6+ (160x192x2 colors). Second,
instead of treating the tanks/obstacles/etc as real 3-D objects, they're
pre-
rendered at various degrees of rotation, which results in choppy rotation
and completely hosed perspective when you move toward/away from objects.
And with all these cheats, it's *still* not very smooth or fast.

A much, much, MUCH better Battlezone-type game is Encounter, by Synapse.

--
Clay Halliwell | ATARI XL/XE DO + THE
halliwee@ts436.dyess.af.mil | 8 - B I T S --------
e.halliwell@genie.geis.com | /////////// M A T H

686. Re: Atari Cable Message System

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-07 00:00:00 UTC
From: gbruner@eworld.com
Message-ID: <4fbff1$gop@hp5.online.apple.com>
Source record: 86013

Have you checked with B&C Computervisions in Santa Clara. I remember Bruce showing me one of those cartridges at one time. Expect a hefty price tag though. About $400, that's if he still has some left.

687. Re: Setting a up BBS Express Pro! (need help)

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-07 00:00:00 UTC
From: mcmahon@inil.com
Message-ID: <267cc$17231.122@inil.com>
Source record: 86014

RLCOLLI@IBM.NET (Ryan 'Gozar' Collins) wrote:

>My girlfriend teaches first grade, and I'm in the process of setting up
>one of my 8-bits in her classroom. I would like to set up a BBS that runs
>in local mode, and allows her students to send e-mail to each other. One
>of my recent purchases came with a full copy of BBS Express Pro!. I have
>the docs, but am having problems, specifically:

>-The disks are marginal, does anyone know of a way of saving them. (I was
>going to try my copy of Backup Master, but haven't had a chance yet)

>-Will BBS Express Pro! work in local mode?

>-Will it fit on a 130K floppy, if I just want e-mail?

>-Does anyone have some straight forward directions for setting this up?
>The docs are very confusing.

>Thanks!!!

>--
>---
>Ryan 'Gozar' Collins rlcolli@IBM.NET

>"You can count on others, but its better to use your own fingers and toes"

>---

Ryan,

The man you want to ask is Bob Klaas... Master of the 8 bit... He
distibutes Pro! i think...

Rory
,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,
* Rory McMahon Atari Fanatic by CHOICE! Falcon030/4/85/SyQuest EZ135 *
# mcmahon@inil.com 8 bits and above! Pentium 90 Xformer! #
'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'

688. Re: The Last Star Raiders

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-07 00:00:00 UTC
From: rpinnega@spartan.ac.BrockU.CA
Message-ID: <1996Feb7.200940.4266@spartan.ac.BrockU.CA>
Source record: 86015
Cross-posted to: comp.sys.atari.8bit,poster

: Heck, Doug Neubaer, the author of SR, freely admits
: he didn't even know very much about 3D math when he wrote the thing!

It shows. Ever noticed that, in the original Star Raiders, you can have an enemy photon torpedo coming straight at you, and can then avoid it simply by turning? Even when you're motionless?

The reason for that is that in Star Raiders, the program rotates positions but it doesn't rotate velocities. If it _had_ rotated the velocities, the game would have been amazing and a lot more difficult to play because you would've been forced to fight on the run. I don't know -- maybe this would have caused a lot of difficulties in the programming.

I wonder if it would be possible to add a little subroutine which would accomplish this? Not knowing _anything_ about 8-bit assembly programming, it's beyond my ability.

Rob

689. Re: Is the Atari Light Gun that bad?

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-07 00:00:00 UTC
From: "Ernest.R.Schreurs" <ernest@pi.net>
Message-ID: <4fbdvl$950@neptunus.pi.net>
Source record: 86016

plouie@isc.sjsu.edu (Philip N Louie) wrote:
>I just purchased a new Atari Light Gun with Bug Hunt cartridge to play on my
>Atari 800. However, the gun seems to be horribly inaccurate and the distance
>that I have to hold the gun to the TV is very short. I've heard that the gun
>is inaccurate, but even when it's held up a couple inches from the screen,
>it seems to shoot slightly to the left.
>
>The oddest thing was that I have to hold the gun within 15 inches of the TV
>otherwise, the computer doesn't notice that I'm shooting at a different
>location. Does using a Trinitron TV affect the light gun?
>
>Is the Atari light gun that bad? Inaccurate AND short shooting distance?
>
>TIA, Phil
>
I have tested several of these XG-1 lightguns. Some of these are
somewhat inaccurate. The problem is that most software simply does not
bother to calibrate the gun to your television set. Therefore the gun
is usually up to half an inch off. It would be simple to put a dot on
the center of the screen and have the user shoot at it. Most programmers
decided to test it on their own system, and assume all Atari's are
created equal. A calibration would therefore not be needed. Boy are
they wrong! The sensitivity is a matter of turning up the brightness on
the monitor. Most games make the screen flash when you shoot in order to
better "see" the screen from the lightgun's perspective. One reason that
I strongly dislike lightgun games. You should still be able to shoot at
the length of the cord away from the screen, about 3 feet or so.
Is there any good lightgun shareware out there? When Atari cleaned out
their wharehouse here, they found a few dozen XG-1's, so quite a lot of
us purchased one. They were $3 at the toy shop here. Needless to say
they were soon sold out! Most of us are looking for software now.

690. Re: Wanted: Info/Manuals, etc for ATR 8000

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-07 00:00:00 UTC
From: James <stdjat02@shsu.edu>
Message-ID: <4f92cd$16p@pip.shsu.edu>
Source record: 86017

I have an ATR 8000 w/2 different manuals!
I have been wanting to try to get it to work when I have the time.
Perhaps we can work together.

Please reply soon.

James Todd

691. Re: Gemulator/Modem Questions

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-07 00:00:00 UTC
From: eretic@tiac.net
Message-ID: <4fa4n3$rss@sundog.tiac.net>
Source record: 86018

To: strong@cadesm98.eng.utah.edu (Christopher Brett Strong)
Subject: Re: Derik Mihocka at Branch Software not answering mail.
Newsgroups: comp.sys.atari.8bit

In article <Pine.SOL.3.91.960129140613.17281C-100000@cadesm98.eng.utah.edu> you wrote:
:
: > I have left several messages on Branch Software's WWW Page requesting an
: > upgrade as a paid registered user to upgrade my software to the the latest
: > rev. via his FTP site. I sent my registration card in about 2 weeks ago.
: >
: > I guess this is a question as to whether Derek usually ignores requests by
: > all his paying customers.
: > --
:

Don't forget, this man has 2 major projects he works on, and he doesn't exactly have a secretary that can answer you questions. If you want updates, and a good product, you'll have to give him time. I was a bit impatient myself. But I think that is one of my problems, as is most of society. Let him get the bugs out of Gemulator and and let him work on PC Xformer 4.0 (for Win 95). That way when you do get an update, it won't be an inbetween buggy beta. If people had only given Mircosoft more time with Windows 95 inthe first place, they may have released a much better product also.

NOWNOWNOW!

Eric

692. Re: bincancel:6 large binaries:AR118:@@NCM

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-07 00:00:00 UTC
From: red@redpoll.mrfs.oh.us
Message-ID: <ARMM-Report-118.a@redpoll.mrfs.oh.us>
Source record: 86104
Cross-posted to: news.admin.net-abuse.misc,comp.periphs.printers,comp.sys.atari.8bit,misc.taxes,rec.autos.simulators

Binary posts do not belong in unmoderated discussion groups.

I have issued 6 cancels for large binary files (average size 467,862 characters - total size 2,807,177 characters) posted to 4 different unmoderated discussion groups in the comp, misc and rec hierarchies as follows:
3 rec.autos.simulators
1 misc.taxes
1 comp.sys.atari.8bit
1 comp.periphs.printers

This pointer is being posted to each affected group.

Each of the groups listed above is an affected group, meaning that at least one binary file was canceled from that group. If you want to see exactly which file that was or the criteria that I used to select it, read the full report in the newsgroup news.admin.net-abuse.announce. The full report is the parent article to this message, and has the same subject. It has been cross-posted to alt.nocem.misc and alt.retromod.

There has been a long-standing consensus among news administrators that binaries belong in binaries newsgroups, and not elsewhere. There also seems to be a consensus supporting the cancellation of large binaries in discussion groups as long as appropriate protocols are followed.

In my opinion, the best way to distribute binary files is via ftp or the web. With the ready availablity of ftpmail servers, even uucp sites can retrieve binaries from ftp sites.

However, if you really must post a binary to Usenet, please post it to an appropriate binaries newsgroup such as alt.binaries.misc. Then, if you like, post something in the appropriate discussion group telling people where to find the binary in the binaries group (a pointer to the binary). This will permit news administrators and users to decide for themselves whether to receive the binary files.

Please direct public feedback to news.admin.net-abuse.misc and private feedback to myself at red@redpoll.mrfs.oh.us. If there is an unmoderated binaries group in the hierarchies that I scan, I don't know about it yet. Feel free to enlighten me.

Best wishes,
Dick
--
Richard E. Depew, Munroe Falls, OH red@redpoll.mrfs.oh.us (home)
It's over, and can't be helped, and that's one consolation, as they

always say in Turkey, when they cut the wrong man's head off''
-- Charles Dickens

693. For Sale: Atari 800 computer

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-07 00:00:00 UTC
From: CENCALJOE@aol.com
Message-ID: <960207181645_138479078@mail02.mail.aol.com>
Source record: 86105

I have an Atari 800 computer with an Atari 1050 disk drive along with the Atari program recorder for sale. Everything works although I have not used it for over a year. I'm asking $200.-, which includes a few game cartridges; Star Raiders,Frogger and Kids on Keys which is a beginning typing teacher for little kids. A joystick is also included as well as 3 basic language self teaching guides. Also included in this price are (2) two Mannesman Tally 9 pin dot matrix printers, Model MT-160. They are both operational and need only a new ribbon each. I hate to throw this equipment away.
If you have no use for this, please pass this message on to persons who might be interested.

Thank you,
CenCalJoe

694. Iomega's ZIP drive on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-08 00:00:00 UTC
From: followel@cris.com
Message-ID: <3119fe62.2669778@news.cris.com>
Source record: 86019

Has anyone out there been able to hook up a Iomega ZIP drive
or Syquest EZ drive to their 8 bit? I'd love to hook one of these up,
but, haven't heard how to hook uip SCSI devices to the 8 bit. Seems
like I read somewhere that the Black Box allows you to do this. Any
ideas?

695. For Sale : Atari Hardware, Carts, Manuals, Books, Mags

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-08 00:00:00 UTC
From: Majoros@LocalAccess.com
Message-ID: <31196070.0@News.LocalAccess.com>
Source record: 86020

```
--------------F O R S A L E ---------------------------------------
ATARI HARDWARE

600 XL Console w/power supply and cable
Working Condition
410 Program Recorder
820 Printer
830 Modem w/Power Supply, Cable
1090 XL Expansion System

CARTS (No Box/No Manual/Test OK)
Asteroids
Atarigraphics w/Atari lightpen
Atlantis
Computer Chess
Donkey Kong
Galaxian
Jumbo Jet Pilot
Jumpman Junior
Missile Command
Telelink
3-D Tic-Tac-Toe
Video Easel

CARTS W/ MANUAL
Pilot Programming Language
Telelink

DISK/TAPE W/ NOTEBOOK
Atari Word Processor (Still Shrink Wrapped)

TAPES W/ WORKBOOK
Conversational Spanish
Invitation to Programming 2:(BASIC)

BOOKS
The Analog Compendium
Compute!'s Second Book of Atari
The Easy Guide To Your Atari 600XL/800XL
The Elementry Atari
Forth On The Atari
Hackerbook For Your Atari
How To Program Your Atari
Stimulating Sinulations
Inside Atari Basic
Your Atari Computer (400/800)
```

MAGAZINES
19 mags "Analog Computing"
Issues # 15, 17, 18, 20, 21, 25, 26, 28, 29, 30, 31, 32, 34, 35, 36, 37, 38, and 40

MISC
Technical Reference Notes-Atari 400/800
Includes
Operating System User's Manual
Operating System Source Listing and Hardware Manual

600XL PAL Computer Service Manual without CPS Supersalt
Diagnostic Kit

Please make offer on all or part
All Items Sold AS-IS
Prepaid Only by Money Order

Contact Majoros@Localaccess.com

696. Steve Tucker & APE?

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-08 00:00:00 UTC
From: Shadowseek@msn.com
Message-ID: <00001bd9+0000163a@msn.com>
Source record: 86021

Has anyone been able to get in touch with Steve? I've been emailing
him for a while now, and haven't gotten any replies.

Steve, are you out there? Pls. drop a line!

--Steve

697. Books to get rid of

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-08 00:00:00 UTC
From: lelie@smail.srl.ford.com
Message-ID: <lelie.148.00104FA8@smail.srl.ford.com>
Source record: 86022

I found I still have a couple of ATARI 8 bit books.

Atari Basic by Richard Haskell, a 175 page 8.5x11 paperback, Prentis-Hall, original price $13.95, asking $1 plus postage.

Atari Basic-- Better & Faster, by Carl M. Evans, a 300 page 8.5x11 paperback, IJG, original price $15, asking $2 plus postage.

Both for $2.50 + postage. Give me an address, I will mail, you can send me the money with postage later.

I also found I have an Atari 800, working, but without memory cover. I sold the memory out of it. It has a power supply. $5 + shipping, the above conditions. No books or other stuff.

Several joysticks, working, various brands, and paddle controllers, say $1 ea?

Larry Elie
lelie@smail.srl.ford.com
lelie@ford.com

698. Looking for "Sector Copier" program?

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-08 00:00:00 UTC
From: William Howald <howald@u.washington.edu>
Message-ID: <Pine.OSF.3.91I.960208010116.15019A-100000@saul2.u.washington.edu>
Source record: 86023

I am looking for a program called "Sector Copier". I have many old atari 8
bit games that I would like to copy and save (I don't want them fading away
to nothing in the boxes-I already lost "Spelunker" and "Drol")
I also heard of a short basic program that can do the copying of
protected disks?
Thanks in advance,
Aaron Howald
howald@u.washington.edu

699. Re: Reading Apple disks

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-08 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <DMGIwG.376@iglou.com>
Source record: 86024

```
In article <askwersk-0702961117400001@yavin.mit.edu>,
Adam Skwersky <askwersk@mit.edu> wrote:
>
>Is there a way to read data on an Apple II disk using an 800xl and 810
>disk drive?
>
No. But nowadays used Apple IIs sell for about the same price as Atari
8-bits ($50 or less), and there are more of them.
```

700. Re: 5200 -> 800 ports

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-08 00:00:00 UTC
From: mstclair@iglou2.iglou.com
Message-ID: <DMGoKI.KIo@iglou.com>
Source record: 86025

gbruner@eworld.com (GBruner) writes:

> Don't forget also Super Pacman. Whoever wrote the orignal game did a
>very good port of the Arcade version.

I *think* you are confusing Super PacMan with Jr. PacMan.

As I understand it, Super PacMan was developed for the 8bit, and never released (but it leaked out). I suppose it would have been ported to the 5200 eventually if it had been released, and made during the correct time period (when the 5200 was still supported).

And, my impression is that Jr. PacMan was developed for the 5200. I think it also leaked, and was ported to the 8bit (presumably by Glenn the 5200 Man).

I've seen Super PacMan, and it is indeed a very good port. Supposedly, more than one version may have leaked out. One version may have bugs in how the keys and doors are set up, resulting in the maze being unfinishable after just a few levels. I cannot verify this.

I haven't seen 5200 Jr. PacMan, and cannot vouch for the game's quality. The 2600 version is very nice.

Can anyone dispute or verify any of this, and write it into an appropriate FAQ or something?

--
Mike St. Clairmstclair@iglou.com***irc:SaintMick***

701. Re: For Sale: Atari 800 computer

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-08 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <4fbtm3$aak@ccshst05.cs.uoguelph.ca>
Source record: 86026

```
: I have an Atari 800 computer with an Atari 1050 disk drive along with the
: Atari program recorder for sale. Everything works although I have not used it
: for over a year. I'm asking $200.-, which includes a few game cartridges;

You have got to be kidding! $200 for an Atari 800 with a disk drive?
I regularily see 1040STs for $100 Canadian.

>> Mark <<

--
================================================================================
M A R K A R A T H W E L L The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

If you ...

Have ever taken a fishing pole to Sea World,
Own a home that's mobile and four cars that aren't,
Have a mother who's Christmas list contains the word "ammo",

... you might be a REDNECK!
================================================================================
```

702. Re: Is the Atari Light Gun that bad?

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-08 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <4fbtmv$aak@ccshst05.cs.uoguelph.ca>
Source record: 86027

: Is the Atari light gun that bad? Inaccurate AND short shooting distance?

The gun isn't bad ... it's the game.

>> Mark <<

--
==========
M A R K A R A T H W E L L The University Of Guelph
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

If you ...

Have ever taken a fishing pole to Sea World,
Own a home that's mobile and four cars that aren't,
Have a mother who's Christmas list contains the word "ammo",

... you might be a REDNECK!
==========

703. Re: Looking for "Sector Copier" program?

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-08 00:00:00 UTC
From: Will Dwinnell <predictor@delphi.com>
Message-ID: <BPHJBda.predictor@delphi.com>
Source record: 86028

William Howald <howald@u.washington.edu> writes:

>I am looking for a program called "Sector Copier". I have many old atari 8
>bit games that I would like to copy and save (I don't want them fading away
>to nothing in the boxes-I already lost "Spelunker" and "Drol")
>I also heard of a short basic program that can do the copying of
>protected disks?

.
I know there was a sector copier called SCOPY, but I don't know of
a source. Actually, this issue of archiving old software makes me wonder
how the different copiers compare- I know UltraCopy was popular and
I heard of something called Pirate Magic.
.
Does anyone have any thoughts on this?
.
Will

704. UNRELEASED ATARI SOFTWARE ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-08 00:00:00 UTC
From: derek fern <derek@dfern.demon.co.uk>
Message-ID: <823817514snz@dfern.demon.co.uk>
Source record: 86029

Can anyone help me track down some of the following Atari 8 bit Games also
some of the earlier programmers.

DataSoft advertised in 1984:
HECKLE AND JECKLE
GUMBY
MERIDIAN 111
MANCOPTER

In 1985 when DataSoft went into liquidation they advertised :
POLE POSITION 2
ELEVATOR ACTION
BLACKMAGIC
MIND PURSUIT

In 1986 /88 taken over by Intelli creation.
TERRAMEX
HUNT FOR RED OCTOBER

Datasoft programmers who translated several progams include
Greg Hiscott & Kevin Shapiro

ROCKLAN also anounced games on cartridge never seen in the U.K.
ROCKBALL
EYES
SPACE JOURNEY
PICTURE PARTS
PYRAMID PUZZLER
STAR MAZE
NUMBER BOWLING
I am also looking to locate any of the Summer Games programming team:
Randy Glover
Stephen Landrum.
Jon Leupp.
Brian McGhie.
Stephen Mudry. What happend to Summer Games 2 and Winter Games
Erin Murphy.
Scott Nelson,

If you think you can help please give me a call
Thanks
derek fern

705. Re: 5200 -> 800 ports

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-08 00:00:00 UTC
From: magic@mtu.edu
Message-ID: <4fefuo$pts@kirchhoff1.ee>
Source record: 86030

Don't forget Soccer (5200) by the Ghost (Coder?)... It worked, but was a
little bit buggy...

-Kev

```
*****************************************************************************
* _____ ____ Signature is still under Profound Statement *
* /\ `\/ \ construction... for the time being *
* \ \ _ _ \ __ __ ___ _____ *
* \ \ \`\ /|\ \ /'__`\ /'__`\/\__\/\ __\ If it looks like it *
* \ \ \`|/\ \ \/\ \L\.\_/\ \L\ \/\ \ \ \___ and smells like it, *
* \ \__\ \ \__\ \__/.\_\ \____ \ \__\ \____\ IT PROBABLY IS! *
* \/__/ \/__/\/__/\/_/\/___L` \/__/\/____/ *
* @mtu.edu /\____/ *
* \/___/ Atari Jaguar is Played Here!*
*****************************************************************************
```

706. Upload: Atari800 Emulator for Unix

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-08 00:00:00 UTC
From: David Firth <david@signus.demon.co.uk>
Message-ID: <1996Feb8.202848.233@signus.demon.co.uk>
Source record: 86031
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

```
The latest version of this emulator is now available at:-

ftp://ftp.demon.co.uk/pub/emulators/atari/Atari800-0.3.0.tar.gz
(158.152.1.44)

Changes in 0.3.0
----------------

- Support for Atari 130XE memory banks (Antic currently accesses the
same bank as the CPU)
- XVIEW Exit item on the Disk menu.
- Printer device calls tmpnam() to allocate a temporary filename for
the spool file.
- XView version didn't enable HELP key for XL and XE emulation.
- X11 Backspace keys works in the same ways as the Delete key.
(Thanks to Cyrus Malek)
- Reset and Coldstart now work during XL and XE emulation.
- Added OK button to XVIEW controller and performance dialog boxes.
- Optional support for X11 Shared Memory Images resulting in a 32%
speed improvement. This option can only be used in conjunction
with the small screen display. Type make by itself to obtain
the new list of targets. "-shm" target extension enables this
option.
- Simple configuration program to avoid editing the Makefile as ofter.
make will invoke it the first time and afterwards "make config" can
be used. It currently handles the directories for the H: device, the
disk image directory for the XVIEW file chooser and the command used
to send a file to the printer. The print command should contain a %s
character sequence where a filename is expected (only the first %s
is relevant).

Bye
--
David Firth <david@signus.demon.co.uk>
```

707. Atari 8-Bit CD Etc.

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-08 00:00:00 UTC
From: rvega@toltbbs.com
Message-ID: <AD3FDE509668B186E@dialup-108.toltbbs.com>
Source record: 86032

Right around the time we moved I received a mailing about a CD full of archived Atari 8-Bit shareware and freeware. I think it was mostly, if not all, games. Neadless to say, it's lost. Does anyone have the address, and hopefuly email address, that I can send for it.

I know I'll take it between the eyes for this, but I'd also like info on a place,or site, for getting some of the out of print commersial games. I still have a lot of them, but CP was high in those days so they won't transfer. I'm not a hacker and most hacks were copy programs. Not to mention that I've never gotten any of the transfer packages to work on my PC or Mac.

Thanks...
Rick

708. Great Atari 8bit fan

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-08 00:00:00 UTC
From: vazquezr@physics.ucla.edu
Message-ID: <4fdmdv$iu8@saba.info.ucla.edu>
Source record: 86033

I have had an atari 8-bit for many years, recently a fire destroyed all my computer hardware and software. I just purchased an IBM and know of the atari emulator xfm, but need help replacing tons of software. Does someone still have programs like Archon, Adept, Mule, Necromancer ect.

I have just about every piece of software ever made for the 8-bit.

Can someone help me please.

Rick

UCLA Physics

709. Re: Looking for "Sector Copier" program?

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-09 00:00:00 UTC
From: bmarcum@iglou2.iglou.com
Message-ID: <DMHKAp.AL3@iglou.com>
Source record: 86034

"Sector copier" is a generic term for a disk copying program. I don't know if there's a specific program by that name. And there were many methods of copy-protecting disks, so I don't think any one Basic program would work for all of them.

710. Atari Old Hard Ware!

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-09 00:00:00 UTC
From: Bob Klaas <bobkla19@mail.tcd.net>
Message-ID: <4fea9p$3l2@news.tcd.net>
Source record: 86035

I have accumulated over the years of repairing just about all but not all the eleite!, I do have for offer, the following..plus shipping..Software in a seperate post (Original Disks).

Atari 400...Stock
Atari 600XL..Stock...can modify to 64k
Atari 800..Stock..Modification to these require complete as they have seen their days and the upgrades tend to blow the remaining circuits within a short period of time.(I tend to stay away from upgrading the 800 stock computer.) Tank that it was..
Atati 1200XL Stock (have a few)
Atari 800Xl..Stock (have severl)
Atari 130XE..Stock (have a few..)
Atari 810 Disk Dirves (have a few)
Atari 1050 Disk Dirves Stock (have several)
Atari 1050 Disk Drives Double Density (Have a few)
Indus Disk Drives (May have 1)
Trak Disk Drive..(may have 2)
Atari Key Pads (have 30
XM301 direct connect modem (1)
MPP direct connect modem (2)

711. Atari Old Hard Ware!

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-09 00:00:00 UTC
From: Bob Klaas <bobkla19@mail.tcd.net>
Message-ID: <4fea9s$3l2@news.tcd.net>
Source record: 86036

I have accumulated over the years of repairing just about all but not all the eleite!, I do have for offer, the following..plus shipping..Software in a seperate post (Original Disks).

Atari 400...Stock
Atari 600XL..Stock...can modify to 64k
Atari 800..Stock..Modification to these require complete as they have seen their days and the upgrades tend to blow the remaining circuits within a short period of time.(I tend to stay away from upgrading the 800 stock computer.) Tank that it was..
Atati 1200XL Stock (have a few)
Atari 800Xl..Stock (have severl)
Atari 130XE..Stock (have a few..)
Atari 810 Disk Dirves (have a few)
Atari 1050 Disk Dirves Stock (have several)
Atari 1050 Disk Drives Double Density (Have a few)
Indus Disk Drives (May have 1)
Trak Disk Drive..(may have 2)
Atari Key Pads (have 30
XM301 direct connect modem (1)
MPP direct connect modem (2)

712. Re: Iomega's ZIP drive on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-09 00:00:00 UTC
From: tdrake1@umbc.edu
Message-ID: <4fegro$nrv@news.umbc.edu>
Source record: 86037

Byron Followell (followel@cris.com) wrote:

: Has anyone out there been able to hook up a Iomega ZIP drive
: or Syquest EZ drive to their 8 bit? I'd love to hook one of these up,
: but, haven't heard how to hook uip SCSI devices to the 8 bit. Seems
: like I read somewhere that the Black Box allows you to do this. Any
: ideas?

Using a Syquest EZ135 SCSI external right now with my 8-bit 130XE and Black Box! Works great and the drive is quiet and extremely fast. It replaced my 44-meg Syquest. Simply had to DOs-level format my partitions and away I went! I use it as my boot drive (D1) formatted with SpartaDOS 3.2g! It takes just under 2 seconds for SpartaDOS to boot from a standing start off of the EZ. Wow!

Tom

--
-=-=-=

713. Re: Is the Atari Light Gun that bad?

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-09 00:00:00 UTC
From: Bob Klaas <bobkla19@mail.tcd.net>
Message-ID: <4fe9fd$3l2@news.tcd.net>
Source record: 86038

Brad Cotta of Best destributing put out a light gun that will
excell the Atari Light Gun..Contact him for the price and
support.
bob

714. SIMPLE ATARI 800 QUESTION!

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-09 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <311bcdb8@pianosa.demon.co.uk>
Source record: 86039

Whilst reading the usual rubbish I find here, Nick Cole wrote something
interesting to All about SIMPLE ATARI 800 QUESTION!:

Hello Nick,

NC> How do I get an Atari 800 to boot a game from disk ?

Turn on the drive first, stick the disk in, and then turn on the computer. If
the game autoboots, you're away.

To be more helpful, we need more information from you. Like; Is it in BASIC?
Or machine code? Or are you unsure?

_
Regards, /_) 2:251/40.1 39:134/11.1
/ _)rad brad@pianosa.demon.co.uk

... She thrashed him black, she thrashed him blue.
Stitch That; Chumbawamba

715. ICE-T 2.5

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-09 00:00:00 UTC
From: BRUCKA@eruvin.jct.ac.il
Message-ID: <960209123521.6c4@eruvin.jct.ac.il>
Source record: 86040

I've uploaded Ice-T 2.5. Anyone who's using versin 2.x, or who is using
a different communications program on a 128K (at least) 8-bit, is
simply not using the best software available. :) (wow, I should open
an advertising agency..)

The dialing menu isn't any better unfortunately, but there have been
quite a few improvements in other places
.

Please mail me for a UUencoded and ARCed copy. It also includes a copy
of the 850 R: booter, for those who need it.

-itay

brucka@eruvin.jct.ac.il <-- lower-case username! and don't forget the 'a'

716. SIMPLE ATARI 800 QUESTION!

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-09 00:00:00 UTC
From: nec10@cus.cam.ac.uk
Message-ID: <4ffb4c$1ar@lyra.csx.cam.ac.uk>
Source record: 86041

How do I get an Atari 800 to boot a game from disk ?

--
Nick Cole,

717. Kennedy Approach

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-09 00:00:00 UTC
From: germbear@aol.com
Message-ID: <4ffciv$9rq@newsbf02.news.aol.com>
Source record: 86042

Is there anyone that has a copy of Kennedy Approach with the docs that I could buy?

Let me know.

Thanks,

Garry Terrell

718. Web Page: Bravo's Atari Store: On-Line Catalogs. Check this out!

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-09 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <4fh8l9$flh@linda.teleport.com>
Source record: 86043
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,fr.comp.sys.atari,de.comp.sys.st,fido.ger.atari,ger.atari,ka.comp.sys.atari

Check out my Web Page for Bravo Sierra Computers. Where you can find Both
Classic Atari 8 Bit & Atari ST. HardWare, SoftWare, Books & Accessories. My
Web Address is below. On-Line Catalogs that you can View and Contact me via
my Web Page! Or Request Catalogs in E-Mail. Specify Classic 8 Bit or ST.
E-Mail: bensmith@teleport.com

http://www.teleport.com/~bensmith/bscomputers.shtml

--Thanks--
---Ben---
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Catalogs are FREE & updated monthly. Reply in E-Mail to bensmith@teleport.com
http://www.teleport.com/~bensmith/bscomputers.shtml Bravo Sierra Atari Store

719. Re: SIMPLE ATARI 800 QUESTION!

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-09 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1996Feb09.101109.6916@wariat.UUCP>
Source record: 86044

(Asks how to run a program on his 800.)
Well, I guess you have to have a diks drive.
If you have that then probably the next the is to get it up.
If you can stick it in, then probably it'll come up.
You may need to lubricate it some first, since it's old and may be a
bit dry.
So, there you have it. Get it up, lubricate it, stick it in.
Oh, yes. Turn it on. Now some people like to turn it on before you
stick it in and some people like to turn it on after you stick it in,
in which case, refer to lubricating above.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

720. Re: Iomega's ZIP drive on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-09 00:00:00 UTC
From: followel@cris.com
Message-ID: <311b61ab.1034802@news.cris.com>
Source record: 86045

On Thu, 08 Feb 1996 13:47:14 GMT, followel@cris.com (Byron Followell) wrote:

>
> Has anyone out there been able to hook up a Iomega ZIP drive
>or Syquest EZ drive to their 8 bit? I'd love to hook one of these up,
>but, haven't heard how to hook uip SCSI devices to the 8 bit. Seems
>like I read somewhere that the Black Box allows you to do this. Any
>ideas?
>
>
Thanks for all the info guys. From the look of your posts, it looks like it is definitely possible. Now I just have to get a zip drive or an ez drive (my choice right now) and a black box. If I get an ICD link II, then i'll be able to use on my ST as well. Wow, the thought of being able to archive all of my old 8 bir and 16 bit stuff and still use the thing on my PC! Who would've ever dreamed it possible?

Sincerely,
- Byron Followell
followel@cris.com

721. Re: help with printing

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-09 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <DMIzJ0.3L8@iglou.com>
Source record: 86046

In article <4f90h2$27b@news.cencom.net>,
Cliff Friedel <cfriedel@cencom.net> wrote:
>Could someone please help me out. I have been trying to print with my
>old 8-bit 800xl and have had problems with the printer doing line
>feeds. It seems the printer wants to continuosly print on the same
>line over and over. Please note that I have tried this with my hp540,
>my epson fx-286e and my northstar-100. If you have any suggestions,
>please let me know. Thanks!
>
If you still have the manual that came with at least one of your printers,
most printers have a dip-switch setting to perform a line feed after
carriage return. Some Atari software, such as Textpro, also has an option
to add line feeds. If your printer interface is an MIO, you could turn on
line feeds in the setup menu.
(PS: If you have to experiment to find the correct dip switch on the printer,
some printers only check the switch settings when power is first turned on).
Your Epson FX printer might be similar to my Epson T-1000. It has 12 dip
switches and the line-feed switch is the last one on the right.
>Cliff Friedel
>cfriedel@cencom.net
>
>ps- please email me as it takes me sometime to read mail. Thanks!
>
>

722. storing binaries on (EE)PROMs

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-09 00:00:00 UTC
From: postmaster <postmaster@nowhere.com>
Message-ID: <311BA91C.120B@nowhere.com>
Source record: 86047

Any advice or pointers on storing atari binaries
or data on EPROMS? What size? What is the required
format if these will be used in the cartridge port(s)?

Is there a faq on this out there?

Cyrus

723. Re: Iomega's ZIP drive on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-09 00:00:00 UTC
From: bmarcum@iglou2.iglou.com
Message-ID: <DMHK57.AAC@iglou.com>
Source record: 86048

You connect SCSI drives to an 800XL or 130XE computer by using a Black Box or MIO (not the MIO II, that's for IDE drives, if it's ever released. Has anyone heard from Mike Hohmann of FTE lateley?)
The MIO only works with SCSI drives which can be formatted for 256 bytes per sector. I think it will work with a Zip drive, but I'm not sure.

724. Re: Is the Atari Light Gun that bad?

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-09 00:00:00 UTC
From: QNTAL@GANDALF.berlinet.DE
Message-ID: <62Z560RQ15B@qntal.gandalf.berlinet.de>
Source record: 86049

plouie@isc.sjsu.edu meinte am 07.02.96 zum Thema "Is the Atari Light Gun that bad?"
im Brett /COMP/SYS/ATARI/8BIT:

> I just purchased a new Atari Light Gun with Bug Hunt cartridge to play on my
> Atari 800. However, the gun seems to be horribly inaccurate and the
> distance that I have to hold the gun to the TV is very short. I've heard
> that the gun is inaccurate, but even when it's held up a couple inches from
> the screen, it seems to shoot slightly to the left.
>
> The oddest thing was that I have to hold the gun within 15 inches of the TV
> otherwise, the computer doesn't notice that I'm shooting at a different
> location. Does using a Trinitron TV affect the light gun?
>
> Is the Atari light gun that bad? Inaccurate AND short shooting distance?
>
> TIA, Phil

I owned a light gun a couple of years before and a light pen, too.
I never used the gun but I programmed a bit for the pen and I found out
that using the pen led to little inaccuracy when drawing some pictures.
So it is easy to see that the gun must be more inaccurate than the pen,
because the latter is next to the TV and the gun is farer away, so the
inaccuracy increases...

CU !

Freddy.

No use to turn out the light
You feel so depressed inside
When you think of your wasted
Years at night
(Horn/Veljanov)

CrossPoint v3.1 R

725. Re: Iomega's ZIP drive on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-09 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <4ffusu$ig6@blackice.winternet.com>
Source record: 86050

> followel@cris.com (Byron Followell) writes:
> On Thu, 08 Feb 1996 13:47:14 GMT, followel@cris.com (Byron Followell)
> wrote:
>
(SNIP)

> Thanks for all the info guys. From the look of your posts, it
> looks like it is definitely possible. Now I just have to get a zip
> drive or an ez drive (my choice right now) and a black box. If I get
> an ICD link II, then i'll be able to use on my ST as well. Wow, the
> thought of being able to archive all of my old 8 bir and 16 bit stuff
> and still use the thing on my PC! Who would've ever dreamed it
> possible?
>
>>>>
Yes but just remember that each of the 3 computers uses a
different formating method and one can't be read by the other.

Rich Mier

726. Atari 800XL and 1050 disk drive for sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-09 00:00:00 UTC
From: garylb@airmail.net
Message-ID: <4flrgm$cou@news-f.iadfw.net>
Source record: 86051

I've got 2 complete 800XL/1050 set ups...one with Happy Enhancement. Lots of software, books, 10-key pads, etc. Would like to sell to ONE person, but will break the sets if necessary. Also have printer interfaces, Antic magazines, covers, wires, other stuff..... E-mail me and let me know if you're interested.

Gary (garylb@airmail.net)

727. Wanted: Atari Editor/Assembler info

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-09 00:00:00 UTC
From: ether@news.connectnet.com
Message-ID: <4feq5m$ifj@news.connectnet.com>
Source record: 86052

I have an Atari 800XL and the Atari Editor/Assembler cartridge but I can't
use the cartridge because I don't know any of the commands.
If anyone has some info, like magazine articles or a like
an editor assembler _book_ ;), I'd be willing to buy it.
--ether@connectnet.com

728. Re: Iomega's ZIP drive on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-10 00:00:00 UTC
From: moellerw@noc.tor.hookup.net
Message-ID: <4fhege$o4c@noc.tor.hookup.net>
Source record: 85956

In article <3119fe62.2669778@news.cris.com>,
Byron Followell <followel@cris.com> wrote:
>
> Has anyone out there been able to hook up a Iomega ZIP drive
>or Syquest EZ drive to their 8 bit? I'd love to hook one of these up,
>but, haven't heard how to hook uip SCSI devices to the 8 bit. Seems
>like I read somewhere that the Black Box allows you to do this. Any
>ideas?
>
>
I borrowed an EZ drive owned by a friend of mine for an evening, and was
unsuccessful in making it work with a Black Box. I think the parity must
be enabled as the BB would not even "see" the EZ drive.

Willy

729. Houston Atari Safari? Where?

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-10 00:00:00 UTC
From: dgb@scops.owlnet.rice.edu
Message-ID: <4fhh0f$3j1@larry.rice.edu>
Source record: 85957

I was looking at the X-Former (Branch Always) homepage and found this:

```
------------------
Join us in Houston, TX, on February 24, 1996, for the sixth annual HOUSTON
ATARI SAFARI. We will be there this year to demonstrate and sell the
latest versions of PC XFORMER and GEMULATOR. Come meet Darek Mihocka in
person and see for yourself what our Atari emulators can do for you and
your PC.
------------------
```

Where exactly is the Atari Safari held? Entrance fee?
Anyone here going? Did anyone go to any of the first five?

```
--
Dennis Brown - dgb@owlnet.rice.edu - Fan of ROM-based games & systems
Visit the Classic Home Games Museum at http://www.owlnet.rice.edu/~dgb/museum/
```

730. Re: Iomega's ZIP drive on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-10 00:00:00 UTC
From: tdrake1@umbc.edu
Message-ID: <4fic09$a2o@news.umbc.edu>
Source record: 85958

William Moeller (moellerw@noc.tor.hookup.net) wrote:
: In article <3119fe62.2669778@news.cris.com
: Byron Followell <followel@cris.com> wrote:
: >
: > Has anyone out there been able to hook up a Iomega ZIP drive
: >or Syquest EZ drive to their 8 bit? I'd love to hook one of these up,
: >but, haven't heard how to hook uip SCSI devices to the 8 bit. Seems
: >like I read somewhere that the Black Box allows you to do this. Any
: >ideas?
: >
: >
: I borrowed an EZ drive owned by a friend of mine for an evening, and was
: unsuccessful in making it work with a Black Box. I think the parity must
: be enabled as the BB would not even "see" the EZ drive.

: Willy

I am running a Syquest SCSI EZ135 drive quite successfully from my Black Box. By the way, the EZ135 drive comes with the parity disabled, not enabled.

What version of the BB software are you using? The newer versions will auto-detect a properly cabled and terminated! EZ135.

I can provide more details.

Tom

--
-=-=-=

731. Wanted: Wico 'bat' joystick(s)

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-10 00:00:00 UTC
From: oscar@primenet.com
Message-ID: <4fioii$jds@nnrp1.news.primenet.com>
Source record: 85959

So did all of these perish with years of overuse, or are
there still working ones out there?

--

Oscar Fowler
oscar@primenet.com | oscar@cs.arizona.edu | oscar@rightfax.com
http://www.primenet.com/~oscar

732. PC <-> ATARI 8 bit transfers

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-10 00:00:00 UTC
From: gah@cesint.demon.co.uk
Message-ID: <823987281.24342@cesint.demon.co.uk>
Source record: 85960

I have developed cable and software for 8 bit to PC disk transfers
that do not require RS232 interface at Atari end. If anyone is
interested. Please email to tgoacher@cesint.demon.co.uk. This facility
would enable the intercahnge of 8 bit software over the net!!

733. Re: For Sale : Atari Hardware, Carts, Manuals, Books, Mags

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-10 00:00:00 UTC
From: tuf@cyberspy.com
Message-ID: <4fjefj$n2l@news.cyberspy.com>
Source record: 85961

Majoros@LocalAccess.com (Majoros) wrote:

>830 Modem w/Power Supply, Cable
>1090 XL Expansion System

>The Analog Compendium
>The Easy Guide To Your Atari 600XL/800XL
>The Elementry Atari
>Forth On The Atari
>How To Program Your Atari
>Stimulating Sinulations
>Your Atari Computer (400/800)

How much for these items?

Thanks, Joe

734. Re: Koronis Rift

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-10 00:00:00 UTC
From: bmcbrine@hakatac.port.island.net
Message-ID: <4fje9u$hh7@hakatac.port.island.net>
Source record: 85962

I think it would be very kool if Koronis Rift (or -alike) was ported
to the current set of computers. I loved KR as well, it was a Very Kool
Game and there was always something better "around the corner". It did
somewhat lack an end goal however. It was fairly repeatitive, but hey
for the 8bit it was an awesome piece of work! As well as Rescue..Fractalus!
The game really doesn't need much added to it to make it addictive again.
I would still be Very interested in knowing how they managed those fractal
landscapes in real time! There was no doubt a lot of data-trickery to
get it working that fast, but I'm still confounded by how they did it.

I'd also find a KR-FAQ of some interest... ;-)

l8r...

In article <Pine.LNX.3.91.960206220140.27119C-100000@moose.erie.net>,
Dennis McGuire <mcguired@moose.erie.net> wrote:
>
>I'm looking for a FAQ file on Koronis Rift, the neat Lucasfilm game for
>the 8-bit Atari... or any kind of help file that may be out there. My
>son and I love to zap the saucers, but hate it when they gang up on us!
>ANY/EVERY kind of help appreciated!
>

--
* Bill McBrine *** EMail: ragtag@hakatac.almanac.bc.ca (other address pending)
Interests: Atari8bit. Tandy 6000 (I have 3.1) * bmcbrine@alb.almanac.bc.ca
Robotics. Linux. Amiga News. Networking. User-friendly Data-management Systems.

735. WTB: All old video games

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-10 00:00:00 UTC
From: stever@on-ramp.ior.com
Message-ID: <stever.1238.002FA0B4@on-ramp.ior.com>
Source record: 85963

SteveR's Classic Carts

We are now looking to increase our cartridge inventory.
We are looking for ALL Old Video game cartridges.

Atari 2600, 5200, 7800, 400/800
ColecoVision, Intellivision, Odyssey
Vectrex, Arcadia 2001, Astrocade, Channel F
Sega, Aquarius, MicroVision, Spectravision,
and old LED Hand-Held Games.
Old Electronic Games Magazines (1984 and before)

Paying $1-$50 for EACH Cartridge
depending on rarity of the title.
Please E-mail with cartridge list that you
are interested in selling.

-=-

Atari Games 2600/5200/7800 $1.00 Each and up
ColecoVision Games $1.50 Each and up
Intellivision Games $1.00 Each and up
Odyssey 2 0.50c Each and up
Vectrex Games $3.00 Each and up
Vectrx MACHINE $20.00
Channel F games $1.00 Each and up
Channel F MACHINE $20.00
Bally's AstroCade games $1.00 Each and up
AstroCade MACHINE $20.00
Emersons Arcadia 2001 games $1.00 Each and up
Arcadia MACHINE $20.00
HandHelds $3.00 Each and up
-=-
Atari 2600 Most Wanted games
2 pak carts by HES $5
32 in One $5
64 in One $20
Acid Drop $5
Action Force $5
ALL ADULT TITLES $10 each
ALL Xonox DoublerEnders $5
ALL Titles by 'BOMB' $10 or more
ALL Starpath Cassettes $5
Assault by BOMB $10
Atari Video Cube $5
Bachelor Party/Gigolo $20 its a 2 in 1 cart

Base Attack $10
Boing! $10
Bumper Bash $15
CakeWalk $25
Chase the ChuckWagon $25
Coke Wins $50
Color Bar Generator $10
Condor Attack $10
Crazy Climber $20
Demolition Herby $5
Eli's Ladder $20
Exocet $5
Frogger II $5
Gas Hog $20
Gauntlet $15
Glib $30
Great Escape by Bomb $15
LochJaw $30
Marine Wars $15
Motorodeo $20
Mr Do's Castle $10
The Music Machine $40--
Out of Control $10
Q-Bert Qubes $25
Quadrun $20
Rescue Terra 1 $20
River Patrol $20
Rubiks Cube $20
Space Chase $10 (Must be the Monogrammed version)
Spy Hunter $5
Spider Kong $10
Star Gunner $5
SteepleCahse $5
Strategy X $5
StrongHold $30
Stuntman $10
Submarine Commander $10
Subterranea $5
SwordQuest:WATERWorld $30
Tapper $5
Texas Chainsaw Massacre $10
Tooth Protector $20
Video Life $25
Wall Defender $25
X-Men $50-- Adult title
Z-tank $20

Atari 5200 Most Wanted
Meteorites $15
Frogger 2 $5

Atari 7800 Most Wanted
Tank COmmand $10
Water Ski $10

ColecoVision Most Wanted
Aqua Attack $10
Jungle Hunt $20
MotorCross Racer $10
Q-Bert Qubes $20

Intellivision Most Wanted
Congo Bongo $5
Body Slam Wreslting $5
Demo Carts $10
Fathom $10
Super Cobra $40--
Test Cart $20
Tutankham $40--

Odyssey 2 Most Wanted
Frogger $10
Popeye $25
Q-Bert $25
Super Cobra $25

Fairchild Channel F
Checkers $20
Demo Carts $10

Vectrex
3D-Imager $50

Bally's AstroCade
Astrology $25
Bally Basic $5
Coloring Book $10 MUST have the Light Pen
Treasure Cover $5
Demo Unit $30

HAND HELD GAME MACHINES
Coleco MiniArcades $10 each
these include Pac-man, Donkey Kong, Galaxian
Frogger, Ms. Pac-man, and DK:Junior
-THESE MUST BE IN WORKING CONDITION!!-
Coleco MiniArcade ZAXXON $25
Galaga by Epock $40
Adventure Vision $25 Must have Defender Cart

-=-
ALL prices are ONLY for Cartridges in GOOD Condition,
which means, NO Label Tears, NO Screw Holes, No Missing labels, Etc
If the above cartridges have these Defects I will still trade 50% of the
above value.
Please E-mail me your List, and I'll make you an offer. And my Address.

Then it's all up to you!! You will get what we agreed on AND The full postage Returned to in, MONEY sent out the SAME day as the Cartridges arrive.

SteveR
Doing Business on Internet since Oct 1994

http://www.ior.com/~stever (Classic Video Game Page)
SteveR@on-ramp.ior.com
Atari 2600/5200/7800 Atari 400/800 ColecoVision Intellivision
E-mail for COMPLETE Price/Trade list
Prowler's DOMAIN bbs 509-327-8922 6-lines 12.0+Gigs

736. ATARI equipment, MUST SELL, RE-Post!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-10 00:00:00 UTC
From: starfleet@bbs.freebbs.com
Message-ID: <TCPSMTP.16.2.10.-16.22.48.2713246854.73743@bbs.freebbs.com>
Source record: 85964

I had an inquiry as to if the ATR8000 is still available...

This equipment MUST BE SOLD!!!!!!

ATARI Equipment, MUST SELL!!!

ATARI 400 Computer, 16K, with power supply, manual, and 2 joysticks, TV connector, original cost $599.00, Joysticks $19.95 each, asking $100.00 or best offer.

ATR8000 64K CP/M computer, for use with Atari 8-bit computers or Dumb (IBM computer) terminals. Runs all CP/M 2.2 software, supports up to 4 disk drives, any size, any density, 8 inch, High Denisty 5.25 and 3.5 floppies, any IBM compatible printer, modem port for using any RS232C compatible external modem, includes Auto-Term Disk for Atari computers, CP/M 2.2 Master Diskette, several CP/M disks, ATR8000 Manual, MY-DOS master Disk, CP/M Supplement Manual, modem cable, printer cable, original cost $695.00 for the ATR8000 Basic system, printer cable $39.95, Modem cable $39.95, asking $100.00.

Dual Floppy Disk Drives in case with power supply and cooling fan, connecting cable, for above ATR8000 or any IBM compatible computer. Case can hold 4 half height 5.25 floppies, original cost $895.00, Case alone is worth $89.95 at most supply companies, asking $65.00.

Both ATR8000 and Dual Disk Drives, $135.00

ATARI 1027 Letter Quality Printer, New in Box, with ink rollers, manual, power supply, connecting cables, oil, original cost $399.95. Also have a non-working 1027, can be fixed at any Atari service center, both printers cost new $399.95 each, asking $100.00 for both of them.

ATARI 1050 Disk Drive, works with any Atari 8-bit computer, in very good condition, like new, supports single and dual density modes, includes power supply, original cost $179.95, asking $75.00.

Data-Que Turbo-816 upgrade for Atari 8-bit, XL or XE series computers. Upgrades and replaces the 6502C in the computer with the 16-bit 65C816 CPU, can use Atari OS, or the NEW Turbo-OS included. Speeds up programs as much as 350% faster. The 65C816 processes 4 instructions per clock cycle (Only the new P6, 80686 Intel chip does that, besides this), as compared to the 6502 which processes one instruction per clock cycle. Original cost $249.95. Includes T816 assembler $75.00, Cross Developer for IBM $75.00, sevreal other Turbo 816 specific disks, valued at $25.00 each. Asking $250.00 for the entire package.

ATARI 800XL upgraded to 256K memory, will run most 130XE specific programs, already wired for Turbo-816 installation, just need to re-solder 3 jumpers, and plug in the Turbo-816 kit above. Original cost $189.95 for the 800XL, $79.95 for the Upgrade kit, $65.00 for the 256K DRAMs, asking $125.00.

Supra External 2400 Baud Modem, includes powewr supply, no manual, Hayes Compatible, requires 850/P:R:/ATR8000, asking $50.00

MUST SELL, will consider any reasonable offers on this equipment.

Send orders to:

STARFLEET SOFTWARE Company
1037 West Leafland Avenue Decatur, Illinois 62522-1537

Will consider trading for a trak AT-D4 double sided disk drive NEED ONE BADLY someone has to have one, or a trak double-sided slave drive. MAKE OFFERS!!

If you need to make charge card payments, you can charge your home phone!

Need this info to process this:

Name
Address
City, State, Zip
Name phone is in
Phone Billing Address
Social Security Number
Date of Birth
Age

737. Re: Atari 8-Bit CD Etc.

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-10 00:00:00 UTC
From: bernard@twilight.xs4all.nl
Message-ID: <bernard.07yx@twilight.xs4all.nl>
Source record: 85965

Hello Richard,

In a message of 08 Feb 96 Richard wrote to All:

RV> From: rvega@toltbbs.com (Richard Vega)

RV> Right around the time we moved I received a mailing about a CD full of
RV> archived Atari 8-Bit shareware and freeware. I think it was mostly, if
RV> not all, games. Neadless to say, it's lost. Does anyone have the
RV> address, and hopefuly email address, that I can send for it.

*** Area: COMP.SYS.ATARI.8BIT Date: 2 Nov 95 2:49:53
*** From: "ernest.r.schreurs" (8:888/888.100)
*** To : All
*** Subj: 2000 ATR PD/Shareware images for use w

From: "Ernest.R.Schreurs" <ernest@pi.net>

We are happy to announce the availability of the "POOLDISK" CD-rom
for the Atari XL/XE computer. This CD contains the contents of
over 2000 diskettes. Everything is stored in the ATR format as used
by SIO2PC and APE. This is also compatible with the format used by
the Xformer. There are some 250 Megabytes of ATR images on the CD.
To accomodate the Atari ST users, all images are also stored in the
XFD format as used by the ST-Xformer. This occupies another 250 Mb.
These disks include over 250 diskettes from ABBUC, and over 330 from
the BELLCOM PD library. There are also lots of disks from usergroups,
magazines and disk magazines. The Umich.edu 8-bit archive has also
been converted to the ATR format and is now stored in over 500 disk
image files. There are also some files not in ATR format on the disk,
for those that want to try and write an ISO-9660 driver for the XL/XE.
Until someone manages that, you need a PC or an Atari ST to act as
a server for your Classic Atari, or one of the emulators. The
remaining 100 meg of the CD is filled with 165 pictures from various
Atari 8-bit systems and peripherals. This CD is now available from us
for US $ 35, which includes shipping by the cheapest possible rate,
which may take over two weeks. Send a check drawn on an US bank to:
Ernest R. Schreurs
Kempenlandstraat 8
5211 VN Den Bosch
The Netherlands
Make checks payable to Ernest R. Schreurs. Do not fotget to mention
the mailing address, so we know where to send the CD to.
If you cannot send a check, US $ 35 in cash is acceptable too, but then
it is your own risk. If the money does not arrive, we will not know
that you sent any. If the check or the money gets here, we will ship

the CD as soon as possible. A few notes: some of the disks are in
German, Polish or Dutch. As far as we know, everything on the disk is
Public Domain or Shareware, except for the Pokey Magazines and the
Mega-Magazines, which are on the CD by permission, and are restricted
from further copying. You are responsible for whatever is copied off
the CD, if we accidentally placed anything on the CD that is not PD.
If the Jewel box cracks during shipping, this is your own risk. After
all, a new one costs under $1.
If you have any questions, send an E-mail to ernest@pi.net

```
.-------------------------------------------------------------------------.
| -=> The TWiLiGHT Zone BBS <=- -=> +31-(0)-20-6764584 <=- -=> 24 Hrs <=- |
| -=> Modules Heaven! <=- -=> 9600 to 28800 Baud <=- -=> /\MIG/\ Only <=- |
`-------------------------------------------------------------------------'
-- Via Xenolink 1.981, XenolinkUUCP 1.1
```

738. BBS support for 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-10 00:00:00 UTC
From: darchyld@harold.eastky.com
Message-ID: <824062114_OASIS_@harold.eastky.com>
Source record: 85966

Hi everyone,

I'm in the process of setting up a BBS using BBS Express! ST...I'm
your typical Atari fanatic with a Falcon, STe, Jaguar, Lynx, etc, but
like so many of us I started out on an 800XL and still have (very) fond
memories of that machine...BBS Express! ST has an option for 40 column
support and I want to support 8-bit machines so I intend on using it.
Here is my request: anyone who runs an Atari BBS and supports 8 bitters,
would you please post some hints/tips etc,...on how to setup menus 'n
stuff so they will work best with 8-bit machines. For example-does the
8-bit machines support anything like V-52, ANSI, IGS, or are they limited
to Ascii? Thanks in advance for any input/info etc,...

--

```
_/_/_/
```

739. Discovery Channel

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-10 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <311d1c76@pianosa.demon.co.uk>
Source record: 85967

Whilst reading the usual rubbish I find here, John B. Byrne wrote something
interesting to All about Discovery Channel:

Hello John,

>> Apparently, on the January 18th episode of "Invention" on the Discovery
>> Channel, they'll be running a segment on the origin of video games.
JBB> Since I got this message after that date, did you see the show? If so,
JBB> care to comment? Thanks!

I didn't see the program, but apparently, as far as we're concerned, it was
something of a non-event. Merely a passing mention of the machine that started
it all.

Still, you can't expect a PlayStation ot a Jaguar to acknowledge their roots.
Can you? :-)

_
Regards, /_) 2:251/40.1 39:134/11.1
/ _)rad brad@pianosa.demon.co.uk

... The day was sicky yellow, the night was so untight.
Peasant In The Big Shitty; The Stranglers

740. Re: Reading Apple disks

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-10 00:00:00 UTC
From: gbruner@eworld.com
Message-ID: <4fin1t$ikn@hp5.online.apple.com>
Source record: 85968

Probably not..due to the fact that the Apple II used it's own unique type of method to write data to a disk. When Steve Wozniak design the disk drive artchitecture (did I spell that right, oh well) for the Apple II he came up with his own method because at the time there didn't really exist (as far as I know) any floppy drive chip controllers. Because the Atari drives use Western Digital floppy controllers (FD1771 in the 810, 2793 in the 1050) the controller expects each track to be written in a particular signal coding method like Frequency Modulation (FM) and/or Modified Frequency Modulation (MFM). From what I remember he used a TTL method and hard sector format. Because of that the floppy controllers in the Atari drives are not designed to read that kind of format. I hope I was able to answer your question there acurrately.

Glenn Bruner
GBruner@eWorld.com

741. Re: Discovery Channel

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-10 00:00:00 UTC
From: byrnejbb@ix.netcom.com
Message-ID: <byrnejbb-1002960900130001@bal-md3-15.ix.netcom.com>
Source record: 86053

In article <30FD4478@syrinx.dyess.af.mil>, halliwee@ts436.dyess.af.mil
(Halliwell E Sra 436TS/TAC) wrote:

> Just stumbled across this while web browsing...
>
> Apparently, on the January 18th episode of "Invention"
> on the Discovery Channel, they'll be running a segment
> on the origin of video games. Sounds like a must-see!
>
> --
> Clay Halliwell | ATARI XL/XE DO + THE
> halliwee@ts436.dyess.af.mil | 8 - B I T S --------
> e.halliwell@genie.geis.com | /////////// M A T H

Since I got this message after that date, did you see the show? If so,
care to comment? Thanks!

John

Alternate address:Byrnejbb@aol.com

742. Re: Is the Atari Light Gun that bad?

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-10 00:00:00 UTC
From: rwilmott@mars.superlink.net
Message-ID: <rwilmott-0902962251090001@p13.superlink.net>
Source record: 86054

In article <4f9d3b$bju@nuke.csu.net>, plouie@isc.sjsu.edu (Philip N Louie)
wrote:

> I just purchased a new Atari Light Gun with Bug Hunt cartridge to play on my
> Atari 800. However, the gun seems to be horribly inaccurate and the distance

The gun isn't *that* bad. It ain't great, but it works okay. Try Crossbow.
Damn shame more light gun games didn't get released.

One hint - play in a darkened room. I recall that when the room was lit,
the gun was much less reliable than when the shades were pulled down.

743. Re: Iomega's ZIP drive on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-10 00:00:00 UTC
From: sknox@us.oracle.com
Message-ID: <4fhago$r0e@inet-nntp-gw-1.us.oracle.com>
Source record: 86055

followel@cris.com (Byron Followell) writes:

>On Thu, 08 Feb 1996 13:47:14 GMT, followel@cris.com (Byron Followell)
>wrote:
>
>>
>> Has anyone out there been able to hook up a Iomega ZIP drive
>>or Syquest EZ drive to their 8 bit? I'd love to hook one of these up,
>>but, haven't heard how to hook uip SCSI devices to the 8 bit. Seems
>>like I read somewhere that the Black Box allows you to do this. Any
>>ideas?
>>
>>
> Thanks for all the info guys. From the look of your posts, it
>looks like it is definitely possible. Now I just have to get a zip
>drive or an ez drive (my choice right now) and a black box. If I get
>an ICD link II, then i'll be able to use on my ST as well. Wow, the
>thought of being able to archive all of my old 8 bir and 16 bit stuff
>and still use the thing on my PC! Who would've ever dreamed it
>possible?
>
> Sincerely,
> - Byron Followell
> followel@cris.com

I just visited the SyQuest homepage and theres a product annoucement of a 1.3 GIG removeable drive coming out soon! The price for the drive will be under $500 with a 630 meg cart costing $65 and the whopper 1.3 gig cart running $135.

This looks to be the drive to get.

Oh yeah, its access time is around 11 sec, with a 4 mb/sec sustained transfer rate.

SK

744. Re: WTB: All old video games

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-11 00:00:00 UTC
From: ebrunne@orion.it.luc.edu
Message-ID: <4fk55u$79k@artemis.it.luc.edu>
Source record: 85969

SteveR (stever@on-ramp.ior.com) wrote:
: SteveR's Classic Carts

: We are now looking to increase our cartridge inventory.
: We are looking for ALL Old Video game cartridges.

: Paying $1-$50 for EACH Cartridge
: depending on rarity of the title.
: Please E-mail with cartridge list that you
: are interested in selling.

: Vectrex Games $3.00 Each and up
$15-$40

: Vectrx MACHINE $20.00
at least $100

: Chase the ChuckWagon $25
$125? at least...

: Crazy Climber $20
lately this has been auctioning at $120+

: SwordQuest:WATERWorld $30
I cant recall ever seeing one of these for sale.

: Vectrex
: 3D-Imager $50
these go for up to $350. Heck, I've seen one go that wasn't even
guaranteed as working for $275.

: -=-
: ALL prices are ONLY for Cartridges in GOOD Condition,
: which means, NO Label Tears, NO Screw Holes, No Missing labels, Etc
: If the above cartridges have these Defects I will still trade 50% of the
: above value.
: Then it's all up to you!! You will get what we agreed on AND The full
: postage Returned to in, MONEY sent out the SAME day as the Cartridges
: arrive.

at these prices, i imagine you'll be decorating your home with unwanted
CtCWs and Vectrexes and 3D-imagers! And just imagine, you'll pay for
your purchases AFTER you receive them, how innovative! I'm sorry, but I
dont think that anyone who's in this group does not know the *net* value
of these items (I was tempted to say *real* value, but that is just a
matter of opinion), so why don't you hit some thrifts/flea markets where
these prices might actually fly...

Ted B
(what really gets my goat is that if anyone does actually sell him any of this stuff at these prices, he'll just turn around and advertise it on the net for roughly 5 times what he paid. At least if he spent some time hittin the thrifts, he might have actually earned some of his profit.)

745. 6502 Decimal Mode

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-11 00:00:00 UTC
From: ud264@freenet.Victoria.BC.CA
Message-ID: <1996Feb11.033516.5922@freenet.victoria.bc.ca>
Source record: 85970

classics@mail.nacs.net wrote:

>> Does anyone have any information on exactly how the 6502 decimal
>> mode operates?
>>
>> For example:
>>
>> Clc
>> Lda #$FF
>> Sed
>> Adc #$01
>> Cld
>> Rts
>>
>> This results in a value of $66 in the accumulator! ?? Setting the carry
>> flag results in $67, so nothing creepy there. I was using the Intel
>> x86 'daa' instruction to do an emulation of the 6502 decimal mode,
>> but it does not mimic this strange overflow behavior. It does however
>> work the rest of the time.
>>
>> Perhaps im still fuzzy on what decimal mode is supposed to accomplish :)
>>
>> Any documentation or idea on how exactly this mode works?
>>
>> Steve

<david@signus.demon.co.uk> replied:
>
> $FF is not a valid BCD number. In BCD mode each byte is consider as two
> nibbles (4 bits) which have valid values between 0 and 9, the remaining
> values $a through $f are not used in BCD mode.

Perfectly correct, but maybe I can shed a bit more light on what is one of
the more obscure operating modes of the 6502. To use decimal mode with the
6502, you use the normal sequence for binary addition or subtraction with
the decimal flag set _but_ you have to use hex to load the bit patterns
because the 6502 interprets them as BCD once the decimal flag is up.

eg. to add 7+57:

```
SED
CLC
LDA #$07
ADC #$57
CLD
```

results in $64 in the accumulator which you read as the correct binary coded decimal result (the carry remains clear).

eg. to add 54+97

```
SED
CLC
LDA #$54
ADC #$97
CLD
```

results in $51 in the accumulator and a set carry indicating rollover past 99 (there is after all, no high byte to adjust in the 6502 accumulator).

Similarly:

```
SED
SEC
LDA #$97
SBC #$08
CLD
```

results in $89 in the accumulator and leaves the carry set as no borrow\ occurred, while:

```
SED
SEC
LDA #$10
SBC #$97
CLD
```

results in $13 in the accumulator and a clear carry indicating the borrow, so the BCD result is interpreted as -13.

Word and multi-byte operations are performed in the normal 6502 manner e.g. set up a subtotal of 790099

```
LDA #$79
STA RESULTHIGH
LDA #$00
STA RESULTMID
LDA #$99
STA RESULTLOW
```

add 102703 to it

```
SED
CLC
LDA #$03
ADC RESULTLO
STA RESULTLO
LDA #$27
ADC RESULTMID
STA RESULTMID
LDA RESULTHIGH
```

```
ADC #$10
STA RESULTHIGH
CLD
```

leaves $892802 in RESULTHI-->LO with a clear carry--the correct BCD result.

Floating point operations in the Atari ROM are carried out in BCD using 6 bytes where the first bit is the sign and the remaining 7 are the exponent (this byte is in binary) for powers of 100 in "excess 64 notation". The following byte is the integer portion of the mantissa followed by four bytes representing its decimal portion.

These examples are from page 8-45 of De Re Atari.

Number: 0.02 = 2*100^(-1)
Format: 3F 02 00 00 00 00
(exponent=$40-1)

Number: -0.02 = -2*100^(-1)
Format: BF 02 00 00 00 00
(exponent=$80+$40-1)

Number: 37.0 = 37*100^(+0)
Format: 40 37 00 00 00 00
(exponent=$40+0)

Number: -460312 = -46*100^(+2)
Format: C2 46 03 12 00 00
(exponent=$80+$40+2)

Three final notes:

1. The _only_ valid flag in decimal mode is the carry. If you try:

```
SED
SEC
LDA #$97
ADC #$03
CLD
```

you get the correct result of 0 in the accumulator with a set carry. But the z flag is _not_ set as you would expect and the sign and overflow flags are always meaningless.

2. _Only_ ADC and SBC work in decimal mode. If you try:

```
SED
LDA #$15
ASL A
LDX #$10
DEX
CLD
```

the values in A and X will incorrectly be $2A and $0F as the 6502 carries out decimal adjustment only following the add or subtract operations.

3. Because the Atari always clears the decimal flag on boot or reset and on exit from the normal floating point routines; and most DOS clear it on entry as a matter of course, a lot of software is written on the assumption that the computer is in binary mode. If a program does not clear it after use, really nasty things can happen later when you've forgetten it. This is not a worry with the ROM interrupt code which always issues a CLD before proceeding to service the interrupt, but the RTI of course, restores the entry status byte.

BCD sucks? I agree but the 6502 has a lot of other features that redeem it. If you have any more questions that I might attempt to answer, you can reach me via message or E-mail through Ted. If you have access to a USF BBS (CTH, New Nest, etc.), get me (jkp) directly on the 8-bit or 6502 programming bases.

746. Re: BBS support for 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-11 00:00:00 UTC
From: tdrake1@umbc.edu
Message-ID: <4fk0m5$62d@news.umbc.edu>
Source record: 85971

Ronald J. Hall (darchyld@harold.eastky.com) wrote:
: Hi everyone,

: I'm in the process of setting up a BBS using BBS Express! ST...I'm
: your typical Atari fanatic with a Falcon, STe, Jaguar, Lynx, etc, but
: like so many of us I started out on an 800XL and still have (very) fond
: memories of that machine...BBS Express! ST has an option for 40 column
: support and I want to support 8-bit machines so I intend on using it.
: Here is my request: anyone who runs an Atari BBS and supports 8 bitters,
: would you please post some hints/tips etc,...on how to setup menus 'n
: stuff so they will work best with 8-bit machines. For example-does the
: 8-bit machines support anything like V-52, ANSI, IGS, or are they limited
: to Ascii? Thanks in advance for any input/info etc,...

Nope! The venerable Atari 8-bit lives beyond mere ascii. With the right
telecommunications program on the 8-bit you can do ascii, atascii, VT52,
VT100, VT102, ANSI and ANSI-BBS (like for Wildcat!), and more!

Chameleon, BobTerm, FlickerTerm 80, ICE-T version 2.5 will cover the above
and then some!

I am right now writing this message in VT-102 mode using the fantastic
(and still getting better!) Atari 8-bit telecomm package called ICET-T in
full 80-column mode at 14.4k baud!

Thank you, Itay!

So yes, to answer your question, the Atari 8-bit can do more than just
"emulate" ascii. Personally I like atascii!! :)

And some people think that the Atari 8-bit only plays Star Raiders. Of
course, we know better here in c.s.a.8.!

NOTE: I routinely use my Atari 8-bit as my main computer for accessing
the Internet and more via regular dialup.

If I really want the WWW graphics and pretty pictures, then I just go find
a Mac, Amiga, PC, Sun, SGI, etc. etc. But I actually do quite well without
it, just using the Lynx VT-100 based WWW browser via dialup.

After all, it is the information I am really after, not the window dressing!

And for all you die-hard Atari 8-bit BBS operators and sysops out there...
got anymore tips or advice? After all, he wants to support the Atari
8-bitters!

Tom

--
-=-=-=

747. WORKING SYSTEMS FOR SALE

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-11 00:00:00 UTC
From: carlb66750@aol.com
Message-ID: <4fksgl$3vr@newsbf02.news.aol.com>
Source record: 85972

Being posted for a friend. Please reply only to email address below.

FOR SALE:

All equipment below in good working condition unless otherwise noted:

2 - 800 computers w/48k memory
1 - 400 computer w/16K memory, include unistalled 48k ram upgrade
2 - 850 interfaces
3 - 810 disk drives, one needs alignment, other 2 are fine. 2 drives have
Archiver modification
1 - 1702 Commodore color monitor

All of the above have working power supplies and interconnect cabling.

Also for sale:
Gobs of miscellaneous spare parts including 1 spare MPI drive mech,
chips
etc., diagnostic cartridges, diagnostic boxes including some manuals.

Would prefer to sell everything as a lot, but will piece it out for the
right price.
May consider trade for PC parts/accessories. Buyer pays for all shipping
via
carrier of choice.

no REASONABLE offer refused.

Please respond via email only to: soana@vms2.macc.wisc.edu

748. Re: ATARI equipment, MUST SELL, RE-Post!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-11 00:00:00 UTC
From: summers@newt.CS.ORST.EDU
Message-ID: <4fjkb3$lpn@engr.orst.edu>
Source record: 85973

In article <TCPSMTP.16.2.10.-16.22.48.2713246854.73743@bbs.freebbs.com>,
<starfleet@bbs.freebbs.com> wrote:
> I had an inquiry as to if the ATR8000 is still available...
>
> This equipment MUST BE SOLD!!!!!!
>
> ATARI Equipment, MUST SELL!!!
>
> ATARI 400 Computer, 16K, with power supply, manual, and 2 joysticks, TV
> connector, original cost $599.00, Joysticks $19.95 each, asking $100.00
>
> ATR8000 64K CP/M computer, for use with Atari 8-bit computers or Dumb
> (IBM computer) terminals. Runs all CP/M 2.2 software, supports up to 4
[some deleted]
> $39.95, Modem cable $39.95, asking $100.00.
>
[more deleted]
>
> ATARI 1050 Disk Drive, works with any Atari 8-bit computer, in very
> good condition, like new, supports single and dual density modes,
> includes power supply, original cost $179.95, asking $75.00.

[even more deleted]
>
> MUST SELL, will consider any reasonable offers on this equipment.
>
[rest deleted]

You've got to be joking...

--
___ ___ ___ Benjamin C Summers
//_>>// << E-mail: summersb@ucs.orst.edu
//_>>//_ __>> WWW: http://www.engr.orst.edu/~summers/
Telephone: (541) 258-5930

749. Re: Iomega's ZIP drive on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-11 00:00:00 UTC
From: steveg@cnct.com
Message-ID: <steveg-1002962056340001@192.0.2.1>
Source record: 85974

```
Since the thread is here, there's some Atari/Zip information on my Iomega
page. Check it out. :-)

- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -
steveg@cnct.com -=> http://earth.cnct.com/home/steveg
Iomega Zip FAQ -=> http://earth.cnct.com/home/steveg/zip.html
Steve's Trading Post -=> http://earth.cnct.com/home/steveg/trading.html
Ferret is Latin for "little thief". "Little fuzzy fearless klutz that
hides valuables" apparently takes too long to say in Latin.
--------------------------------------------------------------------------
```

750. Problems with an 850 at 9600 baud

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-11 00:00:00 UTC
From: mgfrank@acsu.buffalo.edu
Message-ID: <4flb2s$3jq@azure.acsu.buffalo.edu>
Source record: 85975

I'm having problems getting a modem attached to my Atari 850 to communicate at 9600 baud. When I set my communications program to 2400 baud, everything works fine. However, when I set it to 9600 baud, the modem echoes my characters but doesn't act on them. That is, at 2400, an "at" produces an "OK". But at 9600, the at echoes but I don't get an OK.

It's a Zoom 9600 baud external modem. I've tried this with kermit, BobTerm, and Ice-T all with the same results. Modem configuration as follows:

B1 E1 L0 M0 N1 Q0 T V1 W0 X4 Y0 &C0 &D0 &G0 &J0 &K0 &Q5 &R0 &S0 &T4 &X0 &Y0
S00:000 S01:000 S02:043 S03:013 S04:010 S05:008 S06:002 S07:037 S08:002 S09:006
S10:014 S11:095 S12:050 S18:000 S25:005 S26:001 S36:007 S37:000 S38:020 S44:003
S46:138 S48:007 S49:008 S50:255

No amount of fiddling with it seems to fix it.

However, I can attach the 850 to a null modem and log into my other computer at 9600 without problems. Specifically, 850->850-to-rs232 cable->db25 rs232 cable->null modem->db25-to-Mac cable->SGI Indigo. In case it helps anyone figure out what's wrong with my modem, the tty settings for the Indigo's serial port are:

speed 9600 baud; line = 1;
intr = ^C; quit = ^\; erase = ^H; kill = ^U; eof = ^D; eol = ^@; swtch = ^Z
lnext = ^V; werase = ^W; rprnt = ^R; flush = ^O; stop = ^S; start = ^Q
-parenb -parodd cs8 -cstopb hupcl cread -clocal -loblk -tostop
-ignbrk brkint ignpar -parmrk -inpck istrip -inlcr -igncr icrnl -iuclc
ixon ixany -ixoff
isig icanon -xcase echo echoe echok -echonl -noflsh
opost -olcuc onlcr -ocrnl -onocr -onlret -ofill -ofdel tab3

Does anyone have any idea how I can hook the modem up to the 850 and get it to operate properly at 9600?

Thanks!

751. Re: ATARI equipment, MUST SELL, RE-Post!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-11 00:00:00 UTC
From: moellerw@noc.tor.hookup.net
Message-ID: <4flbe2$n72@noc.tor.hookup.net>
Source record: 85976

In article <4fjkb3$lpn@engr.orst.edu>,
Benjamin C Summers <summers@newt.CS.ORST.EDU> wrote:
>In article <TCPSMTP.16.2.10.-16.22.48.2713246854.73743@bbs.freebbs.com>,
> <starfleet@bbs.freebbs.com> wrote:
>> I had an inquiry as to if the ATR8000 is still available...
>>
>> This equipment MUST BE SOLD!!!!!!
>>
>> ATARI Equipment, MUST SELL!!!
>>
>> ATARI 400 Computer, 16K, with power supply, manual, and 2 joysticks, TV
>> connector, original cost $599.00, Joysticks $19.95 each, asking $100.00
>>
>> ATR8000 64K CP/M computer, for use with Atari 8-bit computers or Dumb
>> (IBM computer) terminals. Runs all CP/M 2.2 software, supports up to 4
>[some deleted]
>> $39.95, Modem cable $39.95, asking $100.00.
>>
>[more deleted]
>>
>> ATARI 1050 Disk Drive, works with any Atari 8-bit computer, in very
>> good condition, like new, supports single and dual density modes,
>> includes power supply, original cost $179.95, asking $75.00.
>
>[even more deleted]
>>
>> MUST SELL, will consider any reasonable offers on this equipment.
>>
>[rest deleted]
>
>
>You've got to be joking...
>
>--
> ___ ___ ___ Benjamin C Summers
> //_>>// << E-mail: summersb@ucs.orst.edu
> //_>>//_ __>> WWW: http://www.engr.orst.edu/~summers/
> Telephone: (541) 258-5930

Terry Ortman NEVER jokes about his prices!

He can shove his ORIGINAL COST prices where the sun doesnt shine.

752. Re: 5200 -> 800 ports

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-11 00:00:00 UTC
From: jhardie@usa.pipeline.com
Message-ID: <4fl4va$a8f@news1.usa.pipeline.com>
Source record: 85977

As far as Super Pac-man for the 8-bit goes. I have a cart version which works fine and a version on disk which has the maze door/ key problem. I always figured that whoever transferred the cart to disk screwed the program up.

John

753. Re: Behind Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-11 00:00:00 UTC
From: dh20012@goodguy.goodnet.com
Message-ID: <4fl8ou$7fe@goodguy.goodnet.com>
Source record: 85978

In article <310eed92.1961074@news.servtech.com>,
Jeff Kyle <jeffk914@groucho.roc.servtech.com> wrote:
>On 30 Jan 1996 06:18:55 GMT, glenng@rain.org (Glenn Gabrielson) wrote:
>
>>Richard A. Smith (richs@interlog.com) wrote:
>>: Does anybody remember a game called "Behind Jaggi Lines" ? I believe
>>: that this game was renamed "Rescue on Fractalus".
>>: Cheers !
Yeah, I remember, and BallBlazer too. They were some wickedly fast games from LucasFilm.

I know everybody else has replied, but I just wanted to say that I LOVED the
music for Behind Jaggi. I recorded it once, letting it loop for 5 minutes or
so, just so I could put it on one of my mixes. I guess I kind of evolved
on atari-8-bit game music-themes (Ultima III had some great music as well, so
did Archon). I have since lost my recording, and the computer, and hence
the game, so now I play it on guitar.

I'm here looking for info on an emulator, so I can look at some of these old
games again.

Has the copyright gone out on the older games yet. How does that work?

Mark
.

754. Re: Iomega's ZIP drive on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-11 00:00:00 UTC
From: moellerw@noc.tor.hookup.net
Message-ID: <4flb11$rne@noc.tor.hookup.net>
Source record: 85979

I cant understand why the Black Box would not even recoginze the EZ Drive on the BUS......so, it doesnt matter which software I was running......but it was the latest formatter from the PUFF BBS......1.93 I think.

Willy

755. Re: Is the Atari Light Gun that bad?

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-12 00:00:00 UTC
From: gholder@mindspring.com
Message-ID: <4fmlvc$4ek@firebrick.mindspring.com>
Source record: 85980

"Ernest.R.Schreurs" <ernest@pi.net> wrote:

>plouie@isc.sjsu.edu (Philip N Louie) wrote:
>>I just purchased a new Atari Light Gun with Bug Hunt cartridge to play on my
>>Atari 800. However, the gun seems to be horribly inaccurate and the distance
>>that I have to hold the gun to the TV is very short. I've heard that the gun
>>is inaccurate, but even when it's held up a couple inches from the screen,
>>it seems to shoot slightly to the left.
>>
>>The oddest thing was that I have to hold the gun within 15 inches of the TV
>>otherwise, the computer doesn't notice that I'm shooting at a different
>>location. Does using a Trinitron TV affect the light gun?
>>
>>Is the Atari light gun that bad? Inaccurate AND short shooting distance?
>>
>>TIA, Phil
>>
>I have tested several of these XG-1 lightguns. Some of these are
>somewhat inaccurate. The problem is that most software simply does not
>bother to calibrate the gun to your television set. Therefore the gun
>is usually up to half an inch off. It would be simple to put a dot on
>the center of the screen and have the user shoot at it. Most programmers
>decided to test it on their own system, and assume all Atari's are
>created equal. A calibration would therefore not be needed. Boy are
>they wrong!

Most of the reviews of the XG-1 and its games at the time of their
release complained of the relative inaccuracy of the Atari system as
compared to others. I've got a couple of XGESs and guns
and have used Bug Hunt and Barnyard Blaster. My only other comparison
would be the NES Duck Hunt. My experience agreed with the reviewers,
that the Atari system tended to be inaccurate, and tended to be
randomly off a bit to the left and up (as I recall). This was
attributed to the cpu cycle stealing for DLIs, which apparently would
be very difficult to compensate for on the fly.

As for sensitivity (that is, a hit being registered in the region of
the shot--giving allowances for DLIs), I think the XG-1 was pretty
much as good as the NES.

It was a trivial mod to connect the Sega Light Gun to the Atari--a
member of my user group did so, but I don't think any claims for
increased accuracy or sensitivity were made--they were just easier to
find.

Gary Holder

756. Atari 5200 Tech notes from ANALOG #15

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-12 00:00:00 UTC
From: David Paterson <dhpaterson@sympatico.ca>
Message-ID: <199602120638.BAA26942@smtp1.sympatico.ca>
Source record: 85981

Given the recent interest in the 5200, here's a re-post that may
find a few fans:

From: heller@akh104.rh.psu.edu (Andrew K. Heller)
Newsgroups: comp.sys.atari.8bit,rec.games.video.classic
Subject: 5200 Notes
Date: 28 Feb 1995 20:56:36 GMT

Against better judgement (and a hearty thank you to the person
who sent me this copy to begin with) I am posting the 5200 info.
(Not sure if it belongs in this group or one of the game
groups..but I'll post to both)

A.N.A.L.O.G. #15, January 1984

TRANSPORTING
ATARI COMPUTER PROGRAMS
TO THE
5200

by Claus Buchholz

When Atari designed the 5200 "Supersystem" as a successor to
the aging 2600 VCS, they made use of the state-of-the-art
hardware they put into their 400/800 home computers. As a
result, the systems are quite similar. The differences are
great enough, however, that transporting programs from one
system to the other requires some effort.

The 5200 is a single-board machine with four controller
jacks, a cartridge slot, an I/O expansion connector and a
power/RF cable. It shares the same VLSI chips with the
400/800, except for the 6520 PIA (joystick/parallel I/O
ports). The other chips (ANTIC, GTIA, POKEY and the 6502
CPU) are in the 5200, although some of their registers are
in different memory locations than those in the 400/800.
Also, some of the registers serve slightly different
purposes. Figure 1 is a block diagram of the 5200. Let's
look at each section of the hardware in turn.

When a specific register is mentioned in the article, the
name is taken from the Hardware Manual in the 400/800
Technical Reference Notes. With the exceptions listed in
this article, the Hardware Manual applies also to the 5200.

6502 CPU.

Although it is a standard 6502 from the programmer's view, Atari has reworked this chip to save four support chips. Those four chips mediate access of the system bus by the 6502B and ANTIC in the 400/800, but that function is built into the 6502C in the 5200. Atari also uses the 6502C in the new XL series of computers.

16K RAM.

The 5200 contains 16K bytes of RAM addressed from $0000 to $3FFF, just as in an unexpanded 400. The memory circuit is nearly identical to that in the 400, except it uses 4516s, a 5V-only version of the 4116 16K-bit dynamic RAM.

The 5200 monitor program reserves locations $0000 through $0018 and $0200 through $021B for shadows and RAM vectors. And, of course, page $01 is reserved for the 6502 stack. The rest of the RAM is available to the cartridge program.

ANTIC.

This is the same ANTIC chip used in the 400/800. Since ANTIC shares the address bus with the CPU and has no chip select input, its registers reside in the same place in the 5200's memory as in the 400/800's, page $D4.

The 5200 has no System Reset key, so bit 5 of NMIST is useless and the 5200's interrupt handler ignores it.

GTIA.

The GTIA and its registers perform the same functions in the 5200 and 400/800, except as noted below. The registers, however, reside at page $C0 in the 5200's memory, not at $D0 as in the 400/800.

The trigger inputs, TRIG0 through TRIG3, are wired to the controller ports, one to a port. The bottom button on either side of the leftmost controller zeroes the TRIG0 register when pressed, and likewise for the other ports.

The bits in CONSOL, the 400/800's console switch port (START, OPTION, SELECT and speaker), are used as outputs in the 5200, Bit 3, the 400/800's speaker control can still be toggled in the 5200 to produce sounds through the TV speaker. Bit 2 controls the pots in the joystick controllers. It must be set high to enable the pots.

Bits 1 and 0 select which controller port is to be active at one time. 00 selects port #1 (the leftmost), 01 selects #2, 10 selects #3, and 11 selects #4. The trigger buttons and pots are independent of this selection; it applies only to the keypads and top side buttons on the controllers.

POKEY.

POKEY's registers are all addressed at page $EB in the 5200 as opposed to $D2 in the 400/800. Its functions are unchanged, however, except for two.

The eight pot inputs used for paddles in the 400/800 are wired to the 5200's controller ports, two to a port. Each controller has an analog joystick, using one pot to sense horizontal position and a second pot for vertical position. The even pots (POT0-POT6) give the horizontal positions of range from 1 to 228; the maximum readings are to the right for the horizontal pot and at the bottom for the vertical pot. Figure 2 shows the pinout for the 5200 controllers.

Pin Function
1 Keypad -- right column
2 Keypad -- middle column
3 Keypad -- left column
4 Start, Pause, and Reset common
5 Keypad -- third row and Reset
6 Keypad -- second row and Pause
7 Keypad -- top row and Start
8 Keypad -- bottom row
9 Pot common
10 Horizontal pot (POT0, 2, 4, 6)
11 Vertical pot (POT1, 3, 5, 7)
12 5 volts DC
13 Bottom side buttons (TRIG0, 1, 2, 3)
14 Top side buttons
15 0 volts -- ground

The keyboard scanning lines in the 400/800 are used in the 5200 to read the keypad keys to the one controller that is selected by bits 1 and 0 in CONSOL. Only four lines are used, though, so only bits 1 through 4 of KBCODE are valid. Table 1 gives the keycode for each key on the controller. The top side buttons on the selected controller act like the 400/800 shift keys and also cause a BREAK-key interrupt, if that's enabled. Bit 0 of SKCTL, the debounce enable bit, need not be set in the 5200.

KBCODE
Key bits Keypad code
---
none 0000 $FF
0001 $0B
0 0010 $00
* 0011 $0A
Reset 0100 $0E
9 0101 $09
8 0110 $08
7 0111 $07
Pause 1000 $0D

6 1001 $06
5 1010 $05
4 1011 $04
Start 1100 $0C
3 1101 $03
2 1110 $02
1 1111 $01

POKEY's serial I/O lines are used in the 5200, but they are wired to the I/O expansion connector, an edge connector hidden behind a small door in the rear of the 5200. This connector allows for more hardware registers addressed at page $E0, and for peripherals using the serial port. See Figure 3 for the pinout of this connector. Its existence demonstrates Atari's original plans to expand the 5200 system.

Top Bottom

+5V DC 1 36 +5V DC
Audio Out (2 port) 2 35 Not connected
Ground 3 34 Ground
R/W Early 4 33 Not connected
Enable E0-EF 5 32 D7
D6 6 31 D5
D4 7 30 D3
D2 8 29 D1
D0 9 28 Ground
IRQ 10 27 A0
Ground 11 26 A1
Serial Data In 12 25 A2
Serial In Clock 13 24 A3
Serial Out Clock 14 23 A4
Serial Data Out 15 22 A5
Audio In 16 21 A6
A14 17 20 A7
System Clock 01 18 19 A11

ROM.

The 5200 has a 2K ROM on board which holds the character set and monitor program. The character set, which is an exact copy of the 400/800's set, resides at pages $F8 through $FB, and the monitor sits at $FC through $FF.

The cartridge ROM can be 32K bytes long and resides in memory from $4000 to $BFFF. Figure 4 shows the pinout of the cartridge slot. The two interlock connectors are wired together on a cartridge board. The 5200 uses this as a switch for the cartridge's power connections and as a Reset signal. Therefore, a cartridge may be safely removed or inserted while the 5200 is powered on.

D0 1 36 Interlock
D1 2 35 A11
D2 3 34 A12
D3 4 33 A10
D4 5 32 A13
D5 6 31 A9
D6 7 30 Audio In (2 port)
D7 8 29 A8
Enable 80-8F 9 28 Not Connected
Enable 40-7F 10 27 A7
Not Connected 11 26 +5V DC
Ground 12 25 Ground
Ground 13 24 Ground (Video In on 2 port)
Ground (System Clock
02 on 2 port) 14 23 Ground
A6 15 22 A4
A5 16 21 A3
A2 17 20 A1
Interlock 18 19 A0

The 5200 monitor program.

The 1K monitor program in ROM has three functions: (1) to initialize the system before running the cartridge program, (2) to service interrupts as they occur, and (3) to maintain shadows of some important hardware registers. Recall that the 400/800 Operating System is 10K bytes long and performs the above functions. It also provides peripheral handlers, predefined graphics modes, a screen editor, and floating point math routines. Those utilities do not exist in the 5200.

Table 2 shows the RAM locations used by the monitor for shadows and RAM vectors.

Table 2. 5200 Monitor RAM Locations.

Page Zero Locations
$00 Shadow for IRQEN
$01 Real time clock (high byte)
$02 Real time clock (low byte)
$03 Critical code flag (if non-zero, VBI routine is abbreviated)
$04 Attract mode timer/flag
$05 Shadow for DLISTL
$06 Shadow for DLISTH
$07 Shadow for DMACTL
$08-$10 Shadows for COLPMO through COLBK
$11-$18 Shadows for POT0 through POT7

Page Two Vectors
$200 Immediate IRQ vector
$202 Immediate VBI vector

$204 Deferred VBI vector
$206 DLI vector
$208 Keyboard IRQ vector
$20A Keypad routine continuation vector
$20C BREAK key IRQ vector
$20E BRK instruction IRQ vector
$210 Serial Input Data Ready IRQ vector
$212 Serial Output Data Needed IRQ vector
$214 Serial Output Finished IRQ vector
$216 POKEY Timer 1 IRQ vector
$218 POKEY Timer 2 IRQ vector
$21A POKEY Timer 4 IRQ vector

Upon Reset, the 6502 vectors through $FFFC to the initialization routine. This routine performs the following sequence.

1. Disable maskable interrupts, clear the 6502 decimal flag, and set the stack pointed to $01FF.

2. If the cartridge address $BFFD contains $FF, then jump immediately through the vector at $BFFE (diagnostic cartridge).

3. Zero all hardware registers and page $00, set CHBASE to point to the character set at $F8, and initialize the first six RAM vectors starting at $0200.

4. Set up the Atari logo rainbow display. The cartridge title (20 characters) and copyright year (2 characters) in ANTIC mode 7 display code are taken from cartridge addresses $BFE8 through $BFFD.

5. Enable VBI (Vertical Blank Interrupt) and DLI (Display List Interrupt), and enable key scan.

6. Wait four seconds, then jump through the vector at $BFFE to the cartridge program.

When the 6502 receives a non-maskable interrupt (NMI), it vectors through $FFFA to the NMI handler. The following steps take place:

1. Check NMIST and strobe NMIRES to reset the interrupt status.

2. If a DLI is pending, jump through the DLI vector (initialized to point to the rainbow effect routine).

3. If a VBI is pending, jump through the immediate VBI vector (initialized to point to the VBI routine).

4. Else, return from the interrupt (no System Reset).

A cartridge program can change these vectors to point to its own DLI and VBI routines, if it must. The default VBI routine takes the following action.

1. Push A, X, and Y onto stack, increment the real time clock, and update the attract mode timer.

2. If the critical code flag byte is non-zero, then pop Y, X, and A from the stack and return from the interrupt.

3. Update DLISTL, DLISTH, and DMACTL from their shadows.

4. Maintain the attract mode flag and update the GTIA color registers from their shadows.

5. Update the pot shadows from POT0 through POT7, and strobe POTGO to start another pot scan.

6. Jump through the deferred VBI vector (initialized to point to the end-of-interrupt routine, which pops Y, X, and A, and returns from the interrupt).

If maskable interrupts (IRQs) are enabled and one is received, the 6502 vectors through $FFFE to an instruction which jumps through the immediate IRQ vector. That vector is initialized to point to the IRQ routine, which performs the following tasks.

1. Push A and check IRQST.

2. For each of the eight bits in IRQST, check for a pending interrupt. If found, then clear the status bit, update IRQEN from its shadow, and jump through the appropriate IRQ vector.

3. If no interrupt found, then push X and check for a BRK instruction interrupt. If found, then jump through the BRK instruction IRQ vector.

4. Else, pop X and A and return from the interrupt.

The only IRQ vector that is initialized is the keyboard IRQ vector, which points to the keypad read routine. That routine does the following:

1. Push X and Y.

2. Read KBCODE and mask bits 1 through 4.

3. Convert to the keypad code given in Table 1, leaving that code in A.

4. Jump through the keypad routine continuation vector (initialized to point to the end-of-interrupt routine).

Comparing the 5200's monitor vectors to the 400/800's OS vectors, we see that Atari paid no attention to

compatibility between the two. This further complicates the task of converting a program from one system to the other.

Transportability.

It would not be difficult, given the information in this article, to write a program in two versions, one for the 400/800 and another for the 5200. Nor would it be difficult, given the source code, to convert a finished program from the 5200 to the 400/800. The reverse is more difficult if the program takes advantage of special features in the 400/800 OS. Otherwise, the only task, aside from redefining some addresses, is to convert the keyboard/joystick input routines from one system to the other.

I acquired the information in this article by dissecting a 5200 and disassembling its ROM. The 400/800 schematics in the Hardware Manual were quite helpful. It is interesting to note the difference between the two machines and to guess Atari's motives for the design differences. But the similarities grossly outweigh the differences, so that a 5200 program can be developed and almost entirely debugged before testing on a 5200. With the addition of an EPROM burner, a 400/800 can be a powerful development system for 5200 programs. An adventuresome hacker can even bypass the EPROM by putting dual-port RAM on the cartridge board and downloading programs from the 400/800 development system into the 5200 for testing.

A.N.A.L.O.G. #16, February 1984

READER COMMENT

5200 Article Update. (ANALOG #15)

Newer releases of the 5200 incorporate some minor hardware changes. Controller ports 3 and 4 have been eliminated, making POT4 through POT7, TRIG2, TRIG3, and bit 1 of CONSOL useless. A few of the connector pins have been redefined. Pin 2 of the I/O expansion connector now carries POKEY's Audio Out signal. Three pins on the cartridge connector have changed to accomodate the new 2600 adapter. The system clock, 02, is output on pin 14, isolated through a diode. An alternate video input is taken from pin 24 and is also isolated through a diode. Pin 30 provides an alternate audio input.

There is space on the newer boards for circuitry for a PAL (European TV standard) version of the 5200. Also, on power-up, the monitor program checks for the PAL version by examining the GTIA register PAL after step 2 of the initialization routine. It also checks the cartridge program for PAL compatibility. The byte at $BFE7 should read $02 if

compatible, or $00 if not. This is the only important change to the monitor program. There are some additional hardware changes, but none affects the machine's operation from the programmer's view.

Claus Buchholz
Greenwich, CT

757. Atari 8-bit 13-year Clearance Sale!

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-12 00:00:00 UTC
From: tdrake1@umbc.edu
Message-ID: <4fmgot$ff0@news.umbc.edu>
Source record: 85982

Atari 8-bit Hardware for Sale!

Time to clean out the closet and the accumulated 8-bit extras of some 13 years!

XEP-80 Interface Module with 80-column composite monochrome high-resolution video display controller and built-in parallel printer port. Comes with manual, video RCA cable, power adapter, and XEP80 boot disk (Works great with AtariWriter 80!) ------------- $35.00

XF551 5.25" Double-Sided Double Density 360K disk drive with the CSS XF Update chip. Includes instructions, I/O cable, power supply, and the XF IBM/ST Reader disk. ------------------------------ $60.00

410 Program Recorder with manual ------------------- $ 5.00

Atari 810 Disk Drive with "pop" style eject, power supply, I/O Cable, cover, and Archiver chip with disk and docs. ------------------ $25.00

Stock XF551 Disk Drive (360K) with power supply and I/O Cable ---- $45.00

1010 Program Recorder with power supply ---------- $10.00

800 48K Home Computer with BASIC cartridge with TV Switchbox, composite split-video and audio monitor cable with 2 stock Atari joysticks -- $15.00

1200XL Home Computer with 1 meg RAM and SuperVideo 2.1 upgrade -------------------------- $75.00

Stock 1200XL Home Computer ---------------------- $20.00

CSS 3.5 inch XF551 upgrade with Sony 3.5 720K drive mechanism, instructions, mounting plate and conversion kit. ----- $50.00

For you Black Box/Floppy Board owners! 1 Dual TEAC 1.44 3.5 inch floppy drive system set up as drives 3 and 4 in one case. ---- $50.00

1 XE Game System with detachable keyboard, 2 XE grey-colored joysticks and TV Switch box, RCA cables for composite video and audio, 1 amp power supply, XE owner's manual, and keyboard owner's manual, Atariwriter cartridge and Flight Simulator II cartridge with docs. (good condition) --- $45.00

600XL Home Computer with internal 64K RAM and Supervideo 2.1 upgrade, split-video composite monitor cable, 1.5A power supply, with 2 Slik-Stik joysticks (excellent condition) ------------ $50.00

Stock 800XL 64K RAM Home Computer with matching 1.5A power supply (white-top), RF Cable, 2 Quickshot joysticks. ---------- $35.00

SIO Cable with CSS Power Booster built-in and instructions. Overcomes weak data signals. This cable will amplify the signal to and from an 8-bit computer 20 to 100 times. ------------------------- $15.00

U.S. Doubler (ICD) kit for 1050 with docs and instructions. Will convert a stock 1050 to double-density (180K) and greatly speed up read/write operations using Ultraspeed routines. ----------- $25.00

ICD P:R Connection for printer and modem. with box, docs, and utility disk. Does not require a power supply. Comes with parallel printer port and 2 RS-232C serial ports. Also includes a conversion adapter to hook up to a standard IBM-PC 25-pin modem cable. ------------------- $30.00

ICD P:R Connection for printer and modem. Comes with utility disk, and comes in original box. Does not require a power supply. Plugs right into the SIO port. ------------------------- $20.00

Stock 128K Atari 130XE with split-video composite cable, manual, power supply, RF cable, and 2 standard Atari joysticks. (excellent condition) ------- $40.00

Stock 800XL Home Computer with 64K RAM, 1.5A power supply, RF cable, 1 Starfighter joystick and 1 pointmaster joystick. ------ $25.00

Stock 1050 127K Disk Drive with power supply, I/O cable, and manuals. ---------- $25.00

1050 disk drive with built-in Happy clone (Lazer 500) with I/O cable, power supply, instructions for Lazer mod, and utility disk. True double-density (180K), high-speed SIO read/write and more. --- $75.00

Game Mate 2 Remote Control joystick system. Comes with power supply, 2 remote control Atari-style joysticks, switch, and receiving unit. Can be used with all Atari 8-bits or 2600 systems ------------------- $15.00

Buyer pays shipping.

-=-
Thomas Drake |From an 80-column Atari 8-bit Home Computer...
tdrake1@umbc.edu | Through the telephone, off of the server,
Test First! Then Code! | over the T-1 backbone, nothing but 'Net!

758. Re: Atari 8-bit 13-year Clearance Sale!

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-12 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <4fnbjf$r3t@news.xmission.com>
Source record: 85983

```
drake thomas ( phd posi) (tdrake1@umbc.edu) wrote:
: Atari 8-bit Hardware for Sale!
:
: CSS 3.5 inch XF551 upgrade with Sony 3.5 720K drive mechanism,
: instructions, mounting plate and conversion kit. ----- $50.00
:
: SIO Cable with CSS Power Booster built-in and instructions. Overcomes
: weak data signals. This cable will amplify the signal to and from an 8-bit
: computer 20 to 100 times. ------------------------- $15.00
:
: Game Mate 2 Remote Control joystick system. Comes with power supply, 2
: remote control Atari-style joysticks, switch, and receiving unit. Can be
: used with all Atari 8-bits or 2600 systems ------------------- $15.00
:

Oh sure! Where was this message 3 days ago? I just spent $120 plus with
Bob Puff to get most of these items. Sheesh!

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!
```

759. For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-12 00:00:00 UTC
From: David Paterson <dhpaterson@sympatico.ca>
Message-ID: <199602120638.BAA26938@smtp1.sympatico.ca>
Source record: 85984

Atari Stuff for sale

I'm moving. I can't keep more than two complete Atari 8-bit systems, so I'm selling the rest. I've got books and magazines for sale as well. All hardware in working condition unless otherwise noted. All prices include shipping within North America.

Hardware

Atari 800. 48k. Power supply, manual included. Software included: Demon Attack, K-Razy Kritters, Crossfire, Attack at EP-CYG-4, BASIC Rev A (all Cartridges) $40

Atari 800xl. 64k. Power supply, manual included. $30

Indus GT Disk Drive. Includes power supply, manuals, SIO cable, transport case. Mechanism getting old. $30

Atari XEP-80. Includes TTL output modification, power supply, video switchbox for up to 4 devices, driver disk. $20

Atari CX-85 Numeric Keypad. Plugs into joystick port. Includes driver disk with source code. $15

Atari 850. Two broken printer/modem interfaces. Includes two SIO cables, one power supply, one 850->printer cable, user manual. $25

Atari 1025 printer. Includes manual, SIO cable. Uses standard typewriter ribbons. $20

Software

PaperClip: Word Processor. Uses RAM expansions for additional storage or RAM based spell check. Includes docs and dongle. $8

Silent Butler: Personal Finance program. Includes Docs. $5

Kyan Pascal: Full featured Pascal programming language. Includes docs. $5

Mac/65. Fastest 6502 assembler. Full docs. Disk version. $8

Games package: No documentation with the following original disks: Chop Suey; Pinball Construction Set; Spy vs Spy I and II; Ace of Aces; The Eidolon; Rescue on Fractalus. $10 for all six

Games disks with full documentation: Summer Games; Silicon Dreams; Dunzhin; Wargame Construction Set; Blue Max;

Shamus: Case II. $5 each.

Books

Your Atari Computer. Lon Poole et al. $8

Compute!'s First Book of Atari Graphics. $8

The Atari BASIC Source Book. Bill Wilkinson et al. $8

101 Programming Surprises & Tricks for your Atari Computer. David Heiserman. $8

Advanced Programming Techniques for Atari. Linda Schreiber. $8

Atari Technical Reference Notes. OS Users' Manual; OS Source Code; Hardware Manual. $15

Bob DuHamel's System Reference Guide. Printed copy. $8

Magazines

ANALOG, Antic, Atari Explorer, Atari User, Compute!, Atari Interface, Current Notes. Over 140 issues, some missing covers. For sale as set. $70

Terms

I ship on receipt of payment. Email me to find out if what you want is still available. Prices are negotiable, but keep in mind that shipping is included.

Dave Paterson

dhpaterson@sympatico.ca

760. Cartridge format

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-12 00:00:00 UTC
From: David Paterson <dhpaterson@sympatico.ca>
Message-ID: <199602120638.BAA26940@smtp1.sympatico.ca>
Source record: 85985

Someone was asking about the storage format for cartridges. Here goes...

Taken from Mapping the Atari.

Technically, the right cartridge slot is checked first for a
resident cartridge and initialized then the left... [T]he last
six bytes of the cartridge program tell the OS where the program
begins... The six bytes are as follows:

Left (A) Right (B)
$BFFA $9FFA Cart Start addr (low, high bytes)
$BFFC $9FFC Reads 0 if a cart is present, non zero
when no cart is present. This info is
passed down to page 0 RAM: if the A cart
is present, then location 6 will read 1;
if the B cart is plugged in, then
location 7 will read 1; otherwise both
will read 0.
$BFFD $9FFD Option byte. if BIT 0 equals one, then
boot the disk (else do not boot). If
BIT 2 equals one, then init and start
the cart (else init but do not start).
If BIT 7 i\euals one, then the cart is a
diagnostic cart which will take control,
but not init the OS (else non-diagnostic
cart). Diagnostic carts were used by
Atari in the development of the system
and are not available to the public.
$BFFE $9FFE Cart init addr (low, high bytes) This
is the address to which to OS will jump
during all powerups and resets.

Hope this is of some help...

Dave Paterson

dhpaterson@sympatico.ca

761. HTML text viewer?

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-12 00:00:00 UTC
From: hg946ha@rs1-hrz.uni-duisburg.de
Message-ID: <4fnm91$he0@h20-hrze.uni-duisburg.de>
Source record: 85986

Hello,

I'm looking for a HTML viewer for the Ataris with source code included.
Is there any out there?

Thanks for responses

Rainer

E-Mail: rhasb96@tufvan.hv.se

762. Need help: Atari ST power supply broken

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-12 00:00:00 UTC
From: Michael Boehmer <boehmer@zen.informatik.tu-muenchen.de>
Message-ID: <4fn74g$7j7@sunsystem5.informatik.tu-muenchen.de>
Source record: 85987

Hi there,

I got an old ATARI ST FM for free, but the power supply (the part located above the ram chips) is broken. Trying to swisch it on (motherboard may be connected or not), the fuse is showing a nice light effect :(((

Where can I get an old, but functionating one ?
As far as I know, Atari has given up Germany some times ago (I'm mainly using an Amiga, but I want this ST going :))

Please answer PM, as I can't read this newsgroup regularz.
Any help would be appreciated.

Thanks in advance, Michael

763. Re: Problems with an 850 at 9600 baud

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-12 00:00:00 UTC
From: irvi2187@sundance.sjsu.edu
Message-ID: <4fnmmk$41h@jupiter.SJSU.EDU>
Source record: 85988

Marc G. Frank (mgfrank@acsu.buffalo.edu) wrote:
: I'm having problems getting a modem attached to my Atari 850 to
: communicate at 9600 baud. When I set my communications program to 2400
: baud, everything works fine. However, when I set it to 9600 baud, the
: modem echoes my characters but doesn't act on them. That is, at 2400,
: an "at" produces an "OK". But at 9600, the at echoes but I don't get an
: OK.

: Does anyone have any idea how I can hook the modem up to the 850 and
: get it to operate properly at 9600?

Do you have any other machines on which you can try this modem? If
it fails at 9600 elsewhere, you know the culprit. If not, I
guess it's back to the drawing board. I've used all of those comm
programs with an 850 at 9600 and received no problems...

--
Tim Irvin, irvi2187@sundance.sjsu.edu--CS Grad Student, San Jose State Univ.
Geek, Husband, System Administrator, Softball Maniac, Numismatist, et cetera
"The net.persona formerly known as ziggy29"
New & Improved for '96 ==> http://www.mathcs.sjsu.edu/student/irvi2187/

764. Re: PC <-> ATARI 8 bit transfers

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-12 00:00:00 UTC
From: Chet Chudasama <CChudasama@sc9.intel.com>
Message-ID: <4fmck6$41v@ornews.intel.com>
Source record: 85989

gah@cesint.demon.co.uk wrote:
>I have developed cable and software for 8 bit to PC disk transfers
>that do not require RS232 interface at Atari end. If anyone is
>interested. Please email to tgoacher@cesint.demon.co.uk. This facility
>would enable the intercahnge of 8 bit software over the net!!
>
>

I'm afraid you just reinvented the wheel. SIO2PC is software that does
this and the specs for building the cable are included in the package -
and it's free (I think).

Chet

--
Disclaimers:
'Any typos that may occur are intentional and may not be reproduced
without prior approval'
"My views/opinions are my own and in no way reflect those of my employer"

765. Re: Koronis Rift

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-12 00:00:00 UTC
From: smrgoodw@reading.ac.uk
Message-ID: <4fn53m$i3t@susscsc1.rdg.ac.uk>
Source record: 85990

In article hh7@hakatac.port.island.net, bmcbrine@hakatac.port.island.net (Bill McBrine) writes:
>I think it would be very kool if Koronis Rift (or -alike) was ported
>to the current set of computers. I loved KR as well, it was a Very Kool
>Game and there was always something better "around the corner". It did
>somewhat lack an end goal however. It was fairly repeatitive, but hey

There *was* an end goal of sorts, wasn't there? You had to destroy the Guardians' base on rift 20 I believe? As for repetitive, I can't really say because I could never get past about rift 5. There it was one hit and *bloomph*. I got better shields along the way but I never found anything good enough to last very long. I'm sure there were some interesting things out there - what *were* some of those objects that you found? I found a rotofoil (from Ballblazer) and aboard that was an object which played a simple version of the Ballblazer them. I would really love to see someone document "how to get far in Koronis Rift".

- Joel

766. Re: SIMPLE ATARI 800 QUESTION!

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-12 00:00:00 UTC
From: Chet Chudasama <CChudasama@sc9.intel.com>
Message-ID: <4fmc9l$41v@ornews.intel.com>
Source record: 85991

Russ.Gilbert@apk.wariat.org (Russ Gilbert) wrote:
>(Asks how to run a program on his 800.)
>Well, I guess you have to have a diks drive.
>If you have that then probably the next the is to get it up.
>If you can stick it in, then probably it'll come up.
>You may need to lubricate it some first, since it's old and may be a
>bit dry.
>So, there you have it. Get it up, lubricate it, stick it in.
>Oh, yes. Turn it on. Now some people like to turn it on before you
>stick it in and some people like to turn it on after you stick it in,
>in which case, refer to lubricating above.
>--
>Russ Gilbert, user of the UniBoard System @ wariat.org
>E-Mail: Russ.Gilbert@apk.wariat.org

Just a thought. . . shouldn't this be in one of the alt.sex. groups?
(just kiddin')

--
Disclaimers:
'Any typos that may occur are intentional and may not be reproduced
without prior approval'
"My views/opinions are my own and in no way reflect those of my employer"

767. Re: The Last Star Raiders

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-12 00:00:00 UTC
From: matthewp@netcom.com
Message-ID: <matthewpDMoDxr.779@netcom.com>
Source record: 85992

Robert Pinnegar (rpinnega@spartan.ac.BrockU.CA) wrote:
: : Heck, Doug Neubaer, the author of SR, freely admits
: : he didn't even know very much about 3D math when he wrote the thing!

: It shows. Ever noticed that, in the original Star Raiders, you can have
: an enemy photon torpedo coming straight at you, and can then avoid it
: simply by turning? Even when you're motionless?

: I wonder if it would be possible to add a little subroutine which would
: accomplish this? Not knowing _anything_ about 8-bit assembly programming,
: it's beyond my ability.

It is probably possible..

The most amazing thing about Star Raiders in my opinion is that the whole
thing is 8K, and uses less than 8K of work & display RAM. That's an
incredible amout of bang for byte.

--
-Matt P

Matt Pritchard | Antique Computer & Game System Collector
matthewp@netcom.com | Assembly Language Programming Guru
via Dallas, Tx dialup | Article Writer/Repressed Game Programmer

768. bursting digest files (on a unix workstation)

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-12 00:00:00 UTC
From: cyrus <"@@"@amd.com>
Message-ID: <DMoBJD.HyB@txnews.amd.com>
Source record: 85993

OK now, how do you burst Digest files? I have a few Atari8 Digests I
want to break up (and not manually). This would make life so much
easier when determining which articles to file in the wastebasket.
Right now I edit the digest file by hand.

--
================== ================== ==================
Opinions expressed aren't necessarily those of my employer.
Actually, they may not be mine either.
cyrus.malek@amd.com

769. atari 8 bit vendors in NJ

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-12 00:00:00 UTC
From: Jay Eckert <jay_eckert@intersolv.com>
Message-ID: <311FA643.391C@intersolv.com>
Source record: 85994

Does anyone know of any Atari 8 bit dealers in New Jersey?

Thanks,
Jay Eckert

770. ICET-T?

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-12 00:00:00 UTC
From: d_pike@Husky1.StMarys.CA
Message-ID: <4fo7u9$lnr@News.Dal.Ca>
Source record: 85995

I read somewhere on here that there is a term program called "Icet-t" and that it is really good. Where can I find a copy of it and how do I get it on a 5 1/4 disk at home from a Vax account? Right now I'm using(have been using for the past 2 years) a VT-100 emulator which works "ok" but the screen is bright white and the characters are a light blue.
perhaps I can find it on a BBS that I can call direct from home? preferably one on the east coast.
randy gray.
-been using the same 600xl(64k) and 800xl(256k) for the past 15 years
or so with no bucks for a "real" computer.
or desire to have one.

771. Re: WANTED:ATARI 800 GAMES

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-12 00:00:00 UTC
From: drmonroe@expert.cc.purdue.edu
Message-ID: <4fojac$63c@mozo.cc.purdue.edu>
Source record: 85996

Wo
Would like to buy any copy of Ms. Pacman, Space Invaders, Donkey Kong Jr. and Asteroids for my 800. If anyone has some or all for sale please email me.
1st LT Daniel R. Monroe

772. .atr's on ftp.funet.fi

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-12 00:00:00 UTC
From: tomhunt@bright.net
Message-ID: <4fobfv$5qe@brutus.bright.net>
Source record: 85997

```
-----BEGIN PGP SIGNED MESSAGE-----

While perusing around ftp.funet.fi, I came across a large zip file of atari
8bit files. It's 809,422 bytes, and it can be found in:

/pub/misc/if-archive/games/atari-8bit/atari8gm.zip

It seems to have quite a few adventure types of games, in .atr format. I just
thought I'd pass this information along.

-----BEGIN PGP SIGNATURE-----
Version: 2.6.2

iQCVAwUBMR8/ZpE8W2AK/tGNAQH60AP+PyUMp2b5F5h67KYnfJPr9iiRYgkjV1/5
Jcn/AUtZNGZx1pul5jQEZb290spO4fY566F6gzbPiF8MEY21Pat36SCZoIjvcYp0
7P1Vcu9yJ2vIjobBx3O7zlYSVqC9HBfTrU/VsdiiI4BoZRavF2vDvuZ9LvkDT6Rl
1znzLhDs8aQ=
=qZ7z
-----END PGP SIGNATURE-----

Tom Hunt, Closer To Home Enterprises. | PGP key available on keyservers, or
Developer of CTH Shareware. | Finger tomhunt@brutus.bright.net
Sysop of The Closer To Home BBS, 419-368-4413, 3-14.4, USR.
Key Fingerprint = 98 43 51 AD AA 85 69 07 42 51 A9 A0 65 4F 21 44
```

773. Webpage: Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-13 00:00:00 UTC
From: Robert Hagenstr&#65533;m <sp93rob@ksk.sala.se>
Message-ID: <31212FC9.5A09@ksk.sala.se>
Source record: 85906

Well, the Alternate Reality web page is up and running.

All fans of the series, first released in (1985/87) will get themselves a momentum of nostalgia,

but for those who don't know what it is, it is a little unfortunate that I can't present the games for them...

Does anyone out there have them for any emulator?

(I'm quite desperate btw) :)

Yours Sincerely, Robert Hagenstri¿½m

774. Re: Problems with an 850 at 9600 baud

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-13 00:00:00 UTC
From: sgwallace@delphi.com
Message-ID: <Z9LrCIG.sgwallace@delphi.com>
Source record: 85907

I don't know if the config settings correspond between different modem manufacturers, but here are the settings for the Hayes Accura 144 I use:

B16 B1 E1 L1 M1 N0 P Q0 V1 W0 X4 Y0 &A0 &B0 &C1 &D1 &G0 &K3 &L0 &Q0 &R0 &S0 &T4 &U0 &X0 &Y0 S00:000 S01:000 S02:043 S03:013 S04:010 S05:008 S06:002 S07:050 S08:002 S09:006 S10:014 S11:095 S12:050 S18:000 S25:005 S26:001 S30:000 S36:001 S37:009 S38:020 S43:000 S46:000 S48:000 S49:064 S50:220 S63:009 S82:128 S86:000 S95:000 S97:030 S108:001 S109:062 S110:002 S136:003

This modem runs fine at 9600 baud with an 850. I have found S37 to be an important register. In this modem it establishes maximum DCE speed. Nine means 9600 baud. Hope this helps.

Steve

775. FS: 1040 AND COLOUR MONITOR

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-13 00:00:00 UTC
From: dwhite@in.on.ca
Message-ID: <4fqkic$13m@jade.in.on.ca>
Source record: 85908
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

$150 plus shipping.

776. Re: Web Page: Bravo's Atari Store: On-Line Catalogs. Check this out!

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-13 00:00:00 UTC
From: Vickey wong <vicwong@infolink.net>
Message-ID: <311F78F4.7219@infolink.net>
Source record: 85998
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,fr.comp.sys.atari,de.comp.sys.st,fido.ger.atari,ger.atari,ka.comp.sys.atari

Benjamin Smith wrote:
>
> Check out my Web Page for Bravo Sierra Computers. Where you can find Both
> Classic Atari 8 Bit & Atari ST. HardWare, SoftWare, Books & Accessories. My
> Web Address is below. On-Line Catalogs that you can View and Contact me via
> my Web Page! Or Request Catalogs in E-Mail. Specify Classic 8 Bit or ST.
> E-Mail: bensmith@teleport.com
>
> http://www.teleport.com/~bensmith/bscomputers.shtml
>
> --Thanks--
> ---Ben---
> --
> Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
> Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
> Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
> Catalogs are FREE & updated monthly. Reply in E-Mail to bensmith@teleport.com
http://www.teleport.com/~bensmith/bscomputers.shtml Bravo Sierra Atari
Store
Hi!! I'm gay and would like some contacts. I find it difficult to look
for new friends in asia

777. New FTP site

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-13 00:00:00 UTC
From: LukSoft <LukSoft@hipokrates.am.lublin.pl>
Message-ID: <59663.LukSoft@hipokrates.am.lublin.pl>
Source record: 85999

```
If You wanna get new (not only) demos for Your 8-bit Atari, try to get
it from hipokrates.am.lublin.pl by FTP-ing.
```

778. SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-13 00:00:00 UTC
From: LukSoft <LukSoft@hipokrates.am.lublin.pl>
Message-ID: <60597.LukSoft@hipokrates.am.lublin.pl>
Source record: 86000

I wanna buy SIO2PC cable.
If You wanna sell it, please contact me by e-mail.
Maybe You know where I can buy such cable ?

779. HELP: Need 800/800XL Roms for Rainbow (Mac Emulator)

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-13 00:00:00 UTC
From: Jack Szwergold <jackgold@execpc.com>
Message-ID: <4fqr85$31l@daily-planet.execpc.com>
Source record: 86001

Hi,

I just downloaded Rainbow, a Mac Atari 800/800XL emulator, and
read that I need the 800/800XL ROMS to actually run the
emulator. Now, I don't mind hacking things, but the reality
is that the only working 800XL that I have is buried in a
basement 5 or 6 states away from where I'm living now. So is
there anyone out there who has a copy of the 800/800Xl
OP_SYSTEM files needed to run this emulator? I've owned a
400, an 800 and two 800XLs and I would really like to see that
darn "Atari Computer Memo Pad" screen on my Mac...
Could someone point me to an FTP or WWW site that would have
these ROM files? Or could someone PLEASE e-mail me a copy?
Thanks in advance...

Jack
jackgold@execpc.com

780. For Sale: Atari 800xl's + other stuff.

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-13 00:00:00 UTC
From: Secross <secross@whidbey.com>
Message-ID: <Pine.SOL.3.90.960213204257.25769B-100000@whidbey>
Source record: 86002

I wish to sell this stuff quick.
So make an offer if interested and E-mail me back please.

These items are known to be in working order.
Some of these items might have blemishes and might need to be cleaned.
All this stuff is in working order, Unless otherwise noted.

Computers:
(1) Atari 400 computer
(2) Atari 800xl computers

Drives:
(1) Atari 410 tape drive
(1) Atari 1010 tape drive
(1) parts 1010 drive
(1) Atari 1050 diskdrive

Software:
Star-raiders cartridge
Donkey-kong cartridge
Asteroids cartridge
Pac-man cartridge
Space-invaders cartridge
Basic cartridge (for use with the 400)
Zaxxon tape
The crypts of plumbous tape
Writing programs 1 & 2 tape
introduction to sound tape
introduction to graphics tape
Your atari computer (guide) book
Atari 400/800 basic ref. man. book
Syncalc disk & book

All computers & drives come with power supplys and serial cables
unless otherwise noted.

Shipping info:
I will ship this by snail-mail unless the buyer makes other arrangments
and will ship this from clinton wa. (whidbey island)
If the buyer sends payment by check, I will wait for the check to clear
before shipping the merchandise.

The package would be around 20 pounds heavy.
(or 20 pounds light ;-)

If you have any questions, I can be reached at: secross@whidbey.com

Secross@whidbey.com
clinton wa.

781. HELP: Need 800/800XL Roms for Rainbow (Mac Emulator)

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-13 00:00:00 UTC
From: Jack Szwergold <jackgold@execpc.com>
Message-ID: <4fqr8h$33l@daily-planet.execpc.com>
Source record: 86003

Hi,

I just downloaded Rainbow, a Mac Atari 800/800XL emulator, and
read that I need the 800/800XL ROMS to actually run the
emulator. Now, I don't mind hacking things, but the reality
is that the only working 800XL that I have is buried in a
basement 5 or 6 states away from where I'm living now. So is
there anyone out there who has a copy of the 800/800Xl
OP_SYSTEM files needed to run this emulator? I've owned a
400, an 800 and two 800XLs and I would really like to see that
darn "Atari Computer Memo Pad" screen on my Mac...
Could someone point me to an FTP or WWW site that would have
these ROM files? Or could someone PLEASE e-mail me a copy?
Thanks in advance...

Jack
jackgold@execpc.com

782. Super Pacman

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-13 00:00:00 UTC
From: Ken Siders <102404.2370@CompuServe.COM>
Message-ID: <4fq7p2ffm1@mhade.production.compuserve.com>
Source record: 86004

The problems with keys no opening doors with the file version of Super Pacman are due to Copy Protection in the cartridge (unless it was an accident). The problem doesn't occur if the cartridge area of RAM is able to be write protected.

783. Re: Super Pacman

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-13 00:00:00 UTC
From: "Jack H. Lee" <102337.2577@CompuServe.COM>
Message-ID: <4fqqiv$i7h$1@mhade.production.compuserve.com>
Source record: 86005

I thought the thing with keys not opening doors were due to
advanced levels, and that you had to turn into Super Pac-Man into
order to clear those portions of the screen?

784. Re: Atari, JTS Corp. Merger

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-14 00:00:00 UTC
From: RLCOLLI@IBM.NET
Message-ID: <jcelxksjYJ0d088yn@IBM.NET>
Source record: 85909

In article <960213140918133384@muskrat.com>,
phil.musgrave@muskrat.com (Phil Musgrave) wrote:
>DOW JONES NEWS 02-13-96 10:09 AM
> Sunnyvale, Calif. (Dow Jones) -- Atari Corp. (ATC) and JTS Corp.
>agreed to merge.

Well, I guess it was going to happen sooner or later. I wonder how this is
going to affect the lynx? (Like Atari has been actively supporting it
anyway :-))

This could also mean a resurgence for Atari, to bring it back from
death!!! (I wonder how much they would sell the rights to the 8-bits?)

> Atari also said it extended a $25 million bridge loan to JTS Corp.
>and if the merger is not consummated, the loan will be convertible into

Wow, convertible is now a verb? Or does this mean that JTS gets a
convertible if they don't merge? :-)

--

Ryan 'Gozar' Collins rlcolli@IBM.NET

"You can count on others, but its better to use your own fingers and toes"

---

785. Re: Behind Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-14 00:00:00 UTC
From: ads@csl.com
Message-ID: <4fs6bl$54p@cruella.criterion.canon.co.uk>
Source record: 85910

In article <4fqg6j$pd3@sol.towson.edu>,
egittl1@zeus.towson.edu (Evan Gittler) wrote:
>: I'm here looking for info on an emulator, so I can look at some of these
> :old games again.
>
>: Has the copyright gone out on the older games yet. How does that work?

I've been looking for a few days for a site that archives Atari800 games to run on the xf2 emulator. Does anyone know of any .xfd files with all those great Lucas (and other) games? In particular I'm looking for Rescue.. and M.U.L.E., but I'd also really like to locate any of the games I wrote back then like Bellum, Chop Suey, Henri or ElektraGlide.

Adam

Adam Billyard,
Criterion Software Limited,
20 Alan Turing Rd, Surrey Research Park, Guildford, Surrey, GU25YD, UK.
ads@canon.co.uk, ads@canon.uucp, ..!ukc!canon!ads
Tel: +44 (0) 483 448803 Fax: +44 (0) 483 448811

786. Re: Interested in Chimera or Universal Hero Solution ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-14 00:00:00 UTC
From: clisowsk@condor.mcs.kent.edu
Message-ID: <4ftbht$t0v@ns.mcs.kent.edu>
Source record: 85911

Sven Gleich (sgl@hrz.tu-chemnitz.de) wrote:
: Recently I looked into my old atari stuff and I found a solution for
: Chimera and Universal Hero, including maps and hints.

I would be interested in the solution to Universal Hero. I never
quite managed to solve that one. If you could do so in ascii form, it
would be greatly appreciated. As for posting binary images on this group,
it kind of goes against the charter and people do have programs running
which look for large binaries posted to nonbinary usenet groups. Most of
them use a size of 100,000 bytes in its search critera, and issue cancels
for the offending messages.

--Craig http://nimitz.mcs.kent.edu/~clisowsk/8bit.html
--
We the willing, lead by the ungrateful, are doing the impossible with nothing.
We have done so much, with so little, for so long that we are now qualified to
do anything with nothing.

787. Interested in Chimera or Universal Hero Solution ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-14 00:00:00 UTC
From: Sven Gleich <sgl@hrz.tu-chemnitz.de>
Message-ID: <4fsaal$jec@pyrrhus-f.hrz.tu-chemnitz.de>
Source record: 85912

Hi Atari Freax outthere !

Recently I looked into my old atari stuff and I found a solution for
Chimera and Universal Hero, including maps and hints.
If anybody is interested I would redraw the maps on the PC
and post the stuff here in comp.sys.atari.8bit.
Please tell me what the picture format should be (GIF or text style ?)
and if I could post a binary here.

Bye, Sven.

[email: sven.gleich@mb1.tu-chemnitz.de]

788. Re: Iomega's ZIP drive on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-14 00:00:00 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <xFBIiKD.lmcclure@delphi.com>
Source record: 85913

In a message dated 2-10-96, Stephen Knox said:
|
| "I just visited the SyQuest homepage and theres a
| product annoucement of a 1.3 GIG removeable drive
| coming out soon! The price for the drive will be
| under $500 with a 630 meg cart costing $65 and the
| whopper 1.3 gig cart running $135.
|
|
Strange. Iomega introduces the 100MB ZIP, and then Syquest comes along with the 135MB EZ-Drive. Iomega brings out the 1Gig Jaz drive, and then Syquest announces the 1.3Gig removable drive.

The difference this time will be that the Jaz is also based on Winchester technology (unlike the ZIP), so the Iomega Jaz and the Syquest 1.3gig drive will no doubt be more easily compared.

789. Re: Behind Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-14 00:00:00 UTC
From: smrgoodw@reading.ac.uk
Message-ID: <4fsd63$pjv@susscsc1.rdg.ac.uk>
Source record: 85914

```
In article pd3@sol.towson.edu, egittl1@zeus.towson.edu (Evan Gittler) writes:
>Behind Jaggi Lines was the first version of Rescue on the Fractalus.
>This version featured aliens which would jump on your windshield and
>break through it if you didn't turn the engines on...
>In the Rescue on the Fractalus version, the aliens just keep knocking
>and knocking. I guess the aliens jumping through your windshield WAS
>kinda scarey. (It scared the crap out of me at times)
>
>Evan...
>

I swear I've seen them in Rescue on Fractalus...

- Joel
```

790. Re: Behind Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-14 00:00:00 UTC
From: adrian@hypereality.co.uk
Message-ID: <4fsrgr$d8h@avignon.hypereality.co.uk>
Source record: 85915

You have.

Someone's got muddled between the two.
(and i _know_ i've got ROF, cause the prog says so..:)

J. F. Goodwin (smrgoodw@reading.ac.uk) wrote:

: I swear I've seen them in Rescue on Fractalus...

: - Joel

--

Adrian Blues | HYPEREALITY SYSTEMS LTD
adrian@hypereality.co.uk | -- Web Consultancy and Design --
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If life is a highway... | http://www.hypereality.co.uk
I wanna ride it all night long | email: sales@hypereality.co.uk

791. Re: Atari 8-bit 13-year Clearance Sale!

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-14 00:00:00 UTC
From: Bob Klaas <bobkla19@mail.tcd.net>
Message-ID: <4ftsan$g33@news.tcd.net>
Source record: 85916

You were alwayse, a day late and a dollor short!

Bob

Don't compalin about a deal missed just be faster!!

792. Re: ICET-T?

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-14 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4ft04b$mn1@nuke.csu.net>
Source record: 85917

Randy Gray (d_pike@Husky1.StMarys.CA) wrote:
: I read somewhere on here that there is a term program called "Icet-t" and
: that it is really good. Where can I find a copy of it and how do I get it
: on a 5 1/4 disk at home from a Vax account? Right now I'm using(have been

You can FTP it from "atari.archive.umich.edu" or one of its mirrors, if the latest version is even ON an FTP site. (V.2.5 was released Saturday, 2/10/96) From there, you can download it (hopefully) from the VAX account to an Atari disk.

I think the actual "official" way to get it nowadays is directly from the author, Itay Chamiel:

brucka@eruvin.jct.ac.il

: -been using the same 600xl(64k) and 800xl(256k) for the past 15 years

Ice-T will require that you use a 128K or better machine. It has neat features like backscroll, capture (with ANSI filtering), dialmenu, and more.

FlickerTerm80, another 80 column VT/ANSI terminal works fine with 64K, and I heard is better at keeping up with 19.2k than Ice-T (but I can't test it because my 14.4k modem S U C K S). It flickers (as the name implies) to generate a fast 80 column mode. It supports 'bright' and 'blink', but no 'underline'.

Ice-T supports 'underline', but no 'bright' or 'blink' (that I'm aware of!)

I feel really bad - I forgot Clay Halliwell's (new?) e-mail address. Thing is, he's been having trouble sending binary files via e-mail (otherwise I'd have the LATEST version of FT80, not one of the first releases. ;))

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick/

793. Re: Behind Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-14 00:00:00 UTC
From: jcompton@flood.xnet.com
Message-ID: <4fsvv5$g@flood.xnet.com>
Source record: 85918

MARK WEAVER (dh20012@goodguy.goodnet.com) wrote:

: Has the copyright gone out on the older games yet. How does that work?

You'll be dead before it happens, basically.

That doesn't mean companies can't release their copyright on games (it
has happened)...and the odds of someone breaking down your door for a
pirated copy of Rescue on Fractalus is rather low.

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine (708) 741-0689 FAX
You know you're on the way out... it's just a matter of time.
AR on Aminet - docs/mags/ar???.lha AR Mailing list - Mail me
WWW - http://www.omnipresence.com/Amiga/News/AR, www.cucug.org/ar/ar.html

794. Re: New FTP site

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-14 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4ft099$mn1@nuke.csu.net>
Source record: 85919

LukSoft (LukSoft@hipokrates.am.lublin.pl) wrote:
: If You wanna get new (not only) demos for Your 8-bit Atari, try to get
: it from hipokrates.am.lublin.pl by FTP-ing.

YES! I WANT TO GET NEW DEMOS!

I was able to open an FTP connection to "hipokrates.am.lublin.pl", but there
doesn't seem to be an "anonymous" or "guest" login. :(

How do you log INto this place!?

-bill!!!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
http://zippy.sonoma.edu/~kendrick/

795. Re: FTe.. anyone heard from them?

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-14 00:00:00 UTC
From: Bob Klaas <bobkla19@mail.tcd.net>
Message-ID: <4ftseu$g33@news.tcd.net>
Source record: 85920

He is in Arizona, Mesa to be factual..If one orders from him,
while he does in fact mean well..suggest you order it C.O.D..it
is worth the $4.00 or less to know it is there!!

796. Re: Behind Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-14 00:00:00 UTC
From: RLCOLLI@IBM.NET
Message-ID: <pYelxksjY1qH088yn@IBM.NET>
Source record: 85921

In article <4fqg6j$pd3@sol.towson.edu>,
egittl1@zeus.towson.edu (Evan Gittler) wrote:
>Behind Jaggi Lines was the first version of Rescue on the Fractalus.
>This version featured aliens which would jump on your windshield and
>break through it if you didn't turn the engines on...
>In the Rescue on the Fractalus version, the aliens just keep knocking
>and knocking. I guess the aliens jumping through your windshield WAS
>kinda scarey. (It scared the crap out of me at times)

Rescue did this also. It is the only game that has actually scared me to
death!!!! The first time it happened, I died, of course, but I had also
dropped my joystick and was on the other side of the room!!!

--

Ryan 'Gozar' Collins rlcolli@IBM.NET

"You can count on others, but its better to use your own fingers and toes"

---

797. Do Atari 2600 cartridges work on a Colecovison?

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-14 00:00:00 UTC
From: A J Jeffreys <sis5322@pbs5.milton.port.ac.uk>
Message-ID: <4ftb70$oa5@hawk.ee.port.ac.uk>
Source record: 85922

Do Atari 2600 Cartridges work on the Coleco vision console?

A J Jeffreys

sis5322@pbs5.milton.port.ac.uk

798. Re: Behind Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-14 00:00:00 UTC
From: aramos@news.cis.ohio-state.edu
Message-ID: <4ftig8INNqro@scallop.cis.ohio-state.edu>
Source record: 85923

In article <pYeIxksjY1qH088yn@IBM.NET> RLCOLLI@IBM.NET (Ryan 'Gozar' Collins) writes:
>In article <4fqg6j$pd3@sol.towson.edu>,
>egittl1@zeus.towson.edu (Evan Gittler) wrote:
>>Behind Jaggi Lines was the first version of Rescue on the Fractalus.
<snip>
>>kinda scarey. (It scared the crap out of me at times)
>
>Rescue did this also. It is the only game that has actually scared me to
>death!!!! The first time it happened, I died, of course, but I had also
>dropped my joystick and was on the other side of the room!!!

Oh boy! A "Jaggi Lines/Fractalus scared me so much that..." thread. It's
about time!

Back in '84 I used to hang out at Computer Connection, one of the few computer
stores in Lorain, Ohio. The owners were great guys who really loved personal
computers and gadgets; they even built a Hero Jr. robot that wandered around
the store and sang to the customers.

These guys somehow always seemed to come up with pre-release software. One
day I went in and they booted up a couple of new ones: "Ballblaster" and
"Behind Jaggi Lines". After showing me the first few levels of each game,
they gave me a copy to try at home.

After playing Ballblaster awhile I tried Jaggi Lines. Well, during the little
in-store demo they forgot to mention that not all the pilots were "friendly".
And I had this bad habit of, while playing, leaning back in my tilting chair...

Of course, an alien jumped up, and it scared the living sh*t out of me. I fell
backwards out of the chair and flipped it over, and pulled the computer by its
joystick cord onto the floor with me.

The computer and TV stayed off for the rest of the day. And, even now,
when I pick the game up again I get a little twinge every time a pilot runs
up to the ship.

meemories... :-)

p.s. A year later I had the pleasure of meeting and interviewing Peter
Langston, a member of the LucasFilm games team that created Ballblazer
and Rescue on Fractalus. Maybe I should post it here??

Game on, and happy valentine's day!

-Tony R.

--
Tony Ramos : http://www.cis.ohio-state.edu/~aramos

1322 W. 7th Ave. Apt A : ramos.15@osu.edu, tony_ramos@fitch.com
Columbus, OH 43212 : *** computer-mediated environments ***
(614)486-6253 : *** interface ** image synthesis ***

799. Re: Problems with an 850 at 9600 baud

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-14 00:00:00 UTC
From: Bob Klaas <bobkla19@mail.tcd.net>
Message-ID: <4ftrvh$g33@news.tcd.net>
Source record: 85924

Have your problem printed off. Give me a day or two to look up
the data in the stuff I have..You should be able to connect at
9600 or 19.2 depending upon what board your connecting to..This
might also help..what are you attempting to conect to?? The modem
there may only connect at 2400..reguardless of what you
configure?

bob

800. Re: Need help: Atari ST power supply broken

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-14 00:00:00 UTC
From: Bob Klaas <bobkla19@mail.tcd.net>
Message-ID: <4fts5o$g33@news.tcd.net>
Source record: 85925

Brad Cotta, has the replacemt power supplies for your computer.
Best Electronics..
SAN JOSE, CALIFORNIA..

801. Problems with an 850 at 9600 baud

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-14 00:00:00 UTC
From: halliwee@ts436.dyess.af.mil
Message-ID: <3121F102@syrinx.dyess.af.mil>
Source record: 85926

On 11 Feb 1996, mgfrank@acsu.buffalo.edu (Marc G. Frank) said:

> I'm having problems getting a modem attached to my Atari 850 to
> communicate at 9600 baud. When I set my communications program to 2400
> baud, everything works fine. However, when I set it to 9600 baud, the
> modem echoes my characters but doesn't act on them. That is, at 2400,

Okay...

The problem with the 850 is that some of them (like mine) don't produce a
PERFECT 9600 baud signal. As a result modems can't train on it, and while
they will echo characters back, for some nitpicky reason they won't pick up
on the "AT" attention code.

The solution is to do all your dialing at 2400 baud, but set the S37
register to
force the modem to try to connect at 9600. Then switch your Atari to 9600
after connecting.

This really should be in the FAQ.

--
Clay Halliwell | ATARI XL/XE DO + THE
halliwee@ts436.dyess.af.mil | 8 - B I T S --------
e.halliwell@genie.geis.com | //////////// M A T H

802. Re: Behind Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-14 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <4fu280$34l@crl2.crl.com>
Source record: 85927

anthony daniel ramos (aramos@news.cis.ohio-state.edu) wrote:

: Oh boy! A "Jaggi Lines/Fractalus scared me so much that..." thread. It's
: about time!

Hehe, I was going to add my story, which was just about it scaring the
bejeezus out of me, but yours is classic :)

I think I flung the joystick up in the air in surprise when it happened :)
Even after playing the game many times, I was still never quite prepared
when it happened - it always startled me.

: p.s. A year later I had the pleasure of meeting and interviewing Peter
: Langston, a member of the LucasFilm games team that created Ballblazer
: and Rescue on Fractalus. Maybe I should post it here??

Yes, please :)

Regards,
John
jvogel@crl.com

803. 8 bit cartridges for sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-14 00:00:00 UTC
From: dsheafer@delphi.com
Message-ID: <JXKpioS.dsheafer@delphi.com>
Source record: 85928

I have the following:

Crime Buster
Barnyard Blaster
Robotron: 2084
AtariWriter
Dig Dug
Fight Night
Star Raiders
Super Cobra
Super Breakout
Missile Command
Centipede
Basic

If interested make offer, for either the whole lot or per
cartridge,

email to dsheafer@delphi.com

David

804. Not With A Bang...

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-14 00:00:00 UTC
From: b.poehland@genie.com
Message-ID: <199602150359.AA027346752@relay1.geis.com>
Source record: 85929

The following article is reproduced verbatim from page B6 of the Wall Street Journal, Wednesday February 14, 1996:

ATARI CORP. AGREES TO MERGE WITH JTS, CALIFORNIA-BASED MAKER OF DISK DRIVES
by G. Pasacal Zachary, Staff Reporter of The Wall Street Journal

Atari Corp., one of the great names in computer games, said it agreed to merge with a maker of disk-drives that is run by two legendary high-tech figures.
Under the terms of the deal, JTS Corp., a disk-drive maker based in San Jose, Calif. will emerge as the surviving company, but shareholders of Atari, who must still approve the deal, will hold about 60% of the shares in the new entity. JTS was founded in 1994 by Jugi Tandon, one of the highfliers in the personal-computer industry in the 1980s.
Atari, based in Sunnyvale, Calif., valued the deal at $80 million, although it was unable to provide a per-share value. In American Stock Exchange composite trading yesterday, Atari stock jumped 18.75 cents, or 10%, to close at $2.65 [sic] a share. (Typists' note: The price quoted in this article is in error; the correct closing price as quoted on Nightly Business Report 2/13/96 and reported in the Wall Street Journal 2/14/96 p.C-11 was 2-1/16 or $2.0625 per share. -BLP)
The chief executive officer of JTS is Tom Mitchell, cofounder and former president of Seagate Technology Inc., the world's biggest disk-drive supplier.
In an interview, Mr. Mitchell said that JTS will benefit from a $60 million in cash and cash-equivalents from Atari, which he said has a strong balance sheet but has faced serious difficulties competing against the much-larger computer game companies, Nintendo Co. and Sega Enterprises Ltd.
At least at first, JTS will operate Atari's computer-game business as a subsidiary, but when asked how committed he was to continuing in that busi-ness, Mr. Mitchell said, "We'll just see how it goes."
Lee Isgur, an analyst at Jeffries & Co., said the merger could mean the end of Atari's presence in videogames. "It could be the end," he said, adding that he expected Atari to keep at least "a low profile" in the com-puter-game business for the rest of this year.
But August Liguori, chief financial officer of Atari, said "The name of Atari will continue to be used in the computer-game environment. We still have a wonderful game library and many patents associated with games."
As part of the deal, Atari said it has loaned $25 million to JTS, which will be converted into shares of preferred stock in JTS if the deal isn't completed.

- END -

My opinion on the above, for what it's worth, is that first of all the deal will go through. Warner dumped its 15 million shares of Atari Corp. last year, leaving Jack And The Boys as the major shareholders. What Old Jack wants, Old Jack will get.

The statement by Mr. Liguori is pure hooey. Of course the Atari name will still be used in the videogame environment, since thousands of people own Atari products & aren't likely to trash them just because Atari has thrown in the towel. What Mr. Liguori did NOT say was whether the Atari name would continue to be a common sight on store shelves (which is where it counts).

I'm rather curious to know how Atari came by $60 million in cash. Proceeds from the sale of Taiwan factories & skimmings from the advertising budget, no doubt.

It's pretty clear what's happening here. JTS will suck all the cash from the remnants of Atari, then discard the empty carcass like a crumpled Christmas wrapper. You can pretty well bet that people with the likes of Tandon & Seagate in their past have their own agenda & don't give a hoot about some has-been third-rate videogame company floundering in a market hopelessly dominated by the Japanese. Merging with Atari is a quick easy way for these hotshots to get their hands in Old Jack's cookie jar. Kinda like taking candy from an old man. I only wonder what Jack And The Boys will get out of it. (The Boys, of course, are easily bought off with offers of new Ferraris. Or Porsches, whatever.)

Ah well, at least Atari outlasted Old Jack's other company, Commodore Business Machines.

this is the way Atari ends
this is the way Atari ends
not with a bang
but with a whimper.

With apologies to ts eliot.....

- Ben Poehland

805. Re: Behind Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-14 00:00:00 UTC
From: summers@newt.CS.ORST.EDU
Message-ID: <4ftjaj$bug@engr.orst.edu>
Source record: 85930

In article <4fsd63$pjv@susscsc1.rdg.ac.uk>,
J. F. Goodwin <smrgoodw@reading.ac.uk> wrote:
>In article pd3@sol.towson.edu, egittl1@zeus.towson.edu (Evan Gittler) writes:
>>Behind Jaggi Lines was the first version of Rescue on the Fractalus.
>>This version featured aliens which would jump on your windshield and
>>break through it if you didn't turn the engines on...
>>In the Rescue on the Fractalus version, the aliens just keep knocking
>>and knocking. I guess the aliens jumping through your windshield WAS
>>kinda scarey. (It scared the crap out of me at times)
>>
>>Evan...
>>
>
>I swear I've seen them in Rescue on Fractalus...
>
> - Joel
>

The Aliens DID break through the windshield on the 5200 version. I can't
say for sure on the 8-bit, although usually the games are nearly identical.
--
___ ___ ___ Benjamin C Summers
//_>>// << E-mail: summersb@ucs.orst.edu
//_>>//_ __>> WWW: http://www.engr.orst.edu/~summers/
Telephone: (541) 258-5930

806. Atari, JTS Corp. Merger

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-14 00:00:00 UTC
From: phil.musgrave@muskrat.com
Message-ID: <960213140918133384@muskrat.com>
Source record: 85931

DOW JONES NEWS 02-13-96 10:09 AM
Sunnyvale, Calif. (Dow Jones) -- Atari Corp. (ATC) and JTS Corp.
agreed to merge.
August Liguori, chief financial officer of Atari, said the
transaction is a stock swap for about 40 million Atari common shares,
valued at about $80 million.
Liguori said Atari will continue to support its Jaguar video-game
system through 1996, despite heavy competition from Sony Corp.'s (SNE)
Playstation and Sega Enterprises Ltd.'s Saturn systems.
JTS Corp., of San Jose, Calif., is a privately held maker of
computer disk drives.
Atari said in a press release that under the agreement the merged
company will operate under the name of JTS Corp. and the current
officers of JTS Corp. will become the officers of the merged company.
The Atari entertainment business and the JTS disk drive business will
operate as separate divisions of the merged company.
The boards of Atari and JTS approved a definitive agreement for the
merger. Closing, set for the end of the second calendar quarter, is
subject to some shareholder and regulatory approvals and other
conditions.
After the merger, Atari shareholders will own about 60% of the
outstanding shares of the new company. The transaction is structured as
a tax-free reorganization and will be accounted for as a purchase.
Atari also said it extended a $25 million bridge loan to JTS Corp.
and if the merger is not consummated, the loan will be convertible into
JTS series A preferred shares at the option of Atari or JTS and subject
to some conditions.
(END) DOW JONES NEWS 02-13-96
10:09 AM

807. For Sale: Atari 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-14 00:00:00 UTC
From: dsheafer@delphi.com
Message-ID: <BTIJiQW.dsheafer@delphi.com>
Source record: 85932

If interested Email me at dsheafer@delphi.com,
$35 includes shipping in the continental US.

David

808. Re: MIO-II Info Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-14 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <DMs21p.G4x@iglou.com>
Source record: 85933

I don't know if the MIO II has been released yet, but it's made by Fine Tooned Engineering. Send email to ftooned@delphi.com, or look for the snail-mail address and phone number in the Atari 8-Bit Vendor List that is regularly posted to this newsgroup.

--
Bill Marcum bmarcum@iglou.com
February 8, 1996: A day that will live in infamy.
The CDA is pure bullHelms. Congress should get their heads out of their McConnells and repeal it now.

809. Re: Webpage: Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-15 00:00:00 UTC
From: egittl1@zeus.towson.edu
Message-ID: <4ftu30$7sr@sol.towson.edu>
Source record: 85934

FINALLY! People who appreciate the game as much as i do...too bad you
didn't leave the URL....
sigh get my hopes up and everything...

Evan...

810. Re: Webpage: Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-15 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <4fu34m$oii@blackice.winternet.com>
Source record: 85935

> egittl1@zeus.towson.edu (Evan Gittler) writes:
> FINALLY! People who appreciate the game as much as i do...too bad you
> didn't leave the URL....
> *sigh* get my hopes up and everything...
>>>>
Giv this a try:
www.ksk.sala.se/~sp93rob/dungeon

I was there just after he opened it. Pretty nice.

Rich Mier

811. Happy Drive Documentation

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-15 00:00:00 UTC
From: Bradley.Bacik@uc.edu
Message-ID: <4fu7ds$3hk@ixnews2.ix.netcom.com>
Source record: 85936

Does anyone have any documentation for a 1050 happy drive and the happy v7 software. I have just started using one and I have some questions on how to backup some of my software. Some software duplicates and other things ie datasoft titles do not. Any advice or manuals that can be emailed would be appreciated.

Thanks, Brad

812. For MIO and Black Box Users! Syquest SCSI 44meg FS

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-15 00:00:00 UTC
From: tdrake1@umbc.edu
Message-ID: <4fubr0$48a@news.umbc.edu>
Source record: 85937

For the MIO and Black Box Users in Atari 8-bit land out there!

1 external Syquest (SQ555) 44 Meg SCSI removable Winchester hard drive complete. Comes in form fitting case with rubber feet, fan, power adaptor cable (standard 4-pin), dual 50-pin female SCSI ribbon connector cable, manual, and an extra 50 pin female to female flat ribbon connector. Also an external 50 pin male to female heavy duty 6 foot SCSI cable. And two 44-meg cartridges in cases! One is brand-new, never been used! Take the entire package for $135. Works great! Very good condition.

Buyer pays shipping.

--
-=-
Thomas Drake |From an 80-column Atari 8-bit Home Computer...
tdrake1@umbc.edu | Through the telephone, off of the server,
Test First! Then Code! | over the T-1 backbone, nothing but 'Net!

813. Re: help with printing

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-15 00:00:00 UTC
From: MIS0160@MVS.UDEL.EDU
Message-ID: <19960215074031MIS0160@MVS.UDEL.EDU>
Source record: 85938

In article <311bc647@pianosa.demon.co.uk>,
Brad Rogers <brad@pianosa.demon.co.uk> writes:

>Whilst reading the usual rubbish I find here, Cliff Friedel wrote something
>interesting to All about help with printing:
>
>Hello Cliff,
>
> CF> old 8-bit 800xl and have had problems with the printer doing line feeds.
> CF> It seems the printer wants to continuosly print on the same line over
>
>Most printers aren't set for use with the old 8-bits. Check out the manuals
>for DIP switch settings on your printer(s). Find the one that controls line
>feeds. Throw the relevant switch. That should fix you problem.
> _
>Regards, /_) 2:251/40.1 39:134/11.1
> / _)rad brad@pianosa.demon.co.uk

If you are connecting to your printer through a P:R: Connection, you
can remove the cover and move a jumper plug on the circuit board
inside that controls line feeds. I had to do that in order to use a
Star Inkjet with my Atari.

814. Re: Atari, JTS Corp. Merger

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-15 00:00:00 UTC
From: Michael Ellis <michael@anest4.anest.ufl.edu>
Message-ID: <4fvgsn$b0o@no-names.nerdc.ufl.edu>
Source record: 85939

RLCOLLI@IBM.NET (Ryan 'Gozar' Collins) wrote:
>In article <960213140918133384@muskrat.com>,

>This could also mean a resurgence for Atari, to bring it back from
>death!!! (I wonder how much they would sell the rights to the 8-bits?)
>

A most interesting proposition. Wouldn't it be cool if someone released
a new line of updated 8-bit compatibles. I would release the 1600XL and
the 1650XLD. The 1600XL would include:

* 65816 CPU
* Parallel Bus
* Speech Synthesizer
* Integrated RS-232 interface
* Integrated Centronics Printer Port
* 256K RAM (exapandable)
* No built-in basic (available on cartidge)
* That cool 1200XL Cycling Atari Fuji symbol would appear if no disk drive
or cartridge is plugged when the computer is turned on (the 1200XL is
the only 8-bit that has this)

and it would be shipped in a case very similar to the 1400XL. The 1650XLD
would include all of these features plus a built-in 5.25 DSHD floppy and
a 120MB hard disk. It would be shipped in a 1450XLD-like case.

For existing customers I would release the 1090 expansion system unchanged.
These components would be (by definition) very inexpensive and would realize
the revolutionary vision that old Atari had before Warner gave them a chance
(and before the Tramiel sons screwed everything up).

Ah well... enough dreaming.

-Michael Ellis

815. Re: Webpage: Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-15 00:00:00 UTC
From: Robert Hagenstr&#65533;m <sp93rob@ksk.sala.se>
Message-ID: <31238105.1D07@ksk.sala.se>
Source record: 85940

Hmm, I cancelled this message because our network is quite instable...

Well, the URL is:

http://www.ksk.sala.se/~sp93rob/dungeon/

if your browser can't find it, the network is down, so please try again
later!

Yours Sincerely Robert Hagenstri¿½m

816. Re: Do Atari 2600 cartridges work on a Colecovison?

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-15 00:00:00 UTC
From: summers@newt.CS.ORST.EDU
Message-ID: <4fuork$hih@engr.orst.edu>
Source record: 85941

```
In article <4ftb70$oa5@hawk.ee.port.ac.uk>,
A J Jeffreys <sis5322@pbs5.milton.port.ac.uk> wrote:
>Do Atari 2600 Cartridges work on the Coleco vision console?
>
>A J Jeffreys
>
>sis5322@pbs5.milton.port.ac.uk
>

No. However, the Expansion Module one will play 2600 games.
--
___ ___ ___ Benjamin C Summers
//_>>// << E-mail: summersb@ucs.orst.edu
//_>>//_ __>> WWW: http://www.engr.orst.edu/~summers/
Telephone: (541) 258-5930
```

817. Rescue on Fractalus!/Behind Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-15 00:00:00 UTC
From: JTKIRK@urp.edu.pe
Message-ID: <m0tnC6x-000PE1C@rcp.net.pe>
Source record: 85942

One more comment:
Surely one of the best parts of RoF! is the opening... which isn't included in BJL, as a friend once told me.
On the other hand, has anyone successfully managed to convert RoF! to an ATR or XFD file? Maybe for that purpose, BJL would be a better choice.

818. POLE POSITION/RACE DESIGNER

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-15 00:00:00 UTC
From: JTKIRK@urp.edu.pe
Message-ID: <m0tnC7C-000PE9C@rcp.net.pe>
Source record: 85943

There's a nice program called Pole Position/Race Designer, by Floytt Software.
It allows you to design tracks, save/load them, and then race them.
Unfortunately, this program wouldn't run on a 130XE or any machine with
expanded memory.
Well, I've found the reason: there's a STA $D300,X instruction inside a loop,
at address $5E72 (24178).
Replace it with a SKW (SKip Word) instruction or three NOP instructions, and
then it will work with no problem. Using a sector editor, look for the hex
string 9D 00 D3 an replace it with 0C 00 D3 or EA EA EA.
I'm uploading a program I wrote in TurboBASIC, which I called TRACKER. It's
for visual design of tracks for Pole Position/Race Designer. It's a very
small file and includes many tracks taken from F1. If you find the curves too
sharp compared to the real tracks, please e-mail me.

M.A.Ch.F.
e-mail: jtkirk@urp.edu.pe

819. Re: Do Atari 2600 cartridges work on a Colecovison?

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-15 00:00:00 UTC
From: summers@newt.CS.ORST.EDU
Message-ID: <4fuotr$ie6@engr.orst.edu>
Source record: 85944

```
In article <4ftb70$oa5@hawk.ee.port.ac.uk>,
A J Jeffreys <sis5322@pbs5.milton.port.ac.uk> wrote:
>Do Atari 2600 Cartridges work on the Coleco vision console?
>
>A J Jeffreys
>
>sis5322@pbs5.milton.port.ac.uk
>

No. However, Expansion Module #1 will play 2600 games.
--
___ ___ ___ Benjamin C Summers
//_>>// << E-mail: summersb@ucs.orst.edu
//_>>//_ __>> WWW: http://www.engr.orst.edu/~summers/
Telephone: (541) 258-5930
```

820. Help!!! On Rigging Monitor Cable for 130 XE!

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-15 00:00:00 UTC
From: StarMan <StarMan@Galaxy.com>
Message-ID: <3123D8E9.71FE@Galaxy.com>
Source record: 85945

Just got an old 130 XE, and I've got an old Goldstar Analog Monitor. Used to have a cable for it, but lost it.

Got 5 pin DIN plug from Radio Shack, and I'm attempting to rig it to phono plugs, but output is Black and White. I've used the FAQ as a reference for the pinouts, and managed to isolate what each wire is, but it's still mono. I've got three wires for video (chroma, luminance, video), plus the sound and the ground, but I'm not sure of the exact connections for each of the video wires. Anyone know which wire goes to which?

Thanks

821. Re: Behind Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-15 00:00:00 UTC
From: eplicon@aol.com
Message-ID: <4g0tfa$btn@newsbf02.news.aol.com>
Source record: 85946

I was another unfortunately victim of the alien, which took off a few years off my life. In those days, I had the sound output through an amplifier, and this was one of those games that sounded really cool with the volume boosted through stereo speakers (especially the bit where you enter/leave the mothership). Needless to say, when the Jaggi appeared, it took me several minutes to regain my sanity. <g>

822. Re: Do Atari 2600 cartridges work on a Colecovison?

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-15 00:00:00 UTC
From: d_pike@Husky1.StMarys.CA
Message-ID: <4fuddk$6ij@News.Dal.Ca>
Source record: 85947

In article <4ftb70$oa5@hawk.ee.port.ac.uk>, A J Jeffreys <sis5322@pbs5.milton.port.ac.uk>
writes:
>Do Atari 2600 Cartridges work on the Coleco vision console?
>
>A J Jeffreys
>
>sis5322@pbs5.milton.port.ac.uk
>
WIth an adapter they do, good luck finding that.
randy.

823. PC Xformer and R*O*C*K*S

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-15 00:00:00 UTC
From: Scott Le Grand <legrand>
Message-ID: <4g0dhu$md8@saba.info.ucla.edu>
Source record: 85948

Hi, I just got my hands on 3.3...

Silly question: the previous version came with the analog compendium
ANALOG54.XFD which contained Doug Engel's ROCKS game... I notice
this compendium isn't on my 3.3 disk... Anyway, this code used
a lot of display list interrupts to scroll 160x192 resolution font-based
asteroids across the screen. I noticed that it doesn't quite work,
and that there's something fluky with the collision detection as the satellites
that normally move below the asteroid seem to blow up on appearance...

Anyway, it seems like it pushes the thing pretty hard so if it ever
works with it, I'd say it's pretty exhaustive...

Now if only I could get sound and joystick support to work...

Scott

Who now has to track down pirate copies of all of his copy protected
software if he ever expects to run them again... Irony can be pretty
ironic...

824. Re: 8 Bit Scanner

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-15 00:00:00 UTC
From: cooley@nevada.edu
Message-ID: <4g00tp$pl0@news.nevada.edu>
Source record: 85949

the_gaming_guru@usa.pipeline.com wrote:
: Why Not make your own?? My poppa did it once. He took a
: printer, a ir emmiter, and a ir reciever, put the ir reciever emmiter on
: the printer, made a quick basic program, and Voila! instant scanning.
: Antic had a similar hack but it wasn't as good.
:
: RC
:
hi. could ya go into detail on how he did this, or maybe he has a .doc
file on how to build this? it sounds like something i'd love to try out.
thanks!

825. Atari disk fix programs

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-16 00:00:00 UTC
From: germbear@aol.com
Message-ID: <4g201h$n14@newsbf02.news.aol.com>
Source record: 85806

Does anyone know if a program exists to fix a corrupted file or disk? I think something similar to Norton disk fix for PCs.

I have a few games that won't load properly and wanted to know if it hopeless.

Thanks,

Garry Terrell

826. Re: Atari, JTS Corp. Merger

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-16 00:00:00 UTC
From: jcompton@flood.xnet.com
Message-ID: <4g20ac$duu@flood.xnet.com>
Source record: 85807

James King (jeking@xmission.com) wrote:

: Wow! So Atari, the name we've known and loved (at least in the 8bit
: days), is no more. Atari will now become JTS? Sheesh! You'd think
: they'd want to keep the more known name of Atari. I've never heard of
: JTS.

Well, it says the merged corporate name will be JTS but they will
continue to use Atari as a label.

Basically, it tells you who's getting the dominant side of the deal.

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine (708) 741-0689 FAX
You know you're on the way out... it's just a matter of time.
AR on Aminet - docs/mags/ar???.lha AR Mailing list - Mail me
WWW - http://www.omnipresence.com/Amiga/News/AR, www.cucug.org/ar/ar.html

827. Re: Atari, JTS Corp. Merger

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-16 00:00:00 UTC
From: jseaver@bigwpi.WPI.EDU
Message-ID: <4g2enh$qjf@bigboote.WPI.EDU>
Source record: 85808

In article <4g20ac$duu@flood.xnet.com>,
Jason Compton <jcompton@flood.xnet.com> wrote:
>James King (jeking@xmission.com) wrote:
>
>: Wow! So Atari, the name we've known and loved (at least in the 8bit
>: days), is no more. Atari will now become JTS? Sheesh! You'd think
>: they'd want to keep the more known name of Atari. I've never heard of
>: JTS.
>
>Well, it says the merged corporate name will be JTS but they will
>continue to use Atari as a label.
>
>Basically, it tells you who's getting the dominant side of the deal.

Or does it? I remember from all the reports posted hear that Atari
shareholders would end up owning 60% of the merged company, although the JTS
officers will be running it. Confusing enough for you?

Basically, I guess we're going to see the absolute final end of the
ST line (if it still exists; I haven't been paying much attention to it
lately) and a pretty conservative video games strategy - so that's effectively
over, too: Atari missed an opportunity to make a splash with the Jaguar/JagCD
this last Christmas (costing $100 less, being more powerful, and even having
more software means squat without advertising). Look for this new "Atari
Interactive" to be all that really survives (I do like the PC version of
Tempest 2000 that they've got on the website, though).

::sigh::

--
Jason Seaver: jseaver@wpi.wpi.edu |"Is this a good thing, Bull?"
WPI Student and fan of Atari, |"No, Axl, it's a continuous employment
Taz-Mania and SeaQuest 2032. | thing - and that's better than good!"
Boy, can I pick 'em or what? | -Taz-Mania, "Taz Babies"

828. Re: Behind Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-16 00:00:00 UTC
From: zakharov@panix.com
Message-ID: <4g39h1$gmp@panix3.panix.com>
Source record: 85809

anthony daniel ramos (aramos@news.cis.ohio-state.edu) wrote:
: Oh boy! A "Jaggi Lines/Fractalus scared me so much that..." thread. It's
: about time!

: Of course, an alien jumped up, and it scared the living sh*t out of me. I fell
: backwards out of the chair and flipped it over, and pulled the computer by its
: joystick cord onto the floor with me.

Oh, yeah! I was playing it on a monochrome monitor, so I could not really
tell the difference beetwen an alien and a pilot. And even though I was
warned about the aliens, I was scared... Later I learned to tell aliens by
the slightly different shade of green their faces had on my monitor.

--
Vladimir Zakharov | "If only the eyes could see o O
zakharov@panix.com | Then you'd know your destiny OoOO
| The mind is an enemy OU==\
| And you just need a friend" RJD \ |/

829. Re: Behind Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-16 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <4g3b62$qe2@crl12.crl.com>
Source record: 85810

Eplicon (eplicon@aol.com) wrote:
: I was another unfortunately victim of the alien, which took off a few
: years off my life. In those days, I had the sound output through an
: amplifier, and this was one of those games that sounded really cool with
: the volume boosted through stereo speakers (especially the bit where you
: enter/leave the mothership). Needless to say, when the Jaggi appeared, it
: took me several minutes to regain my sanity. <g>

Hehehe, that reminds me; Did anyone get so jumpy after the alien appeared
that they got an itchy trigger (or was it thruster?) finger and accidentally
blew away the pilot at the next pickup? :)

John
jvogel@crl.com

830. Copyrights

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-16 00:00:00 UTC
From: JTKIRK@urp.edu.pe
Message-ID: <m0tnWSU-000PDgC@rcp.net.pe>
Source record: 85811

Does anyone know what happens with the copyrights of the old programs? (1982-1984) I've seen many Commodore programs in the Net (even advertised in the Commodore FAQ), including any game you could imagine (typical of Commodore users, maybe). For the ATARI, it seems nobody is wanting to violate any law. But does anybody (is there a lawyer in this discussion group?) know IF/WHICH programs could be uploaded without any legal trouble?
(It's just curiosity... I don't want to do anything against the law...)

831. Re:In search of SIO cable...long ones?

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-16 00:00:00 UTC
From: bmcbrine@hakatac.port.island.net
Message-ID: <4g3f6q$j1b@hakatac.port.island.net>
Source record: 85812

In article <312364D3.41C67EA6@vtsu.prc.com>,
Richard Rognlie <rrognlie@vtsu.prc.com> wrote:
>A couple weeks ago, I mentioned that I was in search of an SIO cable...
>
>Well, to make a long story short, I got a couple nibbles, and one was
>about a vendor who had them for $1.50 each or $10 for 10. I ordered
>one, but have not yet received it. I want to call them and ask about
>the status of the order, but I can't find their phone number.

Does anyone have need of long SIO cables? Where can one buy SIO connectors
so I can make my own cables? I have lots of 10wire cable, and I for one
would like to make a couple long SIO cables. If there are other people
who want some and will pay for shipping + connector price, I'll build
them any length you want for Free. (the cabling is grey)

Email me : bmcbrine@hakatac.almanac.bc.ca

l8r...
--
* Bill McBrine *** EMail: ragtag@hakatac.almanac.bc.ca (other address pending)
Interests: Atari8bit. Tandy 6000 (I have 3.1) * bmcbrine@alb.almanac.bc.ca
Robotics. Linux. Amiga News. Networking. User-friendly Data-management Systems.

832. Re: Iomega's ZIP drive on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-16 00:00:00 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <ZdHKCCq.lmcclure@delphi.com>
Source record: 85813

After posting my reply about the Syquest 1.3gig removable, I actually came across an ad for it. For those who have the March '96 issue of Computer Shopper, check out DirectWare's ad on page 116. They advertise they SyJet 1.3GB Removable at $589.99 for the external SCSI unit with one cart, and the internal EIDE version for $494.99 with one cart, and additional carts at $99.99 each.

I doubt they actually have any in stock, however. In fact, I doubt the picture in the ad is actually of a SyJet, as it looks a lot like a pix of a Iomega ZIP drive that someone doctored up in Adobe Photoshop. Either that, or SyQuest decided to exactly copy the ZIP's "feet" configuration and transparent top window. <grin>

833. Re: Atari, JTS Corp. Merger

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-16 00:00:00 UTC
From: jcompton@flood.xnet.com
Message-ID: <4g2jna$amu@flood.xnet.com>
Source record: 85814

Ryan 'Gozar' Collins (RLCOLLI@IBM.NET) wrote:

: While we are dreaming, can anyone else think of things we should add?

This is not necessarily totally wishful thinking. Unless JTS has thought of this, the 8-bit assets are merely excess baggage to them. I can't imagine they'd charge much for their licensing or sale, just don't tell them what you had in mind.

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine (708) 741-0689 FAX
You know you're on the way out... it's just a matter of time.
AR on Aminet - docs/mags/ar???.lha AR Mailing list - Mail me
WWW - http://www.omnipresence.com/Amiga/News/AR, www.cucug.org/ar/ar.html

834. Re: Atari, JTS Corp. Merger

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-16 00:00:00 UTC
From: RLCOLLI@IBM.NET
Message-ID: <ZkIJxksjYNKS088yn@IBM.NET>
Source record: 85950

In article <4fvgsn$b0o@no-names.nerdc.ufl.edu>,
Michael Ellis <michael@anest4.anest.ufl.edu> wrote:
>RLCOLLI@IBM.NET (Ryan 'Gozar' Collins) wrote:
>>In article <960213140918133384@muskrat.com>,
>
>>This could also mean a resurgence for Atari, to bring it back from
>>death!!! (I wonder how much they would sell the rights to the 8-bits?)
>>
>A most interesting proposition. Wouldn't it be cool if someone released
>a new line of updated 8-bit compatibles. I would release the 1600XL and
>the 1650XLD. The 1600XL would include:

[Neat specs deleted]

This goes along with an idea I've had for a while. Everyone here has
heard the latest buzz of the internet box, well, what I propose is the
Atari XI Internet Box!!! I could see an Atari XI sold for under $250. The
only big things that I could see that need to be added to the XI would be:

-Beefed up graphics. Since it would still be using a TV, these don't need
to be any greater than 640X480.

-Use the 65816 with 256K of RAM

-Update the sound hardware to be able to play back digitized sound with
little help from the CPU.

-Add lines to the cartridge port so you can have huge ROM carts without
bank switching.

-Add an internal 3.5 HD

-Add an internal 14.4 modem

-Speech synthesizer

Software would come on cartidges. Basic would be built into the system,
and used for a macro language.

While we are dreaming, can anyone else think of things we should add?

--

Ryan 'Gozar' Collins rlcolli@IBM.NET

"You can count on others, but its better to use your own fingers and toes"

---

835. FTP site

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-16 00:00:00 UTC
From: LukSoft <LukSoft@hipokrates.am.lublin.pl>
Message-ID: <48599.LukSoft@hipokrates.am.lublin.pl>
Source record: 85951

```
There is new FTP site dedicated for Atari 8-bit users.
- hipokrates.am.lublin.pl
You can login from 18 to 8 CET Mon to Fri,
and all day long Sat and Sun.
There are some games & demos.

Greetz.
```

836. Re: Behind Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-16 00:00:00 UTC
From: smrgoodw@reading.ac.uk
Message-ID: <4g1n1c$63o@susscsc1.rdg.ac.uk>
Source record: 85952

In article 54p@cruella.criterion.canon.co.uk, ads@csl.com writes:
>In article <4fqg6j$pd3@sol.towson.edu>,
> egittl1@zeus.towson.edu (Evan Gittler) wrote:
>>: I'm here looking for info on an emulator, so I can look at some of these
>> :old games again.
>>
>>: Has the copyright gone out on the older games yet. How does that work?
>
>I've been looking for a few days for a site that archives Atari800 games to
>run on the xf2 emulator. Does anyone know of any .xfd files with all those
>great Lucas (and other) games? In particular I'm looking for Rescue.. and
>M.U.L.E., but I'd also really like to locate any of the games I wrote back
>then like Bellum, Chop Suey, Henri or ElektraGlide.
>
> Adam
>

It's fairly obvious that you're not working on the 8-bit now,
so I just wondered if you still have your 8-bit setup? What are
you involved with now?

- Joel

837. WANTED: Dealers for SwapMeet: Pacific NorthWest!

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-16 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <4g3c4o$rb5@linda.teleport.com>
Source record: 85953
Cross-posted to: alt.forsale,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.mac.wanted,comp.sys.tandy,comp.sys.ti,or.forsale

The next SwapMeet is Monday, March 4th, 1996.

WANTED: Dealers to sell at Upcoming Swap Meets. Dealerships sought fall into such Categories as Computer Dealers, all kinds. All kinds of Computer HardWare, SoftWare, Peripherals & Accessories for ALL Computer Makes and Types.

Also Sought are Dealers in Video Gaming Equipment, such as Video Game Consoles, Cartidges, Video Game CD Players and Video Game CDs. ALL Video Game Makes and Types. ALL Video Game Consoles, Cartridges, CDs, Peripherals & Accessories.

At the March SwapMeet we have a Panasonic 9 Pin Printer offered as a Door Prize! Just show up for the drawing and if you have the Luck of the Irish. You might come away the Lucky Winner!

Recruiting New Dealers with Membership for Dealer Value. You could setup at a full year of swapmeets, 12 Monthly swapmeets at $10 a Meet, for $120 a year, or join our group and setup ***FREE*** for a year for ONLY $50! Greater than a 50% Savings!

Also Wanted are Dealers in ALL Types of Electronics.

WANTED are Dealers in Ham Radio, CB Radio, Music CDs and other Recorded Music. Stereo Equipment also Wanted.

Also Wanted are VCR's, Video Tapes, TVs and Satelite Gear.

This is an ALL Computers, Game Machine and Electronics Swap Meet!!

Small Businesses, and Dealers Welcome and Wanted!!

NO ADMISSION CHARGE!!! PLENTY OF FREE PARKING!!! NO ADMISSION CHARGE!!!

TABLES $10! TABLES, FIRST COME, FIRST SERVE!

Swap Meet Location in Portland, Oregon. USA. At 1819 N.W. Everett St. at the NorthWest Service Center On the First Monday of each Month.

To find out about more about the Swap Meet call our 24 Hour Recorded info line at (503)650-7196 or for Live info, call from 3 PM - Midnight, Monday - Thursday, Friday 3 PM - 6 PM. Please call, especially dealers at: (503)256-9974 (VOICE/VOICE MESSAGING), leave your home number if Ben is not answering!

Reply in E-Mail to bensmith@teleport.com. Or Call Ben Anytime at

Please Direct all replies to bensmith@teleport.com in E-Mail or Call
Our 24 Hour Recorded Info Line at (503)650-7196

The next SwapMeet is Monday, March 4th, 1996.
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Catalogs are FREE & updated monthly. Reply in E-Mail to bensmith@teleport.com
http://www.teleport.com/~bensmith/bscomputers.shtml Bravo Sierra Atari Store

838. ALL Computer & Electronics SwapMeet: Pacific NorthWest!

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-16 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <4g3clt$sd6@linda.teleport.com>
Source record: 85954
Cross-posted to: alt.forsale,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.mac.wanted,comp.sys.tandy,comp.sys.ti,or.forsale

The next SwapMeet is Monday, March 4th, 1996.

ACE of America, an All Computers and Electronics User Group, with a special emphasis on Atari. At ACE Swap Meets you might find Atari, Apple, Macintosh, Commodore, Amiga, IBM & Clones, Nintendo, SNES, Sega Genesis, Jaguar, Game Boy, Game Gear and Lynx. You could also find the following items to go with your system, such as Printers, MoDeMs, Monitors, Hard Drives, Disk Drives, Power Supplies, MIDI Devices, Mice, Joysticks, CD Roms, Cables, supplies and Accessories.

ALL COMPUTERS, GAME MACHINES AND ELECTRONICS ARE WELCOME!!

ACE Is currently holding Monthly Swap Meets on the First Monday of each Month from 7 PM, except on certain Holidays that we must reschedule due to our facility being closed. Swap Meets are Held at 1819 NW Everett at the NW Service Center 3 Blocks North of the corner of 18th and W Burnside in Portland, Oregon. USA! Table space is $10. Tables provided as long as they last. Show up early to get a good table, like 6:30 PM.

FREE ADMISSIONFREE ADMISSION**FREE ADMISSION**FREE ADMISSION**

At the March SwapMeet we have a Panasonic 9 Pin Printer offered as a Door Prize! Just show up for the drawing and if you have the Luck of the Irish. You might come away the Lucky Winner!

PLENTY OF FREE PARKINGEVERYONE WELCOME**PLENTY OF FREE PARKING**

FOR INFO CALL OUR SWAPMEET HOTLINE WITH 24 HOUR RECORDED INFO, CALL: (503)650-7196 OR FOR FURTHER INFO FROM BEN, INCLUDING TABLES: CALL FROM 3 PM - MIDNIGHT / MON-THU, FRI 3 PM - 6 PM: CALL BEN AT (503)256-9974!! IF BEN IS AWAY FROM THE PHONE, PLEASE LEAVE YOUR HOME NUMBER AND HE'LL TRY TO RETURN YOUR MESSAGE! THESE SWAP MEET SPONSORED BY ACE OF AMERICA!!

This Message is distributed throughout the Pacific NorthWest, everyone reading and their Brother is welcome to come and Attend!!

Please Direct all Replies to bensmith@teleport.com in E-Mail or call (503)650-7196 anytime.

The next SwapMeet is Monday, March 4th, 1996.
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Catalogs are FREE & updated monthly. Reply in E-Mail to bensmith@teleport.com

http://www.teleport.com/~bensmith/bscomputers.shtml Bravo Sierra Atari Store

839. Web Page: Bravo's Atari Store: On-Line Catalogs. Check this out!

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-16 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <4g3dis$ii@linda.teleport.com>
Source record: 85955
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,fr.comp.sys.atari,de.comp.sys.st,fido.ger.atari,ger.atari,ka.comp.sys.atari

Check out my Web Page for Bravo Sierra Computers. Where you can find Both
Classic Atari 8 Bit & Atari ST. HardWare, SoftWare, Books & Accessories. My
Web Address is below. On-Line Catalogs that you can View and Contact me via
my Web Page! Or Request Catalogs in E-Mail. Specify Classic 8 Bit or ST.
E-Mail: bensmith@teleport.com

http://www.teleport.com/~bensmith/bscomputers.shtml

==Thanx==
===Ben===
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Catalogs are FREE & updated monthly. Reply in E-Mail to bensmith@teleport.com
http://www.teleport.com/~bensmith/bscomputers.shtml Bravo Sierra Atari Store

840. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-17 00:00:00 UTC
From: Michael Current <MCURRENT@carleton.edu>
Message-ID: <atari-8-bit/vendev_824542314@rtfm.mit.edu>
Source record: 85815
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: monthly

Welcome to the comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group!

Atari 8-Bit Computers

Vendors and Developers List

Revised 16-Feb-96

NEW ---- All Repair Shops are now listed here. ---- NEW

---- All Print and Disk Magazines are now listed here. ----

Additions/suggestions/comments/corrections are needed! Please send to:

Michael D. Current
URL:mailto:mcurrent@carleton.edu

Where to get the latest copy of this list:

The home of many FTP archives, automatically updated monthly:
URL:ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/vendev

The World Wide Web hypertext version, automatically generated monthly:
URL:http://www.smartpages.com/faqs/atari-8-bit/vendev/faq.html
URL:http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/vendev/faq.html

WWW "flat hypertext" versions, automatically generated monthly:
URL:http://www.cs.ruu.nl/wais/html/na-dir/atari-8-bit/vendev.html
URL:http://www.lib.ox.ac.uk/internet/news/faq/archive/atari-8-bit.vendev.html

Usenet newsgroups where this list is automatically posted monthly:
URL:news:comp.sys.atari.8bit URL:news:comp.answers URL:news:news.answers

You can also send for this list by mail.
URL:mailto:mail-server@rtfm.mit.edu message says:
send usenet/news.answers/atari-8-bit/vendev
quit

Finally, you can always ask me for a copy at URL:mailto:mcurrent@carleton.edu

Conventions
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All commercial vendors, developers, publishers, and repair shops should be
listed here. "Major" shareware/freeware/PD developers should also be listed.
```

"Vendor" = Reseller of products produced by others. Types of products sold are given in categories: new hardware, used hardware, public domain software/freeware/shareware, (new) commercial software, used (commercial) software.

"Developer" = Producer of products. Titles of products produced by the developer are listed. No product can be developed by more than one developer. No prices are given.

"Publisher" = Publishes a print or disk magazine, or a book. Complete subscription or ordering information is given, including prices.

"Repair Shop" = Can repair many 8-bit Atari and related hardware devices. Be sure to contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication title. If no company name exists, a personal name is used. "See" references indicate complete information may be found under the given heading. "See also" references indicate closely-related information may be found under the given heading.

When writing to request catalogs, it's always a good idea to include a Self-Addressed Stamped Envelope. When writing to foreign firms, try enclosing a couple of International Reply Coupons (IRC's) as well.

Verfications -> YOU!

This list is in a constant state of development, and comes with no guarantees. Information of this nature constantly ages; therefore, the information contained in this list is constantly updated. Please use the latest release of this list whenever possible!

I collect information for this list from wherever I can find it. While most updates to this list come from you, the user of the list, I'd like to recognize a few of the more prominent sources I use. Current Notes magazine, published by Robert Boardman and Howard E. Carson; Atari Classics magazine, published by Jim Hood and Bob Woolley; and The Atari 8-Bit Omnibus, published by David A. Paterson.

Remember, the success of this list is dependent on YOU, the reader, to send me updates that correct errors that you find. If you use this list, please do your part in keeping it useful for everyone!

Subject: A

8-Bit Magazin (disk magazine)
See: Powersoft

8-Bits Forever (book)
See: GFH Marketing

ABBUC (Atari Bit Byter User Club)
c/o Wolfgang Burger

Wieschenbeck 45
D-45699 Herten
Germany
Phone/Fax: +49 2366 39623
Mailbox: +49 5439 3265
Developer: various hardware and software (also schematics, mailbox,
disk magazine, repair-service, helpline addresses, meetings)
Publisher: Diskmagazin (disk magazine)
Repair Shop.

Aerion Software
PO Box 1222
Bronx NY 10471-0601
USA
tel: (212) 548-0514
Developer: Fury: The Wrath of Taljun Cathu, Lasermaze

The AGDA Group
See also: DataQue
See also: Jeff Potter
Developer: Maze of AGDAgon, GameLink-II (cable)

Paul V. Alhart
524 North Zee St.
Lompoc, CA 93436
Publisher: The AtariWriter+ Companion (book) - $5

AMC-Verlag
Bluecherstr. 17
W-65195 Wiesbaden
Germany
tel: +49 611/405611
Developer: Portronic (joystick port switch/extension),
STEREO Blaster (several versions), STEREO Blaster PRO, Herbert I, Herbert II,
other games

American Techna-Vision (Ralph Maddox)
Mail Order:
15338 Inverness St
San Leandro CA 94579-2016
USA
Sales Office:
1903 Fairway Dr
San Leandro CA 94577-5632
USA
tel: (510) 352-3787
FAX: (510) 352-9227
URL:mailto:rmax99@ix.netcom.com
Vendor: new hardware, commercial software
Repair Shop. 1050 Disk Drives only

Amethyst Software
211 S Kansas Ave
Danville IL 61834-5272
USA
Vendor: commercial/PD/freeware/shareware

ANG Software
Ridderkerksestraat 60
3114 RK Schiedam
The Netherlands
tel/FAX: +31-10-4271732
Vendor: Polish Software, other software/hardware
Developer: Stereo Kit (XL/XE compatible, incl 1 extra pokey chip),
t-shirts with Atari 8-bit game motives on them

David Aronson
2911 Bree Hill Rd
Oakton VA 22124-1213
USA
tel: (703) 620-6183
Vendor: used hardware

Artacyis Software (James Catalano)
639 W Grace St Apt 336
Chicago IL 60613-4005
USA
tel: (312) 248-6065
Developer: over 60 original game titles

AS
See: Mirage

Assisting Children to Excel
PO Box 1213
Camarillo CA 93011-1213
USA
Developer: Educational Master Cartridge, Dorsett Teaching Tapes (8-tape
sets each in: Reading, Spelling, Math, Economics, Physics, Psychology,
U.S. History, World History, Digital Electronics)

Atari 8-Bit Alive
c/o Damon Walker
RR 1 Box 62
Salem NJ 08079-9714
USA
tel: (609) 299-4667
URL:mailto:b.walker26@genie.geis.com
Fidonet: Node 1:266/52
Publisher: Atari 8-Bit Alive (print magazine)
bimonthly, $2.79/issue, or $8/three issues

Atari 8-Bit Omnibus (publication)
See: David A. Paterson

Atari 8-bit/SpartaDOS Project (Nelson Nieves)
P.O. Box 1702
Hatillo, PR 00659-1702
tel: 1 (809) 820-3135 : 8 am to 5 pm eastern standard time
URL:mailto:nkey@ixc.net
Developer: SpartaDOS enhancements

The Atari Classic Programmer's Club
Pen-Tyddyn
Capel Coch
LLangefni
Anglesey
Gwynedd
Wales LL77 7UR
United Kingdom
URL:mailto:mbitdc9306@newi.ac.uk (David Wyn Davies)
Developer: Swift Spreadsheet (Standard or New), Loopz, Helter Skelter

Atari Classics
5507 Langford Ct
Concord CA 94521-1614
USA
tel: (510) 672-1244
FAX: (510) 672-7611
URL:mailto:75126.3446@compuserve.com
URL:mailto:RWoolley@ix.netcom.com (Bob Woolley, Editorial Director)
URL:mailto:j.hood9@genie.geis.com (Jim Hood, Editor-In-Chief)
Publisher: Atari Classics (print magazine)
"no more than 6 per year" 1 Year 2 Years 3 Years
USA 2nd Class Mail $25 $46 $63
Canada Surface Mail $30 $56 $78
Other Foreign Surface Mail $32 $60 $84
European Airmail $38 $72 $102
Asia/Pacific Airmail $40 $76 $108
AC Software Disk (Anywhere) $9 $18 $27 (3 disks/yr)

ATARImagazin (print magazine)
See: Power Per Post

Atari PD Software
c/o Andrew Pittman
418 Marilyn Dr
Pearl MS 39208-3715
USA
Vendor: shareware/freeware/PD

Atari Video Club
c/o Dan Iacovelli
1411 N 36th Ave
Melrose Park IL 60160-2726
USA
tel: (708) 345-4127
Vendor: games

The AtariWriter+ Companion (book)
See: Paul V. Alhart

ATCOM Micro Center (address mail to Barry Keyes, *not* ATCOM Micro Center)
PO Box 294
Newbury Park CA 91319-0294
USA
tel: (805) 376-0299
FAX: (805) 370-0972
Vendor: new/used hardware, new/used software, PD/freeware/shareware
Repair Shop. full-service, all items

ATESIG
c/o Decker G. McAllister, Jr.
145 Surf Pl
Seal Beach CA 90740-5909
USA
tel: (310) 430-5433
tel: (310) 596-6123
URL:mailto:d.mcalliste2@genie.geis.com
Developer: hardware and software for model railroading applications

Avatar (Ulf Petersen)
Postfach 1103
D-24318 Luetjenburg
Germany
tel: +49/4381/418260 (ISDN)
tel: +49/4381/418261 (ISDN)
tel: +49/4381/418262 (ISDN)
FAX: +49/4381/418243
URL:mailto:ulf%antic@cle.de
FIDO: Ulf Petersen@2:240/4060.22
Vendor: new/used hardware, commercial/PD/freeware/shareware
Developer: Pirates of the Barbary Coast, LDS Freezer XL/XE,
LDS "C:" Emulator, Paradise Games #1, PC/XL-Convert II, Ultracopier II
Publisher: User-Mag (disk magazine)
bi-monthly

Subject: B

B&C ComputerVisions
1725 De La Cruz Blvd Ste 7
Santa Clara CA 95050-3011
USA
tel: (408) 986-9960 Phone Orders Tue-Fri 10AM-6PM
FAX: (408) 986-9968 Store Hours Thur & Fri 10am-6pm; Sat-10am-5pm
Vendor: new/used hardware, commercial/PD/freeware/shareware

Marlin Bates, IV (Fuji-dom)
mailto:mbates@s3.sonnet.com
http://www.stocko.sonnet.com:80/Fujidom/

Vendor: used hardware, used software

Bensley Consulting
PO Box 301
Westfield IL 62474-0301
USA
tel: (217) 967-5465
URL:mailto:csbdb@eiu.edu
Developer: Happy's Programs - Math, U.S. History, Astronauts, Triangles

Best Electronics
2021 The Alameda Ste 290
San Jose CA 95126-1127
USA
tel: (408) 243-6950 1-5pm Pacific Time Mon-Fri
FAX: (408) 243-8274
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun

Larry Black
2337 Douglas Rd
Panama City FL 32405-5902
USA
Developer: Atar-Z-Modem

Black Moon Systems (BJ Martnick)
PO Box 152
Wind Gap PA 18091-0152
USA
URL:mailto:benm@sectv.com
Developer: Small Business System, Label Master, Multi-Column Lister

Bolt's Electronic Repair Service
920 Thornwood St
Simi Valley CA 93065-5646
USA
tel: (805) 579-9954
Vendor: used hardware
Repair Shop.

Branch Always Software
14150 NE 20th St Ste 302
Bellevue WA 98007-3700
USA
tel: (206) 236-0540
FAX: (206) 236-0257
URL:mailto:brasoft@halcyon.com <- preferred!
URL:mailto:brasoft@genie.geis.com
MSN: BRASOFT
URL:http://www.halcyon.com/brasoft/
Developer: ST Xformer 3.0 (for Atari ST), PC Xformer 3.3 (for MS-DOS or
Windows 3.1), Xformer cable. Coming soon: PC Xformer 4.0 for Windows 95.

Bravo Sierra Computers (Ben Smith)
tel: (503) 256-9974 24hrs
BBS: (503) 255-9657
URL:mailto:bensmith@teleport.com
URL:http://www.teleport.com/~bensmith/bscomputers.shtml
Vendor: new/used hardware/software

BRE Software
352 W Bedford Ave Ste 104
Fresno CA 93711-6190
USA
tel: 1-800-347-6760
tel: (209) 432-3072
Vendor: PD/freeware/shareware

Bresnik Software
555 Ware St
Mansfield MA 02048-2947
USA
tel: (508) 339-6090
Developer: Illusions/Audiovisualizer, Ecologian, Word-Search Maker, Animals, Mathematics, Fractals

B. Utschig
This address has recently been reported invalid. Confirmations?
Mailbox
2012 S 314th St
Federal Way WA 98003-5622
USA
Vendor: PD/freeware/shareware

Subject: C

C&T ComputerActive
PO Box 893
Clinton OK 73601-0893
USA
tel: (405) 323-5890
Vendor: ???what???

Change In Heat
12 Bella Vista Pl
Iowa City IA 52245-5840
USA
Developer: Pondering About Max's, 1 other game ???what???

ChildsPlay SoftWare Services
6812 Hill Pl N
Minneapolis MN 55427-2259
USA
Developer: various software

Closer To Home (Tom Hunt)
BBS: (419) 368-4413, 3-14.4, USR
URL:mailto:tomhunt@brutus.bright.net
URL:http://www.bright.net/~tomhunt/
Developer: SpartaDos 3.2 Utilities: Sound Utility, Term80 Version 1.6,
Hyper-Desktop (Under Construction), Long-Integer Library, Armorizer,
Shell For Sparta 3.2d, Shell For Sparta 3.2g/gx, SelF eXtraction Utility,
Read It, Snapshot 3.3m, Disk Fragmentation Displayer, Filenote Utility,
HELP Maker (MAC/65), Zip-Compatable CRC32 File Checker

The Complete and Essential Map (book, in 2 volumes)
See: TWAUG

Compsult
PO Box 5160
San Luis Obispo CA 93403-5160
USA
tel: (805) 544-6616
Vendor: closeout commercial software

Computer Games Plus
1839 E Chapman Ave
Orange CA 92667-7774
USA
tel: (714) 639-8189 Noon-6pm Tue-Fri, Noon-3pm Sat
FAX: (714) 538-1707
URL:mailto:aturco@netcom.com (Art Turco)
Vendor: commercial software

Computer Software Services
See also: Bob Puff
PO Box 17660
Rochester NY 14617-0660
USA
tel: (716) 429-5639 10am-6pm Mon-Fri
FAX: (716) 247-7158
BBS: (716) 247-7157 300-9600 bps
URL:mailto:76702.1076@compuserve.com (Bob Puff)
Vendor: commercial software
Developer: Black Box, Black Box Enhancer, Black Box Printer/Spooler,
Hard Drive Pro Backup, SIO Power Booster, Super E-Burner, Quintopus,
Power Plus, Multiplexer, XF551 Enhancer, XF Single Drive Upgrade,
XF Dual Drive Upgrade, Super Archiver, Super Archiver II, Bit-Writer,
Ultra Speed Plus OS, Floppy Board, XF551 Update, Bit-Writer
Repair Shop.

Creative Software Systems (Rob Satonica)
7775 S Scottdale Rd
Berrien Springs MI 49103-9711
USA
tel: (616) 473-3904
URL:mailto:ddjt62c@prodigy.com
Service: converts disks from Atari to IBM PC 3.5" for SIO2PC/PC Xformer

Vendor: PD/freeware/shareware, formatted for SIO2PC/PC Xformer
Developer: Atari Virtual Disk Shell (for MS-DOS)

Current Notes
559 Birchmount Rd. #2
Scarborough, ON
Canada M1K 1P8
tel: 416-261-5997
tel: 416-752-2744
URL:mailto:redfrog@io.org (Robert Boardman, Publisher/8-Bit Computing)
URL:mailto:hcarson@io.org (Howard E. Carson, Managing Editor)
Publisher: Current Notes (ISSN 8750-1937, "at least 6 times per year")
U.S. Rates: $25/1 yr, $46/2 yr. (US Funds)
Canada: $35/1 yr, $65/2 yr. (Cdn Funds)
Foreign: $48/1 yr, $90/2 yr. (US Funds)

Subject: D

Daisy Dot Software
c/o Roy Goldman
2440 S Jasmine St
Denver CO 80222-6313
USA
Developer: Daisy-Dot III

Nir Dary
19185 Castlebay Ln
Northridge CA 91326-1046
USA
tel: (818) 831-2353 evenings only
Developer: PAL/NTSC Upgrade

Data 8
PO Box 210
Mouthcard KY 41548-0210
USA
Vendor: used hardware, used/commercial/PD/freeware/shareware

DataQue
See also: The AGDA Group
1623 W 4th St
Mansfield OH 44906-1701
USA
tel: (419) 529-9797 1pm-5:30pm EST M-F
URL:mailto:dataque.1@genie.geis.com
URL:mailto:71777.3223@compuserve.com
Developer: 4 Megabyte Bank Select Cartridge, 16K Standard EPROM
Cartridge, TransKey (attach a PC keyboard), Battery Backed ZRAM,
Programmer's Pal, Turbo-Calc 1.01, various Turbo-Calc source list
options, 6502/65816 PC Cross-Development Package, 8-Bit Survival Kit,

Maze of AGDAgon 1.02 Disk and Cartridge, 6ft Atari-8 TriLink GameLinkII Cable

Dean Garraghty
62 Thomson Ave.
Balby
Doncaster
DN4 0NU
England
tel: +44-1302-855-026
Vendor: used hardware, commercial/PD/freeware/shareware
Developer: Digi-Studio, Alien Blast
Publisher: News-Paper (print magazine)
UK: #6.00 / 4 issues
Europe: #8.00 / 4 issues
USA: #10.50 (US$21) / 4 issues
Far East & Rest Of World: #13.00 / 4 issues

Discount Video Too
3223 S US Highway 1 Ste F
Fort Pierce FL 34982-6380
USA
tel: (407) 464-0019 1pm-9pm (EST) Mon-Sat
Vendor: commercial software

Diskmagazin (disk magazine)
See: A.B.B.U.C. e.V.

Doug's Electronic Repair
112 N 1st St
Jacksonville AR 72076-4468
USA
tel: (501) 982-9246
Repair shop.

Dynacomp Inc
178 Phillips Rd Ste 1
Webster NY 14580-9797
USA
tel: (800) 828-6772
Developer: various software

Subject: E

East Hartford Computer
202 Robert St.
East Hartford, CT 06108
United States
tel: (203) 528-4448 11am-8pm Eastern Time Mon-Sat
Vendor: closeout commercial software

Jeff Edwards
138 South Main St.
Travelers Rest, SC 29690
United States
Developer: Digital Music System, PrintShop/Awardware graphics

The Electronic Clinic (Steve Tompkins)
4916 Del-Ray Ave.
Bethesda, MD 20814
United States
tel: (301) 656-7983 or (301) 656-8620
URL:elclinic@aol.com
Vendor: used hardware, commercial/used software
Repair Shop.

Entertainment Excellence
1805 Princeton Place
Merrick, NY 11566
United States
Vendor: commercial software

Evangelo's Software
Angelo V.
27 Stiles St.
Elizabeth, NJ 07208
United States
tel: (908) 558-9518
Vendor: commercial software

Subject: F

Far North Computers
59 College Rd., #217
Fairbanks, AK 99701
United States
tel: (907) 456-3700
Vendor: hardware, software

Fine Tooned Engineering
PO Box 31270
Mesa AZ 85275-1270
USA
URL:mailto:ftooned@delphi.com
URL:mailto:f.tooned@genie.geis.com
Developer: Action! Language Cart, Action! Runtime Libraries Disk, Action! Language Toolkit Disk, BASIC XE Language Cart, BASIC XL Language Cart, BASIC XL Runtime Libraries Dsk, BASIC XL Language Toolkit Disk, X-Press! Terminal Super/Cart, Flashback! HD Backup Software, MAC/65 Language Cart, MAC/65 Language Toolkit Disk, MIO 130XE Extender Card, Atari 850 Style Modem Cable, The MARS 8 Enhancement Board, Newell 256KXLE Memory Board, Newell 65XE 1MB Memory Board, Newell 130XE Memory Board, Newell 800/1200 XL Memory Brd, Omnimon! OS

Upgrade for 800, Omnimon! OS Upgrade for XL/XE, Omniview 256K OS Upgrade, Omniview XL/XE OS Upgrade, P:R: Connection, Atari 850 Style Printer Cable, RamRod OS RAM/ROM Card for 800, Ramrod Triple OS for XL/XE's, R-Time 8 Clock Cart, Sweet 16 Upgrade Board ('816), SpartaDOS 3.2, SpartaDOS X Super-Cart, SDX Upgrade ROM, US Doubler

David Firth
URL:mailto:david@signus.demon.co.uk
URL:ftp://ftp.demon.co.uk/pub/emulators/atari/ (158.152.1.44)
Developer: Atari Emulator for Unix and Amiga - 0.2.7

John Foskett
26 Auckland Rd.
Kingston-Upon-Thames
Surrey
England KT1 3BG
United Kingdom
tel: 081 549 8620
Developer: The Cave, Ye Olde House (both adventures), Jurrasic

Futura (disk magazine)
See: North of Scotland Atari User Group (NOSAUG)

Subject: G

Games+
610 North Alma School Rd.
Chandler, AZ 85224
United States
tel: (602) 890-0556
Vendor: new/used hardware, new/used software

GFH Marketing (Gordon Hooper)
253 Regina Ave.
Victoria, BC V8Z 1J6
Canada
Publisher: 8-Bits Forever (book)
$6.99 US or $7.99 CDN (money orders only)

Richard Gore
79 Sprotbrough Road
Sprotbrough
Doncaster
DN5 8BW
England
tel: (01302) 784642
URL:mailto:chmrig@leeds.ac.uk
Vendor: commercial software
Developer: Jawbreaker, Mousekattack, Arena, Bubble Zone, Super Print-Lab XE, GTracker, GTracker XL Utilities, Clip Tracker XE, Black Lamp, Tube Baddies

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Subject: H

Historically Brewed (print magazine)
See: Historical Computer Society

Historical Computer Society (David A. Greelish)
2962 Park St., #1
Jacksonville, FL 32205
United States
URL:mailto:historical@aol.com
Publisher: Historically Brewed (print magazine)
6 bimonthly issues: $18 ; or $2 for a sample issue

Horizon Computers
601 South Broadway, Suite B
Denver, CO 80209
United States
tel: (303) 777-8080
Vendor: ????

/HS\-Computertechnik
c/o Tobias Hang
Berliner Str. 31
D-55435 Gau-Algesheim
Germany
tel: (0)6725/2488
Developer: joystick port monitor, 8 channel relais interface,
Interface Control Application Software (INCA), 8 channel Logic Analyser

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Subject: I

IB Computers
10980 S.W. Mulewood Dr.
Portland, OR 97225
United States
tel: (503) 297-8425
Vendor: closeout hardware

IceSoft
c/o Itay Chamiel
9-A Narkis St.
Jerusalem 92461
Israel
URL:mailto:bruck@brachot.jct.ac.il
Developer: Ice-T 2.0 XE, 1.1

Subject: J

Jameco Electronic Components and Computer Products
1355 Shoreway Road
Belmont, CA 94002-4100
USA
tel: 1-800-831-4242
Developer: Atari 400/800/800XL/130XE power supplies (catalog available)

Jeff's Atari Action Outpost
P.O. Box 771244
Lakewood, OH 44107
United States
Vendor: ????

JRC
Vanickova 5
16900
Praha 6-Strahov
Czech Republic
Developer: Turbo Tape, Turbo Tape DOS, Visicopy III (IV?)

JTM Ltd
330 1st NE
Mason City, IA 50401
United States
URL:mailto:jimmason@worf.infonet.net
Developer: dedicated weather station

Subject: K

Kake Software
9 Smith Ct.
Vincentown, NJ 08088
United States
Vendor: PD/freeware/shareware

KARIN
ul. Przemyska 11a
02-361 Warszawa
Poland
tel: (0-49)-(0-22)-659-70-42
-659-34-13
-22-23-31
FAX: -659-34-14
Vendor: commercial software
Developer: KARIN MAXI Disk Drive
Repair Shop: all Atari computers

K-Products (Bob Klaas)
P.O. Box 22122 A.M.F.
Salt Lake City, UT 84120
United States
tel/FAX: (801) 967-7400

BBS: (801) 967-8738
URL:mailto:bobkla19@mail.tcd.net
Vendor: used hardware
Developer: BBS Express! Professional Ver 5.0b, Multiline Version,
Multiline Version & Mux Hardware, Networking Modules,
Pro_Term Terminal Modules, Hardback & Restore, Mux_Time Software,
TurBoss! High Speed O/S, BBS Express! Professional Update Disks,
KPI Hard Disk Drive Interface
Repair Shop.

Nick Kennedy
300 South Vancouver Ave.
Russellville, AR 72801
United States
tel: (501) 967-3843
Developer: SIO2PC 4.04

KE-Soft
c/o Kemal Ezcan
Frankenstrasse 24
63477 Maintal
Germany
tel: +49 6181 87539
FAX: +49 6181 83436
Vendor: new hardware, commercial/PD/freeware/shareware
Developer: Donald, Saper, Tactic, Zador II, Atomit II,
Tecno Ninja, Fisher-Technik interface, The Brundles
Publisher: Zong (print magazine)
40DM/6 months (3 issues)
magazine + disk: 55DM/6 months (3 mags., 3 disks)
abroad: add 10DM p&p

Kinetic Designs
P.O. Box 1646
Orange Park, FL 32067-1646
United States
Vendor: PD/freeware/shareware

Konrad M. Kokoszkiewicz and Jacek Zuk
ul. Tomaszowska 95/37
PL-26-420 Nowe Miasto nad Pilica
Poland
URL:mailto:conradus@plearn.edu.pl
Developer: IDE Hard Drive Interface

Subject: L

L&Y Electronics
13644C Jefferson Davis Hwy NEW/TO CONFIRM: 14628 Build America Drive
Woodbridge, VA 22191

United States
tel: (703) 494-3444 VA
tel: (703) 643-1729 Metro
FAX: (703) 494-3663
Vendor: new/used hardware, new/used software

LACE (London Atari Computer Enthusiasts)
c/o Roy Whiteman, Secretary
153b Swaby Rd.
Earlsfield
London
England SW16
United Kingdom
URL:mailto:trew@def.bae.co.uk
Vendor: used hardware/software, PD/freeware/shareware
Publisher: LACE Newsletter
#7.00 / year (monthly), or free to members

Bertrand Le Roy
See also: Fabien Royer
72 rue des landes
78400 Chatou
France
URL:mailto:bleroy@ccr.jussieu.fr
Developer: F.R.E.E. (graphic adventure)

Lex-Tronics
See: DataQue

Chris Liam
URL:mailto:lamcw@aston.ac.uk
URL:http://www.aston.ac.uk/~lamcw/emulators.html
Developer: Rainbow (for Macintosh)

L.K. Avalon
PO BOX 66
35-959 Rzeszow 2
Poland
Vendor: Blinky's Scary School, Cavernia, Mirax Force, Ninja Commando, Speed Ace, Stack Up, Zybex, Android, Imagine, Microx, RAM-CART (cartridge with 64KB or 128KB RAM with battery), Centronics interface: Microprint, all Polish software
Developer: -games: Barbarian, Frank&Mark, Hawkmoon, Wloczykij, A.D. 2044, Adax, Barahir, Global War, Hans Kloss, Kampania Wrzesniowa, Klatwa, Lasermania+Robbo Konstruktor, Misja+Fred, Neron, Piekielko, Robbo, Smus, Spy Master, Syn Boga Wiatru, The Last Guardian, Uczen Czarnoksieznika, Upior, Vicky, Wladcy Ciemnosci, Zeus, Aurum, Captain Gather, Change, Constellation, Czaszki+Electra, Dagobar, Darkness Hour, Digi Duck, Easy Money+Honky, Gold Hunter, Hydraulik+Snowball, Kernaw, Lorien's Tomb, Major Bronx, Rucu, Saper, The Jet Action, Trix, U235
-tools: Animator (graph&anim), Automat Perkusyjny (digi drums), Chaos Music Composer, Geometria (education), Kurs Fizyki (education),

Panther (text editor), Quick Assembler (with some other tools),
Szperacz Dyskowy (disk monitor)

LonerSoft
c/o Clay Halliwell
407 South 2nd St.
Clinton, MO 64735-2107
United States
URL:mailto:halliwee@ts436.dyess.af.mil
URL:mailto:e.halliwell@genie.geis.com
Developer: FlickerTerm 80 (beta), ColorViewSquash, ColorSquashView,
EbonView, Pantheon View, MacView 800, Quad-View 9, XF-ATR, DOMMenu,
Link Basher, Maze-War 3D

Subject: M

Mars Merchandising
1041-B East St. Charles Rd.
Lombard, IL 60148-2059
United States
tel: (708) MARS-INC ((708) 627-7465)
Vendor: new hardware, commercial/PD/freeware/shareware

MCM Electronics
650 Congress Park Drive
Centerville, OH 45459-4072
USA
tel: 1-800-543-4330
Developer: 13 conductor Atari type plug kit - I.E. plugs to make cables for
SIO ports joystick replacement cables and cable extensions (catalog available)

Mega Magazine (Freddy Offenga, a.k.a. Frankenstein)
P.O. Box 164
8800 AD Franeker
The Netherlands
URL:http://pmwww.cs.vu.nl/home/ipoorten/MegaZine/
URL:ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit/megazine/
URL:mailto:offen300@hio.tem.nhl.nl
Publisher: Mega Magazine (disk magazine) -- freeware

Micro-Discount (Derek Fern)
265 Chester Road
Streetly
West Midlands
B74 3EA
England
tel: 0121 353 5730 4pm-8pm Mon-Fri
FAX: 0121 352 1669
Vendor: new/used hardware, commercial software
Developer: Print-LAB, Tricky Print, Turbo Charger, Menu Print

Mirage / AS
ul. Gen. Abrahama 4
03-982 Warsaw
Poland
tel: 671-77-77
FAX: 671-76-22
Vendor: All Polish software
Developer: -games: Operation Blood, Problem Jasia, Tanks, Bang Bank,
Ship, Tron, Special Forces, Najemnik, Top Secret, Tusker, Mozgprocesor,
Roderic, Inspektor, Magia, Battle Ships, Kolony, Raszyn 1809,
Super Fortuna, Wyprawy Kupca, Tank vs. Tank, Axilox, Cywilizacja,
Thinker, Eureka, Reverse+Missile Action, Whoops, Atomia, Bertyx, Pong,
Duch+Robal, Helix, Jaffar, Midnight, Rycerz, Zbir, Dziedzictwo Gigantow,
Tagalon, Caveman
-edu: Ortografia, Geografia Polski, Historia Polski, New Words,
Geografia Swiata
-tools: Videograph, Sound Tracker Player (Amiga module player),
Audio Master (sample editor), Kleks+Trzmiel (graph),
SN-360 Utility (disk tools), SN-360 Disk Drive (double side),
Sampler (with some software), Video interface (digitizer+genlock)

Moonsoft
See: Black Moon Systems

More Than Games (Rick Detlefsen)
8207 Briarwood Lane
Austin, TX 78757-7642
United States
URL:mailto:74766.1561@compuserve.com
Vendor: new/used hardware, new/used software
Developer: various utilities, hardware projects

MTS Creations
P.O. Box 56762
Chicago, IL 60656
United States
tel: (312) 763-1822
Developer: Font Craft

MWPD Software
890 North Huntington St.
Medina, OH 44256
United States
Vendor: PD/freeware/shareware

MyTek
819 Corby Ave. (not a retail outlet)
Santa Rosa, CA 95407
United States
FAX: (707) 527-0674
URL:mailto:mytek@genie.com
Developer: Studio II (full color video overlay, graphics and text)

Subject: N

National Educational Report Drawing Services (N.E.R.D.S.) Software
c/o Don Loeffler
18 Wendy Drive
Farmingville, NY 11738
United States
Developer: Print Shop icons

New Atari User (print magazine)
See: Page 6 Publishing

New Breed Software
c/o Bill Kendrick
59 Palm Lane
Novato, CA 94945-2574
United States
URL:mailto:kendrick@zippy.sonoma.edu
URL:http://zippy.sonoma.edu/~kendrick/nbs/
Developer: demos: Bob Test, Color Bars, Cells, DAN15, DAN9A, Didi 7, DollMan, Happy Mondays, James Brown, Knives and Forks, Stimpy, T-1000. games: Balloonier, Boom!, Chicken, Cooltris, Elevator, Hopper, Platform, Puzzle, Rodent Revenge, Simon, Sky Diver, Sludge, Usurp. utilities: Colorizer 1.1, DigiPlay Menu, Equation

News-Paper (print magazine)
See: Dean Garraghty

No Frills Software
800 East 23rd St.
Kearney, NE 68847
United States
Developer: Converter, Converter Companion, P.S. Users Utility Disk, PrintShop graphics

North of Scotland Atari User Group (NOSAUG)
P.O. Box 10001
Peterhead
Scotland AB42 6ZN
United Kingdom
Publisher: Futura (disk magazine)
$3 cash or #2 IMO for sample issue

Northwest Phoenix Atari Connection (N.W.P.A.C.)
P.O. Box 67511
Phoenix, AZ 85082
BBS: (602) 278-8505 (Phoenix Atari User Group System)
Publisher: Nybbles & Bytes (print magazine)
bimonthly, $10 / yr (6 issues)

NOVAtari
c/o Geoff DiMego

8612 Thames St.
Springfield, VA 22151
United States
tel: (703) 425-5030
Vendor: PD/freeware/shareware

Nybbles & Bytes (print magazine)
See: Northwest Phoenix Atari Connection (N.W.P.A.C.)

Subject: P

Page 6 Publishing
P.O. Box 54
Stafford
England ST16 1DR
United Kingdom
tel: 0785 213928
FAX: 0785 54335
Vendor: commercial/PD/freeware/shareware
Developer: Enigmatix!
Publisher: New Atari User (print magazine)
(bi-monthly) Magazine only Magazine and Disk
UK #15.00 #25.00
Europe (Air Mail) #17.00 #32.00
USA/Canada - Surface #17.00 #32.00
USA/Canada - Air Mail #23.00 #42.00
Other countries as USA/Canada

Palette Imaging (Marver Seaman)
47 South St.
Norwood, NJ 07648
United States
tel: (201) 767-3913
Developer: ChromaCAD: Sculptured-Surface 3-D Modeling System

Papa's Chip's
1957 Harlen Rd.
Loves Park, IL 61111
United States
tel: (815) 633-6300
Repair Shop.

David A. Paterson
P.O. Box 342
Cote-St-Luc, QU H4V 2Y5
Canada
URL:mailto:d.paterson2@genie.geis.com
Developer: CardStax
Publisher: Atari 8-Bit Omnibus
US$5 for 1994 edition

P.E.E.R.S. of Omaha (Patten's Electronic Equipment Repair Service)
917 North 169th St.
Omaha, NE 68118-9342
United States
tel: (402) 289-3572 Mon-Fri 10am-9pm, Sat 1pm-5pm (CST)
Vendor: used hardware
Repair Shop.

Klaus Peters Elektronik&Software
Moltkestrasse 29
D-42551 Velbert
Germany
tel: (0)2051/84815 or 84410
FAX: (0)2051/85784
Developer: Megaram (1MB), 25K Bibomon, ROM-Disk XL/XE, Burner XL/XE,
Speedy 1050, Disk Drive F2000, Sprint XL, Sound-Monitor

Phoenix
c/o Robert Paden
54 Ardmillan Crescent
Scrabo Estate
Newtownards
Co. Down
Nothern Ireland BT23 4PW
United Kingdom
Publisher: Phoenix (disk magazine)
public domain

Pokey Magazine (print magazine)
See: Stichting Pokey

Jeff Potter
See also: The AGDA Group
202 Chestnut Ridge St.
Winter Springs, FL 32708
United States
URL:mailto:potter@escmail.orl.mmc.com
URL:mailto:74030.2020@compuserve.com
URL:mailto:jdpotter@genie.geis.com
Developer: APACVIEW, APACSHOW, COLRVIEW, DEGASRD, ILBMREAD, GIFNCODE,
CRAB NEBULA, JVIEW XL

Power Per Post (Werner Raetz)
Postfach 1640
D-75006 Bretten
Germany
URL:mailto:hs@undine.physik.uni-erlangen.de (Harald Schoenfeld)
Vendor: new hardware, commercial/PD/freeware/shareware
Developer: QUICK Programming Language, QUICK Support Disk 1, QUICK Support
Disk 2, S.A.M. (Screen Aided Management) 80 column Desktop System, S.A.M.
Budget (spreadsheet), S.A.M. Utilities 1, S.A.M. Designer (DTP), Quick Ed (chr
set editor), Glaggs It!, Rubber Ball, MineSweeper, Bombi
Publisher: ATARImagazin (print magazine)

39DM + 6DM p&p/6 months (3 issues)
abroad: 39DM + 12DM p&p/6 months
disk & membership: add 60DM

Powersoft
c/o Markus Roesner
Fachriastr. 9
D-74226 Nordhausen
Germany
tel: (0)7135/2840
Vendor: hardware, commercial/PD/freeware/shareware
especially recent software and hardware from Poland (Avalon etc.)
Publisher: 8-Bit Magazin (disk magazine)

Bob Puff
See also: Computer Software Services
See also: Wordmark Systems
Suite 222
2117 Buffalo Rd.
Rochester, NY 14624
United States
URL:mailto:76702.1076@compuserve.com
Developer: BobTerm

Purple Mountain Computers
15600 NE 8th St. Ste. A3-412
Bellevue, WA 98008
United States
tel: (206) 399-8700
Vendor: used commercial software

Subject: R

Rambit
16 The Green
Thurlby
Bourne
Lincs.
England PE10 0HB
United Kingdom
tel: 0778 424450
Developer: Print-Filer, TaskMaster, Parallel Printer Port,
TurboLoad kit (XC12/1010 upgrade)

READY +TECHNOLOGIES+ (Thomas Smailus)
2245 College Dr Apt 170
Baton Rouge LA 70808-1848
tel: (504) 388-5248
FAX: (504) 388-5263
URL:mailto:tom@ready.rsip.lsu.edu

URL:http://www.rsip.lsu.edu/tom/ready.home.html
Developer: Hardware systems design, developement, and construction; Software systems design, developement, and coding; Media conversion from magnetic to optical and imaging; Consulting on system purchases and requirements; Film production from short to feature length

Revista STAK Atari
Casilla 51552 STGO 1
Correo Central
Santiago de Chile
Chile
Publisher: STAK Atari (print magazine)
air: US$50 (cannot accept checks or credit cards)
magazine + disk, air: US$70

Ronnie Riche
See also: Dale Wooster
1700 Aycock St.
Arabi, LA 70032
United States
Developer: TextPRO 5.20X, Maintenance Upgrade #1

Fabien Royer
See also: Bertrand Le Roy
3211 Society Drive
Claymont, DE 19703
United States
Vendor: F.R.E.E. (graphic adventure)

Subject: S

Sagamore Software
2104 Arapahoe Dr.
Lafayette, IN 47905
United States
Vendor: PD/freeware/shareware

San Jose Computer
moving?
tel: (408) 995-5080

Ernest R. Schreurs
Kempenlandstraat 8
5211 VN Den Bosch
The Netherlands
URL:mailto:ernest@pi.net
Developer: POOLDISK (a HUGE PD/freeware/shareware collection on a CD-ROM)

Shadow SoftWare
URL:bensmith@teleport.com
BBS: (503) 761-9074

Developer: Carina (BBS software)

Software Infinity
642 Waring Ave
State College PA 16801-6611
USA
Vendor: commercial/PD/freeware/shareware

STAK Atari (print magazine)
See: Revista STAK Atari

Stichting Pokey (Fred Meijer)
Postbus 425
NL-2920 AK Krimpen ad IJssel
The Netherlands
Vendor: commercial software
Publisher: Pokey Magazine (print magazine)
37,50 guilders / year (6 issues, bimonthly)

Strange Invasion
c/o Stefan Lausberg
Koerschstr. 58
D-70599 Stuttgart
Germany
tel: (0)711/45 51 71
URL:mailto:lausberg@studbox.uni-stuttgart.de
URL:http://wwwcip.rus.uni-stuttgart.de/~inf11492/
Publisher: Strange Invasion (disk magazine)
single issue 5DM
6 issues (1/2 year) 25DM

Paul Sungenis
URL:mailto:pab@cnx.sccsi.com
Sharware developer: AtariLink BBS, PabMail PCBoard, PabQwk, Mboard 2000

Super Products
c/o James Bradford
Pikes Rd.
Glasshouse Mtns. QLD 4518
Australia
tel: (074) 969 169
URL:mailto:sup8pdct@closer.brisnet.org.au
URL:ftp://203.4.149.98/8bit
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Subject: T

TEAC (The Educators Atari Club)
P.O. Box 1024
Laytonville, CA 95454
United States

Developer?: education related

Toad Computers
570 Ritchie Hwy
Severna Park MD 21146-2925
USA
tel: (800) 448-8623 Orders
tel: (410) 544-6943 Voice
FAX: (410) 544-1329 FAX
BBS: (410) 544-6999 BBS
FAX: (410) 544-0098 FAXBack
URL:mailto:info@toad.net
URL:ftp://ftp.toad.net/
URL:http://www.toad.net/
Vendor: new/used hardware, new/used software

TOMS
ul. Beldan 2
02-695 Warsaw
Poland
tel: 641-54-29
Developer: TOMS 720 disk drive, TOMS 710 disk drives

TOP-Magazin
c/o Markus Roemer
Schiefersteinstr. 10
D-55606 Kellenbach
Germany
tel: (0)6765-420
BBS: (0)345/78 80 148 (24 hours, 8N1, 16k8bps)
Vendor: new hardware, commercial software
Publisher: TOP-Magazin (disk magazine)
25DM for 6 months (6 issues)

Trans World Exchange
c/o Chris Carson
P.O. Box 44251
Parkland, WA 98444
United States
Vendor: PD/freeware/shareware "shareware games and utilities from Poland"

Anthony Jaroslav Truhlar
26 Byrom Avenue
Levenshulme
Manchester
M19 3HR
United Kingdom
Phone/Fax: +44-(0)161-248-7893
URL:mailto:100756.735@compuserve.com
Developer: CopyPlus 1.1, Metric/Imperial converter, resistance calculator,
several other programs

Steven Tucker
tel: (216) 237-5308
URL:mailto:classics@nacs.net
URL:http://www.nacs.net/~classics/
Developer: APE 1.07 - Atari Peripheral Emulator (UMich Archive: 8bit/Ape/)

TWAUG (Tyne & Wear Atari User Group)
P.O. Box 8
Wallsend
Tyne & Wear
NE28 6DQ
United Kingdom
tel: (0191)-2710086
Vendor: PD/freeware/shareware
Developer: UltiFont
Publisher: The Complete and Essential Map, by Andrew C. Thompson
(book, in 2 volumes) #16.00 plus the following postage:
UK #1.50
Europe #2.50
USA/Canada Air Mail #5.50
USA/Canada Surface #2.50
Australia Air Mail #6.50
Australia Surface #2.50
Publisher: TWAUG Newsletter (print magazine)
bimonthly, includes either disk or cassette
1 copy #2.00---6 copies #11.00 for UK
1 copy #2.20---6 copies #12.50 for Europe
1 copy #2.50---6 copies #14.00 for Elsewhere

Subject: U

UltraBasic
10 East 10th St.
Bloomsburg, PA 17815
United States
Vendor: commercial software

User-Mag (disk magazine)
See: Avatar

Subject: V

Video 61
22735 Congo St. N.E.
Stacy, MN 55079
United States
tel: (612) 462-2500 24hrs
URL:mailto:ice@skypoint.com
Vendor: new/used hardware, new/used software (mostly game-related)

Video Game Advantage
c/o Michael J. Novak Jr.
6861 Anthony Lane
Parma Hts., OH 44130
(216) 843-8815 Voice
URL:mailto:vga2000@ix.netcom.com
URL:mailto:VGA2000@io.com
URL:mailto:dw901@cleveland.freenet.edu
URL:http://www.io.com/~vga2000/
Vendor: used hardware/software

Video Magic
c/o Frank M. Polosky
P.O. Box 9542
Pittsburg, PA 15223
United States
Vendor: used software
Publisher: bimonthly game catalog/newsletter

Subject: W

Dale F. Wooster
See also: Ronnie Riche
7113 W. Pasadena
Glendale, AZ 85303
tel: (602) 846-1575
United States
Developer: TextPRO v5.20x Docs.
printed manual: $12
2-disk set containing program, modules, macros, docs: add $4
2-disk set of more support files: add another $4
Other Docs. available for: early TextPRO v4.5/v5.0, MYDOS 4.5,
Rambrandt, Bobterm 1.2 and several others

Wordmark Systems (Charles Marslett and Bob Puff)
See also: Bob Puff
URL:mailto:chasm@bix.com (Charles Marslett)
URL:mailto:76702.1076@compuserve.com (Bob Puff)
Developer: MYDOS 4.53

Subject: Z

Zong (print magazine)
See: KE-Soft

ZTM Software Manufacturers
P.O. Box 240
Forked River, NJ 08731
United States
tel: (609) 971-5807

```
Vendor: commercial/PD/freeware/shareware
Developer: Atari Tape Backup Program

================================================================
End of atari-8-bit/vendev
================================================================
```

841. Games for PC28BIT transfer system - frkfac.zip (1/1)

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-17 00:00:00 UTC
From: gah@cesint.demon.co.uk
Message-ID: <824590877.4758@cesint.demon.co.uk>
Source record: 85816
Body handling: Inline uuencoded payload not displayed: frkfac.zip

```
[Inline uuencoded payload not displayed: frkfac.zip]
```

842. Games for PC28BIT transfer system - warcoptr.zip (1/1)

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-17 00:00:00 UTC
From: gah@cesint.demon.co.uk
Message-ID: <824590892.4758@cesint.demon.co.uk>
Source record: 85817
Body handling: Inline uuencoded payload not displayed: warcoptr.zip

```
[Inline uuencoded payload not displayed: warcoptr.zip]
```

843. Re: Not With A Bang...

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-17 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4g3j4q$5kh@nuke.csu.net>
Source record: 85818

```
b.poehland@genie.com wrote:
: Lee Isgur, an analyst at Jeffries & Co., said the merger could mean the
: end of Atari's presence in videogames. "It could be the end," he said,
: adding that he expected Atari to keep at least "a low profile" in the com-
: puter-game business for the rest of this year.

Umm - there IS Atari Games. It's a completely different company. Nobody ever
seems to mention them anymore! :)

-bill!
kendrick@zippy.sonoma.edu ||| kendrick@vax.sonoma.edu
** New Breed Software ** / | \ ** William Kendrick **
http://zippy.sonoma.edu/~kendrick/
```

844. Re: FTP site

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-17 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4g3kii$5kh@nuke.csu.net>
Source record: 85819

LukSoft (LukSoft@hipokrates.am.lublin.pl) wrote:
: There is new FTP site dedicated for Atari 8-bit users.
: - hipokrates.am.lublin.pl

<suck suck leech leech> Hehehe.. cool! :) Not a LOT of stuff, but 85% of
it I've never seen before!

-bill!
kendrick@zippy.sonoma.edu ||| kendrick@vax.sonoma.edu
** New Breed Software ** / | \ ** William Kendrick **
http://zippy.sonoma.edu/~kendrick/

845. Ballblazer on a PC

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-17 00:00:00 UTC
From: dalessio@manatee.cig.mot.com
Message-ID: <dalessio.824534666@manatee>
Source record: 85820

A service to Ballblazer fans...

I know many of you wish you could get Ballblazer for the PC.
Well, there's a game that's almost a direct ripoff, and it's
(in my opinion) better than Ballblazer. The name of the
game is "3D Cyberpuck". You can download the shareware version
from many of the common PC game sites.

I really recommend this game. IMHO, it's excellent. The only
problem with the full game is that it isn't "polished". It
only supports a soundblaster (it doesn't even work with the SB
emulator for the GUS). It has network support, but no docs on
how to use it.

I purchased the full game from a shareware distributor (the
company mentioned in the docs doesn't distribute it anymore).
If anyone needs the name of the distributor, send me a message.

Have fun!

Mario

```
************************************************************
* ___ ____ ____ *
* /o o\ //oo\\ ( oo ) Mario D'Alessio __/\__ *
* \_O_/ \__/ \__/ dalessio@cig.mot.com \RUSH/ *
* WooWoo Work: (708) 632-2323 |/\| *
* Woo 9am to 6pm Central Time *
* *
************************************************************
```

846. Old Source Code

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-17 00:00:00 UTC
From: lashower@netcom.com
Message-ID: <lashowerDMwx3G.J2K@netcom.com>
Source record: 85821

Hi!

Like most everyone else on this planet, I'm putting together a Web Page :). I'm probably going to plop some of my old 8-bit Atari software that I wrote on my site. I know that most of it is buried in some archive somewhere, but I figure it would be nice to have it all in once spot.

Anyways, I was wondering if there would be any interest in the 6502 source code for the following programs:

1) The Antic Music Processor (Versions 1.2 and 2.1)
2) The Antic Sampling Processor
3) Labyrinths (plus the original BASIC maze vector graphics stuff)

If course, the standard disclaimer applies: no using the source code for personal profit. And of course, absolutely NO bitching about how sloppy my code was back then :)

You can, however, feel free to enhance and add features. It would be kind of nice to have AMP or ASP support a machine with 256K... or more. And of course, maybe even get AMP to work correctly on Darek's emulator - AMP's pretty IRQ heavy, which the emulator doesn't like..

If you're interested, please let me know, and I'll make room for the stuff on my web page.

-- Steve

Steven Lashower | "You can't expect to wield supreme executive power
lashower@netcom.com | just 'cause some watery tart threw a sword at you!"
| - Monty Python and the Holy Grail

847. Re: Behind Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-17 00:00:00 UTC
From: ads@csl.com
Message-ID: <4g4ees$2bn@cruella.criterion.canon.co.uk>
Source record: 85822

In article <4g1n1c$63o@susscsc1.rdg.ac.uk>,
smrgoodw@reading.ac.uk (J. F. Goodwin) wrote:

>It's fairly obvious that you're not working on the 8-bit now,
>so I just wondered if you still have your 8-bit setup? What are
>you involved with now?

Well a few years ago I bought a second-hand 800XL and I have my old floppy drives but I don't know how transfer bootable floppies to xf2 and secondly, for some insane reason at the end of my time developing on the Atari I started using DOS3 but I've lost my DOS3 system disks so I have a bunch of unreadable source code disks! I just sort of wanted to reread the source code to those games to see if the code was finger lickin' good or arse wiping bad - so to speak!

Now I'm involved in the on-going development of a realtime 3D graphics library called RenderWare which is used by people right thru from doing 3D games to the serious CAD companies.

Adam

Adam Billyard,
Criterion Software Limited,
Westbury Court, Buryfields, Guildford, Surrey, GU25AZ, UK.
ads@csl.com
Tel: +44 (0) 1483 406203 Fax: +44 (0) 1483 406211

848. Re: Not With A Bang...

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-17 00:00:00 UTC
From: Bob Klaas <bobkla19@mail.tcd.net>
Message-ID: <4g4ocv$dlq@news.tcd.net>
Source record: 85823

Hello, nice to seeya still around..

Here I thought I had a chance to re-coup some of the $11.25 a
share I paid for Atari on the original opening..Well guess I can
alwayse use it for wall paper..seeing as how I held on to it
rather than bailing when it Split several years ago..

Bob

849. Re: Not With A Bang...

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-17 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.91.960217132019.1603C-100000@moose.erie.net>
Source record: 85824

On 17 Feb 1996, Bob Klaas wrote:

> Hello, nice to seeya still around..
>
> Here I thought I had a chance to re-coup some of the $11.25 a
> share I paid for Atari on the original opening..Well guess I can
> alwayse use it for wall paper..seeing as how I held on to it
> rather than bailing when it Split several years ago..

Atari stock is up from $1.375/share to 3.875! I was tempted to
buy after the first of the year but didn't. I guess that's the story of
my life! :)

850. pc <-> 8 bit .exe prog - pc28bit.zip (0/1)

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-17 00:00:00 UTC
From: gah@cesint.demon.co.uk
Message-ID: <824590801.4758@cesint.demon.co.uk>
Source record: 85825

```
PC program to match BASIC boot disk generator
Lead details are in 'about'
```

851. pc <-> 8 bit .exe prog - pc28bit.zip (1/1)

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-17 00:00:00 UTC
From: gah@cesint.demon.co.uk
Message-ID: <824590821.4758@cesint.demon.co.uk>
Source record: 85826
Body handling: Inline uuencoded payload not displayed: pc28bit.zip

```
[Inline uuencoded payload not displayed: pc28bit.zip]
```

852. BASIC prog for PC<->8 bit transfer - basboot.zip (0/1)

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-17 00:00:00 UTC
From: gah@cesint.demon.co.uk
Message-ID: <824590823.4758@cesint.demon.co.uk>
Source record: 85827

```
This BASIC program generates a bootable disk for PC28BIT PC program
Make sure you save it before you run it!
All data lines have a checksum so if you make a mistake it should be
fairly easy to find out where it is. Good luck
```

853. BASIC prog for PC<->8 bit transfer - basboot.zip (1/1)

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-17 00:00:00 UTC
From: gah@cesint.demon.co.uk
Message-ID: <824590826.4758@cesint.demon.co.uk>
Source record: 85828
Body handling: Inline uuencoded payload not displayed: basboot.zip

```
[Inline uuencoded payload not displayed: basboot.zip]
```

854. Games for pc2bit transfer system - dethrace.zip (1/1)

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-17 00:00:00 UTC
From: gah@cesint.demon.co.uk
Message-ID: <824590842.4758@cesint.demon.co.uk>
Source record: 85829
Body handling: Inline uuencoded payload not displayed: dethrace.zip

```
[Inline uuencoded payload not displayed: dethrace.zip]
```

855. Re: FTP site

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-17 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4g5jgg$9si@nuke.csu.net>
Source record: 85830

Ooh - that new FTP site ("hipokrate.something.something.something...") has some nifty stuff!

Want to hear a REALLY nicely done digital mix? Get "digital.dc3" from the "atari8/demos/dc3" directory there.

Three tunes, an ok "christmas rap", an ok "madonna" mix, and an EXCELLENT techo-type song, "Humanoid". VERY cool listening. :) AND, this demo doesn't need a PAL machine!

Other great stuff there, too. The "Demologicus" (dlogicus.dc3) demo is alright, and doesn't need PAL either.

-bill!
kendrick@zippy.sonoma.edu ||| kendrick@vax.sonoma.edu
** New Breed Software ** / | \ ** William Kendrick **
http://zippy.sonoma.edu/~kendrick/

856. WTB: Monitor cable, P:R:Conn R:-cable

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-17 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4g5jkj$9si@nuke.csu.net>
Source record: 85831

Hi - I'm still looking for a cheap R:-cable, and NOW I'm also looking for
a good (A/V, doesn't need to be split) C=-style video cable.

Anyone got a spare of either, or know where I could get one cheap?
Thanks!

-bill! (still listening to "Humanoid" - it's a pretty long (although obviously
repetative) mix!)
kendrick@zippy.sonoma.edu ||| kendrick@vax.sonoma.edu
** New Breed Software ** / | \ ** William Kendrick **
http://zippy.sonoma.edu/~kendrick/

857. FS/T: Atari 8-bit computer items [02/17/96]

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-17 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <4g5p63$6ki@ixnews7.ix.netcom.com>
Source record: 85832

updated 02/16/96

NOTE: Screen shots of some of these games are available on my
web site.

I have the following Atari 8-bit software and hardware for sale or
trade.

Everything is sold as is. Unless specified, all items have been
tested and are in perfect working order.

Buyer has ten (10) days to send payment, and pays all shipping
costs, which will be sent via U.S. Postal Service. The shipping
cost depends on both the weight of the package and the distance
that it is traveling. Buyer has the choice of either first class
or parcel post (which is slower, but cheaper).

Payment must be made in U.S. funds, by either check or money order,
drawn from a U.S. bank branch. Canadian buyers must send a Canadian
Postal Money Order, payable in U.S. funds. This is the only way I
have found to deal with my friends to the north (my bank is very
picky, but the U.S. Post Office will cash a Canadian Postal M.O.)

SOFTWARE:

NOTE: If the company name isn't listed, then the game was released
by the same company as the system.

NOTE: All cartridges are loose (ie. without box and manual), unless
specified.

NOTE: Since all cartridges are used, some labels will have small
defects. Major defects will be listed.

ATARI 8-BIT COMPUTER:

Loose cartridges, no box or manual:
$ 6.00 Atariwriter
$ 6.00 Basic -- for the 400 and 800
$10.00 Delta Drawing (Spinnaker)
$10.00 Kids on Keys (Spinnaker)

HARDWARE:

NOTE #1 FOR THOSE BUYING SYSTEMS: If you buy certain systems (they
are marked) you will have the option of buying a BRAND NEW RF
switchbox for $5 that is virtually identical to one sold at Radio

Shack for $7, plus tax. It allows for the connection of both 300 OHM
and 75 OHM antenna lead-in's.

If you already have an RF switchbox, most systems will work fine with
it. Some systems still include one, please read carefully.

LOT #1

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 800XL COMPUTER with original power supply.

I will also throw in a second non-working ATARI 800XL for parts, FREE.

This is a complete system, except for RF switchbox and RCA cable.

$44.00

*****

LOT #2

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 65XE COMPUTER with original power supply.

This is a complete system, except for RF switchbox and RCA cable.

$34.00

*****

LOT #3

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 130XE COMPUTER with original power supply.

This is a complete system, except for RF switchbox and RCA cable.

$59.00

*****

LOT #4

ATARI 1050 (127K) DISK DRIVE, with original power supply, and
one (1) Molex connector cable.

$39.00

*****

LOT #5

ATARI 1050 (127K) DISK DRIVE, with one (1) Molex connector cable.

This disk drive doesn't include the power supply.

$34.00

*****

To reserve an item listed here, please contact me.

Michael J. Novak Jr.
VGA2000@ix.netcom.com -- for quickest response
VGA2000@io.com
dw901@cleveland.freenet.edu

--
Michael J. Novak Jr. BUYING / SELLING / TRADING systems and games from:
Video Game Advantage 3DO, Atari, NEC, Nintendo, Sega, Sony, as well as
6861 Anthony Lane all Classic video game and Classic cartridge based
Parma Hts., OH 44130 computers, for over 2 years on the Internet!
(216) 843-8815 Voice

Visit us on the WWW at http://www.io.com/~vga2000/
where you will find FAQ's, Screen Shots, Collecting tips and much more.....

For current list, or to be placed on my e-mail list, please leave E-Mail at:
VGA2000@ix.netcom.com OR VGA2000@io.com OR dw901@cleveland.freenet.edu

858. Re: Copyrights

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-17 00:00:00 UTC
From: StarMan <StarMan@Galaxy.com>
Message-ID: <312670F6.1F99@Galaxy.com>
Source record: 85833

JTKIRK@urp.edu.pe wrote:
>
> Does anyone know what happens with the copyrights of the old programs? (1982-
> 1984) I've seen many Commodore programs in the Net (even advertised in the
> Commodore FAQ), including any game you could imagine (typical of Commodore
> users, maybe). For the ATARI, it seems nobody is wanting to violate any law.
> But does anybody (is there a lawyer in this discussion group?) know IF/WHICH
> programs could be uploaded without any legal trouble?
> (It's just curiosity... I don't want to do anything against the law...)

Yeah, I'd like to know too. It's unbelievable the number of C64, Apple
][and other 'original' software is on the net. Why are We behind? You
can't tell me that the developers are holding onto the copyrights (if
they are,, they're crazy!), and I know that Atari has a rep for being
prickish about their copyrights, but this is 1996, and in case they
haven't noticed THE ATARI 8-BIT COMPUTERS HAVEN'T BEEN ON THE SHELVES
FOR 10 YEARS!!

859. NEW LANGUAGE was-Re: Atari, JTS Corp. Merger

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-17 00:00:00 UTC
From: bmcbrine@hakatac.port.island.net
Message-ID: <4g5tmd$o6m@hakatac.port.island.net>
Source record: 85834

In article <4fvgsn$b0o@no-names.nerdc.ufl.edu>,
Michael Ellis <michael@anest4.anest.ufl.edu> wrote:
>A most interesting proposition. Wouldn't it be cool if someone released
>a new line of updated 8-bit compatibles. I would release the 1600XL and
>the 1650XLD. The 1600XL would include:
>
>* 65816 CPU
>* Parallel Bus
>* Speech Synthesizer
>* Integrated RS-232 interface
>* Integrated Centronics Printer Port
>* 256K RAM (expandable)
[...]
>Ah well... enough dreaming.
>
>-Michael Ellis

How about a new or revamped language. This is possible today with existing hardware. Perhaps a new BASIC or SuperBASIC or ACTION!++ or something. What I'm thinking is a fast semi-interpreted/compiled language that can utilise transparantly the extended memory in the 130XE or any 130XE compat. memory upgrade, or the AXLON, or similar. Using the extra memory for program code, library files for the language, etc. So you could program on a stock 130XE, a 150K program that runs fast!

The language should be slightly extensible. Provide builtin ASM routine support in-line of the code, or to call functions in a library code-block, located somewhere in extended ram blocks. Transparent memory allocating of 16/32 byte blocks in ext-mem. It should be usable as a games language or an application language. Something better than Action is now!

The extended memory upgrades have been under utilised, haven't they? It would load a memory manager to understand the memory paging needed to be done automatically. And partly intercept calls made by the language and then call the proper function lib somewhere else in ram. The 'staging' area for variables, and other things would be in base-memory. Also keeping track of ram use would be stored in base - unless larger memory computers needed seperate extended ramblocks to store the memory-used table..

This language could then be expanded to have Program Tasking. The ability to send 'services' into the background. Limited concurrent multitasking! Say 15 maximum tasks. The tasks themselves would be programs written in this SuperLanguage. (Nice name eh? ;-) Um, I don't remember, are Atari DOS calls re-entrant? <G>

I hope I've gotten a few people thinking!
Anyone interested? It IS possible.

l8r...
--
* Bill McBrine *** EMail: ragtag@hakatac.almanac.bc.ca (other address pending)
Interests: Atari8bit. Tandy 6000 (I have 3.1) * bmcbrine@alb.almanac.bc.ca
Robotics. Linux. Amiga News. Networking. User-friendly Data-management Systems.

860. run Basic program in ROM? On a Cart? HelpME!

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-17 00:00:00 UTC
From: dac@hevanet.com
Message-ID: <4g62a0$23s@vista.hevanet.com>
Source record: 85835

I would like to run a program in Basic from a Cartridge. I have a Eprom Burner and can figure out that part of it. But is this possible? I want to be able to turn the Atari 800XL on and have it run my program that will be on a Cart. Maybe I need to write the program in Basic and compile it, Although I don't have a basic compiler. The easiest way for me would be to write a Atari Basic program and somehow make it run when the machine is turned on. Anyone? Help

Thanks in Advance.

861. Re: Behind Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-17 00:00:00 UTC
From: Thomas_Kusch@herbie.fido.de
Message-ID: <MSGID_242=3A1002=2F130.1_c1862861@Fido.DE>
Source record: 85836

Hallo Evan!!
Am _13.02.96_ hat Dein Zufallsgenerator folgendes ausgewuerfelt:

e> Behind Jaggi Lines was the first version of Rescue on the Fractalus.
e> This version featured aliens which would jump on your windshield and
e> break through it if you didn't turn the engines on...
e> In the Rescue on the Fractalus version, the aliens just keep knocking
e> and knocking. I guess the aliens jumping through your windshield WAS
e> kinda scarey. (It scared the crap out of me at times)

It isn't true. I've been killed by an alien who knocked on my door
and it wasn't Rescue on the Fractalus!

e> Evan...
e> MARK WEAVER
e> (dh20012@goodguy.goodnet.com)
e> wrote: : In article <310eed92.1961074@news.servtech.com>,
Tschau!!
Thomas.
Fido: 2:246/8013.11 Twi: 180:1871/320.2 Ger: 21:492/2450.11
InterNet: ThK@p1.herbie.fido.de SWF3: 155:4976/465.2 PRG: 236:402/1070.11

862. Re: Behind Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-17 00:00:00 UTC
From: Thomas_Kusch@herbie.fido.de
Message-ID: <MSGID_242=3A1002=2F130.1_c1862869@Fido.DE>
Source record: 85837

Hallo Eplicon!!
Am _16.02.96_ hat Dein Zufallsgenerator folgendes ausgewuerfelt:

e> I was another unfortunately victim of the alien, which took off a few
e> years off my life. In those days, I had the sound output through an
e> amplifier, and this was one of those games that sounded really cool with
e> the volume boosted through stereo speakers (especially the bit where you
e> enter/leave the mothership). Needless to say, when the Jaggi appeared, it
e> took me several minutes to regain my sanity. <g>

Yes, I know this! Since i've seen my first alien, I'am a bundle of nerves :-)

e> --- FIDOGATE 3.9.6
e> * Origin: Fido.DE domain gateway (242:4900/99.0)

Tschau!!
Thomas.
Fido: 2:246/8013.11 Twi: 180:1871/320.2 Ger: 21:492/2450.11
InterNet: ThK@p1.herbie.fido.de SWF3: 155:4976/465.2 PRG: 236:402/1070.11

863. Re: Atari, JTS Corp. Merger

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-17 00:00:00 UTC
From: maffia@fox.CS.Berkeley.EDU
Message-ID: <4g36e6$640@agate.berkeley.edu>
Source record: 85838

In article <ZkIJxksjYNKS088yn@IBM.NET>,
Ryan 'Gozar' Collins <RLCOLLI@IBM.NET> wrote:
[stuff deleted]
>Software would come on cartidges. Basic would be built into the system,
>and used for a macro language.

Scary to think, but I'm afraid that would have to be M$ Visual Basic,
the internet scripting language of the future. Go with Java.
Die BASIC !!!!

- Anthony

864. Atari, JTS Corp. Merger

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-17 00:00:00 UTC
From: Michael.Fitzpatrick@flight.org
Message-ID: <bed_9602180105@flight.org>
Source record: 85839

```
---------------------------- -//- ---------------------------
Internet: Michael.Fitzpatrick@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------------------------- -//- ---------------------------
```

865. Re: Old Source Code

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-18 00:00:00 UTC
From: bbingham@haven.ios.com
Message-ID: <4g6vqs$s5@news.ios.com>
Source record: 85840

Steven Lashower (lashower@netcom.com) wrote:

: Anyways, I was wondering if there would be any interest in the 6502
: source code for the following programs:

: 1) The Antic Music Processor (Versions 1.2 and 2.1)
: 2) The Antic Sampling Processor
: 3) Labyrinths (plus the original BASIC maze vector graphics stuff)

YES! Awesome guru, please reveal the source! I remember the first time I saw "Passionatly" the demo. I was in a computing contest at NJIT, junior year high school competition (circa 1986/1987). Some one had written a word processor on the 8-bit. (I had chosen to write on an IBM, when I had a perfectly good 8-bit at home. He won go figure <g>)

Anyway, when I saw Antic publish AMP I was in awe! Remember the contest for best AMP song. I've always wondered how the text was inserted in there <g,.> Source may help there!!.

: If you're interested, please let me know, and I'll make room for the
: stuff on my web page.

Does this count?

Bill
bbingham@haven.ios.com
http://haven.ios.com/~bbingham/

866. Re: HTML text viewer?

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-18 00:00:00 UTC
From: bbingham@haven.ios.com
Message-ID: <4g708o$s5@news.ios.com>
Source record: 85841

Hansen (hg946ha@rs1-hrz.uni-duisburg.de) wrote:
: Hello,

: I'm looking for a HTML viewer for the Ataris with source code included.
: Is there any out there?

: Thanks for responses

: Rainer

: E-Mail: rhasb96@tufvan.hv.se

Sorry there is currently no Slip/PPP socket for the 8-bit.
But what a great idea!

A text only HTML viewer could be hurled together pretty easily,
but the graphix (JPEG/GIF), sounds (AU,MOD,WAV, etc) are going to be
really tough to implement.

(Hey Bill, need help?)

867. Re: Still in search of ISO cable

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-18 00:00:00 UTC
From: swallace@dmv.com
Message-ID: <4g76mj$mor@eagle.dmv.com>
Source record: 85842

Stephen G. Wallace (swallace@dmv.com) wrote:
: Richard Rognlie (rrognlie@vtsu.prc.com) wrote:
: : A couple weeks ago, I mentioned that I was in search of an SIO cable...

: : Well, to make a long story short, I got a couple nibbles, and one was
: : about a vendor who had them for $1.50 each or $10 for 10. I ordered
: : one, but have not yet received it. I want to call them and ask about
: : the status of the order, but I can't find their phone number.

: : Any help?

: : aTdHvAaNnKcSe,

: : Richard

: : --
: : / __ | Richard Rognlie / Pr. Computer Analyst / PRC Inc. / McLean, VA
: : __/ \ | E-Mail: rrognlie@vtsu.prc.com rrognlie@qnet.com
: : / __/ | Phone: (Office) (703) 556-2458 (Home) (703) 361-4764
: : __/ | WWW: http://coyote.vtsu.prc.com:8080/~rrognlie

868. Re: SIMPLE ATARI 800 QUESTION!

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-18 00:00:00 UTC
From: Bob Klaas <bobkla19@mail.tcd.net>
Message-ID: <4g663b$iv5@news.tcd.net>
Source record: 85843

This computer is an old Tank! What you are discribing is Foreplay! The old Atari 800 can not take this type of operation without blowing all circuits! Now why would anyone in their right mind wish to destroy something that has been faithful to you the user all these years?

I personally think it is time you moved on to a better suited computer, Amegia, Apple, IBM, IBM Clone, all of these appreciate what you have to offer, a tickle here, a gentle message there they love to have their Ram fondled along with opening any window you wish..see what I mean?

But the old Atari 800 is still a virgin in my eyes! Hard to upgrade! Obstinate to change!..And if you happen to slip her something she doesn't like, requires lots of maintence!! So quit flirting with my old girlfriend, and do something constructive!

Bob

869. Re: SIMPLE ATARI 800 QUESTION!

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-18 00:00:00 UTC
From: Bob Klaas <bobkla19@mail.tcd.net>
Message-ID: <4g663f$iv5@news.tcd.net>
Source record: 85844

This computer is an old Tank! What you are discribing is Foreplay! The old Atari 800 can not take this type of operation without blowing all circuits! Now why would anyone in their right mind wish to destroy something that has been faithful to you the user all these years?

I personally think it is time you moved on to a better suited computer, Amegia, Apple, IBM, IBM Clone, all of these appreciate what you have to offer, a tickle here, a gentle message there they love to have their Ram fondled along with opening any window you wish..see what I mean?

But the old Atari 800 is still a virgin in my eyes! Hard to upgrade! Obstinate to change!..And if you happen to slip her something she doesn't like, requires lots of maintence!! So quit flirting with my old girlfriend, and do something constructive!

Bob

870. Re: ATARI equipment, MUST SELL, RE-Post!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-18 00:00:00 UTC
From: hamster@magicnet.net
Message-ID: <hamster-1802960032450001@pm6-18.magicnet.net>
Source record: 85845

In article <TCPSMTP.16.2.10.-16.22.48.2713246854.73743@bbs.freebbs.com>,
starfleet@bbs.freebbs.com wrote:

> I had an inquiry as to if the ATR8000 is still available...
>
> This equipment MUST BE SOLD!!!!!!
>
> ATARI Equipment, MUST SELL!!!
>
> ATARI 400 Computer, 16K, with power supply, manual, and 2 joysticks, TV
> connector, original cost $599.00, Joysticks $19.95 each, asking $100.00
> or best offer.

Five bucks... and that will probably be your best offer...

I don't think I've EVER seen anyone mention original costs in selling
computer equipment. Gotta be a sick joke.

But, if someone's brainless enough to buy it for the asking price, I've
got two more for ya... never mind I paid 95 CENTS for 'em from a thrift
shop...

Regards,
Scottie

--
Scottie Prince / Kathleen Prince
Party Hamster Productions / Miniature Pinscher Rescue Of Orlando
He Writes Music / She Saves Dogs

They Both Live Here: hamster@magicnet.net

871. Atari 850 Interface w/ PowerSupply - $30

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-18 00:00:00 UTC
From: classics@nacs.net
Message-ID: <4g6cug$m8q@wariat.wariat.org>
Source record: 85846

What right, a genuine Atari 850 interface w/ power supply, gaurenteed to work 100% for only $30!! Last one, get it today! :)

Also have serial i/o cable for $5, and/or printer cable for $5 w/ the purchase of the interface.

Steve

872. Re: Copyrights

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-18 00:00:00 UTC
From: bbingham@haven.ios.com
Message-ID: <4g6v8f$s5@news.ios.com>
Source record: 85847

StarMan (StarMan@Galaxy.com) wrote:
: JTKIRK@urp.edu.pe wrote:
: >
: > Does anyone know what happens with the copyrights of the old programs? (1982-
: > 1984) I've seen many Commodore programs in the Net (even advertised in the
: > Commodore FAQ), including any game you could imagine (typical of Commodore
: > users, maybe). For the ATARI, it seems nobody is wanting to violate any law.
: > But does anybody (is there a lawyer in this discussion group?) know IF/WHICH
: > programs could be uploaded without any legal trouble?
: > (It's just curiosity... I don't want to do anything against the law...)

: Yeah, I'd like to know too. It's unbelievable the number of C64, Apple
:][and other 'original' software is on the net. Why are We behind? You
: can't tell me that the developers are holding onto the copyrights (if
: they are,, they're crazy!), and I know that Atari has a rep for being
: prickish about their copyrights, but this is 1996, and in case they
: haven't noticed THE ATARI 8-BIT COMPUTERS HAVEN'T BEEN ON THE SHELVES
: FOR 10 YEARS!!

The copyrights remain the property of the holder. If the holder was a
Software Company, and the Company has actually gone out of business,
(read: neither sold nor aquired nor in bankruptsy) then the copyright
reverts to the author(s) of the program.

873. Re: Still in search of ISO cable

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-18 00:00:00 UTC
From: swallace@dmv.com
Message-ID: <4g74oq$ktj@eagle.dmv.com>
Source record: 85848

Richard Rognlie (rrognlie@vtsu.prc.com) wrote:
: A couple weeks ago, I mentioned that I was in search of an SIO cable...

: Well, to make a long story short, I got a couple nibbles, and one was
: about a vendor who had them for $1.50 each or $10 for 10. I ordered
: one, but have not yet received it. I want to call them and ask about
: the status of the order, but I can't find their phone number.

: Any help?

: aTdHvAaNnKcSe,

: Richard

: --
: / __ | Richard Rognlie / Pr. Computer Analyst / PRC Inc. / McLean, VA
: __/ \ | E-Mail: rrognlie@vtsu.prc.com rrognlie@qnet.com
: / __/ | Phone: (Office) (703) 556-2458 (Home) (703) 361-4764
: __/ | WWW: http://coyote.vtsu.prc.com:8080/~rrognlie

874. Re: Still in search of ISO cable

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-18 00:00:00 UTC
From: sgwallace@delphi.com
Message-ID: <ZZCrSQ2.sgwallace@delphi.com>
Source record: 85849

Sorry about the duplications of your message. I just couldn't get that DOL text editor going.

You probably ordered your cable from America Techna-Vision. Their number is 510-352-3787. A couple other sources for Atari parts and equipment are B & C ComputerVisions at 408-986-9960, and Best Electronics at 408-243-6950.

Hope this helps.

Steve

875. Re: run Basic program in ROM? On a Cart? HelpME!

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-18 00:00:00 UTC
From: nlshipp@dictator.uwaterloo.ca
Message-ID: <DMzLos.Msu@novice.uwaterloo.ca>
Source record: 85850

In article <4g62a0$23s@vista.hevanet.com>, Dave <dac@hevanet.com> wrote:
>I would like to run a program in Basic from a Cartridge. I have a Eprom Burner
>and can figure out that part of it. But is this possible? I want to be able to
>turn the Atari 800XL on and have it run my program that will be on a Cart.
>Maybe I need to write the program in Basic and compile it, Although I don't
>have a basic compiler. The easiest way for me would be to write a Atari Basic
>program and somehow make it run when the machine is turned on. Anyone? Help
>
>Thanks in Advance.

One way I can think of doing this is to burn your program into the rom,
and have a ML bootstrap coder that will copy the basic program into low
memory, switch off the cartridge rom and turn on the built in basic rom
and call a vector which will start execution. This is very dependent on
the revision of the basic and won't work in the original 400 and 800 series.

If you don't want/need dos access, you could also write a driver that
makes the cartridge look like a SIO device, and take over the E: device
to give the basic cartridge a load command. Of course, you still have to
switch off your cartridge rom when done, and turn on the basic rom.

--
Neil Shipp -- nlshipp@dictator.uwaterloo.ca
"Have you ever had a dream about dwarves? I've never dreamed about dwarves!"
- Tito the dwarf from the dream sequence in Living in Oblivion

876. Re: Atari, JTS Corp. Merger

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-18 00:00:00 UTC
From: justin@valleynet.com
Message-ID: <4g81t5$hho@alpine.valleynet.com>
Source record: 85851

>> Atari said in a press release that under the agreement the merged
>>company will operate under the name of JTS Corp. and the current
>>officers of JTS Corp. will become the officers of the merged company.
>>The Atari entertainment business and the JTS disk drive business will
>>operate as separate divisions of the merged company.
>> The boards of Atari and JTS approved a definitive agreement for the
>>merger. Closing, set for the end of the second calendar quarter, is
>>subject to some shareholder and regulatory approvals and other
>>conditions.
>> After the merger, Atari shareholders will own about 60% of the
>>outstanding shares of the new company. The transaction is structured as
>>a tax-free reorganization and will be accounted for as a purchase.

..Lots cut..

>Wow! So Atari, the name we've known and loved (at least in the 8bit
>days), is no more. Atari will now become JTS? Sheesh! You'd think
>they'd want to keep the more known name of Atari. I've never heard of
>JTS.

I don't think so. According to the post, Atari will remain a
seperate division of JTS.. Most likely products will still be Atari
products.. The Jag will prolly have "a division of JTS Corp" somewhere
on the box and thats about it.

Since JTS is a drive company would this mean cheaper Jag CD's?

877. Re: Atari, JTS Corp. Merger

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-19 00:00:00 UTC
From: jcompton@flood.xnet.com
Message-ID: <4g8pg2$gc5@flood.xnet.com>
Source record: 85852

Michael Ellis (michael@anest4.anest.ufl.edu) wrote:

: A most interesting proposition. Wouldn't it be cool if someone released
: a new line of updated 8-bit compatibles. I would release the 1600XL and
: the 1650XLD. The 1600XL would include:

What's keeping you from inquiring about licensing rights from JTS, other
than the not-quite-completion of the deal? Stranger licenses have been
granted and stranger projects funded with venture capital.

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine (708) 741-0689 FAX
You know you're on the way out... it's just a matter of time.
AR on Aminet - docs/mags/ar???.lha AR Mailing list - Mail me
WWW - http://www.omnipresence.com/Amiga/News/AR, www.cucug.org/ar/ar.html

878. Galahad & Holy Grail

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-19 00:00:00 UTC
From: rwilmott@mars.superlink.net
Message-ID: <rwilmott-1802962215350001@p70.superlink.net>
Source record: 85853

Can somebody please tell me how to play this game? Found it on an old disk, and don't remember it. Looks like it should play like the old 2600 Adventure game. What I don't get is that if I'm carrying some object and one of the "bad guys" appears, my object disappears and is replaced by a sword...but the object doesn't just seem to get "dropped". Ya gotta search for it again.

Also...what are the available objects? One is a circle which I take is a shield. One is a white triangle...have no idea what it is. I've found a key and once found the grail (but couldn't figure out how to get back out of the area with the grail).

And finally...are there a limited amount of "bad guys" or do they endlessly randomly regenerate?

Thanks for any help.

879. Re: HTML text viewer?

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-19 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <4g8s84$5i6@charm.magnus.acs.ohio-state.edu>
Source record: 85854

In article <4g708o$s5@news.ios.com>, Bingham <bbingham@haven.ios.com> wrote:
>Sorry there is currently no Slip/PPP socket for the 8-bit.

Nor ethernet. (afaik)

>But what a great idea!

Agreed -- that would help make really cheap internet access a reality
for a lot of people.
Here at OSU, they're getting rid of login Unix access at the end of
the year, so everyone with no other login access has to use SLIP or
PPP. (Luckily I have two other OSU accounts, plus a job that requires
Unix access.) That means anyone with anything older than a 286 or Mac
SE is out of luck. They're only supporting Mac (sys 7), MS-Windows,
and MS-DOS.

What ever happened to that 800xl on the net in the netherlands?

>A text only HTML viewer could be hurled together pretty easily,

If nothing else, maybe Lynx could be stripped down and ported,
hopefully with the option of using Ice-t's 80-column display.

>but the graphix (JPEG/GIF), sounds (AU,MOD,WAV, etc) are going to be
>really tough to implement.

They're not absolutely necessary, especially the sounds. But there
are already GIF viewers and MOD players (though I haven't seen any
MODs on the web, just au, wav, and aiff). I think the sounds might be
the easiest.
Don't forget xbm graphics; they shouldn't be too tough.
--
------------ R o b F u n k ------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

880. Re: HTML text viewer?

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-19 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4g98di$iqd@nuke.csu.net>
Source record: 85855

Bingham (bbingham@haven.ios.com) wrote:

: Sorry there is currently no Slip/PPP socket for the 8-bit.
: But what a great idea!

SOMEBODY said somebody was working on it. Someone from Europe (surprise surprise :)). RUMOR? I dunno. I hope not! :)

: A text only HTML viewer could be hurled together pretty easily,
: but the graphix (JPEG/GIF), sounds (AU,MOD,WAV, etc) are going to be
: really tough to implement.

Yeah, HTML 2.0 is EASY. GIF is not tough (been done!). JPEG.. ummm.....
at least we wouldn't need to shrink our colormaps and stuff - just use one of the Colorview modes! :)

WAVs and AUs are EASY too. MOD has been done, too. :)

I think if you combine all that is an Atari (MODPlay, JViewXL, DaisyDot III, Diamond GOS, and one of the WAV converters) and we'd have a pretty killer offline Web browser. :) SLOW.. but killer. :)

-bill!
kendrick@zippy.sonoma.edu ||| kendrick@vax.sonoma.edu Hail Unix!
** New Breed Software ** / | \ ** William Kendrick ** Viven las Ataris
http://zippy.sonoma.edu/~kendrick/

881. Re: NEW LANGUAGE was-Re: Atari, JTS Corp. Merger

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-19 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4g98pq$iqd@nuke.csu.net>
Source record: 85856

Bill McBrine (bmcbrine@hakatac.port.island.net) wrote:

: How about a new or revamped language. This is possible today with
: existing hardware. Perhaps a new BASIC or SuperBASIC or ACTION!++ or

Oh come ON! I've been whining about an upgraded Action! ever since I learned about Operator Overloading (used in C++, for example). And when I heard about (and finally got ahold of) the Sweet16, that's one of the things I've been dreaming for!

Sure, extended banked memory is fun and all, but how's about 16MB of LINEAR (NON-banked) memory!?!?!?

THat reminds me - has ANYONE (John Harris? Mike Hohman? Bob Woolley? >>>ANYONE!?!?>>>) written ANY 65816 software!?!?!??!!?!?!?!?!?!?!?!?!?!?!

: something. What I'm thinking is a fast semi-interpreted/compiled language
: that can utilise transparantly the extended memory in the 130XE or any

Interpreted would be cool for a Hypercard style script language. Compiled for games and good apps. Or have VERY good, VERY fast, VERY extensive library calls, and then write interpreted apps.

: This language could then be expanded to have Program Tasking. The ability
: to send 'services' into the background. Limited concurrent multitasking!
: Say 15 maximum tasks. The tasks themselves would be programs written
: in this SuperLanguage. (Nice name eh? ;-) Um, I don't remember, are
: Atari DOS calls re-entrant? <G>

Please check out:

http://zippy.sonoma.edu/~kendrick/nbs/ados/tasklaws.html

:)

: I hope I've gotten a few people thinking!
: Anyone interested? It IS possible.

Yeah!!! I know! So, damnit, SOMEBODY DO IT!!! <cry cry cry sob sob sob!>

-bill! :)
kendrick@zippy.sonoma.edu ||| kendrick@vax.sonoma.edu Hail Unix!
** New Breed Software ** / | \ ** William Kendrick ** Viven las Ataris
http://zippy.sonoma.edu/~kendrick/

882. Re: Atari, JTS Corp. Merger

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-19 00:00:00 UTC
From: bmcbrine@hakatac.port.island.net
Message-ID: <4g9hg5$nul@hakatac.port.island.net>
Source record: 85857

In article <4g20ac$duu@flood.xnet.com>,
Jason Compton <jcompton@flood.xnet.com> wrote:
>James King (jeking@xmission.com) wrote:
>
>: Wow! So Atari, the name we've known and loved (at least in the 8bit
>: days), is no more. Atari will now become JTS? Sheesh! You'd think
>: they'd want to keep the more known name of Atari. I've never heard of
>: JTS.
>
>Well, it says the merged corporate name will be JTS but they will
>continue to use Atari as a label.

I hate to sound negative, but IMHO, the label "ATARI" is the first nail
in the cofin of anything they'll put out. No one today in the general
public will think seriously of Atari other than a little Games company
or an Arcade Games Company. If they keep Atari as the name/label, I
hope they use a new logo for it. Something distinguishing, and to dispel
some of the 'mental rederic' surrounding the public opinion...

We in this group may think highly of Atari, but many see it as a Games company
and immediately think "2600, and C64-alike". I tend to think this had some
hand in the unsuccessful nature of most of their products since. Unpleasant,
but can you deny it?

l8r...
--
* Bill McBrine *** EMail: ragtag@hakatac.almanac.bc.ca (other address pending)
Interests: Atari8bit. Tandy 6000 (I have 3.1) * bmcbrine@alb.almanac.bc.ca
Robotics. Linux. Amiga News. Networking. User-friendly Data-management Systems.

883. Re: Old Source Code

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-19 00:00:00 UTC
From: lashower@netcom.com
Message-ID: <lashowerDn0K0B.5Cr@netcom.com>
Source record: 85858

bbingham@haven.ios.com (Bingham) wrote:

>YES! Awesome guru, please reveal the source! I remember the first time I
>saw "Passionatly" the demo.

Phillip Price wrote "Passionately". Actually, he wrote the music
driver and Gary Gilbertson wrote the music. His AMP (Advanced Music
Processor) is a completely different program than my AMP (Antic Music
Processor). Phil came up with the cool acronym and rhythm bar display
before I even picked up my first book on assembly language.

Phil was a TRUE Atari guru, and IMHO, he's one of the best Atari 8-bit
coders --- along with Douglas Crockford, Chris Crawford, Dan Bunten,
etc... The guy wrote his first game on an Atari 400 with an Atari 410
tape deck. I was spoiled with an 800/810 combo.

These days, it's a hell of a lot easier to write a video game. I'm
almost finished writing my first Sega Saturn title. The PSYQ RISC
assembler we're using assembles over 1,000,000 lines of code per
minute... a long way from the old days of MAC/65. Back then, "source
level debugging" meant priting out your source code on your trusty
Epson FX or RX 80 printer. Looking back, I find myself in awe at what
was acomplished by the programmers back then.

> I was in a computing contest at NJIT, junior year high school
> competition (circa 1986/1987). Some one had written a word
> processor on the 8-bit. (I had chosen to write on an IBM, when I had
> a perfectly good 8-bit at home. He won go figure <g>) Some one had
> written a word processor on the 8-bit. (I had chosen to write on an IBM,
> when I had a perfectly good 8-bit at home. He won go figure <g>

The judges had taste. ;)

>Anyway, when I saw Antic publish AMP I was in awe! Remember the contest
>for best AMP song. I've always wondered how the text was inserted in
>there <g,.> Source may help there!!.

When AMP 1.2 was published in Antic Magazine, one of the songs I gave
them was "Come Sail Away" by Styx, which had lyrics. An integrated
lyric system was later added in AMP 2.0. For the Styx song, I had
written a simple lyric editor in BASIC that appended the lyrics to the
song. I was rather inpressed when I saw the contest results and saw
that a couple of people had reverse-engineered the music data file.

Anyways, I'm still working on my WWW page, and I'll post the address
as soon as it is complete.

-- Steve

Steven Lashower | "You can't expect to wield supreme executive power
lashower@netcom.com | just 'cause some watery tart threw a sword at you!"
| - Monty Python and the Holy Grail

884. Re: Q: Is the 8-bit Atari ever idle?

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-19 00:00:00 UTC
From: lamcw@aston.ac.uk
Message-ID: <Dn0zs1.KAv@aston.ac.uk>
Source record: 85859

```
;When I switch on an 8-bit Atari computer with BASIC and
;get to the ready prompt, is it ever idle?

The CPU is always busy even when it's sitting in a little
loop waiting for you to hit a key. The CPU does halt though
when ANTIC takes over and draws the screen. That's why you
get a speed increase when you type POKE 559,0 which diables
ANTIC.

Chris Lam,
Rainbow Keeper.
```

885. Re: Not With A Bang...

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-19 00:00:00 UTC
From: Michael Ellis <michael@anest4.anest.ufl.edu>
Message-ID: <4ga14m$2nr@no-names.nerdc.ufl.edu>
Source record: 85860

kendrick@zippy.sonoma.edu (William Kendrick) wrote:
>b.poehland@genie.com wrote:
>: Lee Isgur, an analyst at Jeffries & Co., said the merger could mean the
>: end of Atari's presence in videogames. "It could be the end," he said,
>: adding that he expected Atari to keep at least "a low profile" in the com-
>: puter-game business for the rest of this year.
>
>Umm - there IS Atari Games. It's a completely different company. Nobody ever
>seems to mention them anymore! :)
>

There USED to be Atari Games. Warner held on to old-Atari's coin-op division when they hawked Atari in 1984 -- this became Atari Games. For whatever reason, in 1995 they decided to rename the division Time-Warner Interactive; at least that was the plan. I'm pretty sure it happened too, because I haven't seen a new Atari Games title in the arcade since Primal Rage.

These are depressing times...

-Michael Ellis

886. Re: Copyrights

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-19 00:00:00 UTC
From: StarMan <StarMan@Galaxy.com>
Message-ID: <4ga1uh$t3g@news.nstn.ca>
Source record: 85861

> StarMan (StarMan@Galaxy.com) wrote:

Yeah, this is getting ridiculous. I always see tons of original software for Apple][, C-64, etc., on the public domain locations. Stuff like Choplifter, Wolfenstein, etc., etc. So, what's the deal? The Atari 8-bits are long dead as far as software development goes. Broderbund is not still shrinkwrapping software for these systems. It's been 10 years! We all know how sticky Atari is about lawsuits,
But, the 8-bit is dead, except for us devotees.

Let's do something about it!

887. Re: Copyrights

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-19 00:00:00 UTC
From: StarMan <StarMan@Galaxy.com>
Message-ID: <4ga4iq$t3g@news.nstn.ca>
Source record: 85862

bbingham@haven.ios.com (Bingham) writes:
> StarMan (StarMan@Galaxy.com) wrote:
> : JTKIRK@urp.edu.pe wrote:
> : >
> : > Does anyone know what happens with the copyrights of the old programs? (1982-
> : > 1984) I've seen many Commodore programs in the Net (even advertised in the
> : > Commodore FAQ), including any game you could imagine (typical of Commodore
> : > users, maybe). For the ATARI, it seems nobody is wanting to violate any law.
> : > But does anybody (is there a lawyer in this discussion group?) know IF/WHICH
> : > programs could be uploaded without any legal trouble?
> : > (It's just curiosity... I don't want to do anything against the law...)
>
> : Yeah, I'd like to know too. It's unbelievable the number of C64, Apple
> :][and other 'original' software is on the net. Why are We behind? You
> : can't tell me that the developers are holding onto the copyrights (if
> : they are,, they're crazy!), and I know that Atari has a rep for being
> : prickish about their copyrights, but this is 1996, and in case they
> : haven't noticed THE ATARI 8-BIT COMPUTERS HAVEN'T BEEN ON THE SHELVES
> : FOR 10 YEARS!!
>
>
> The copyrights remain the property of the holder. If the holder was a
> Software Company, and the Company has actually gone out of business,
> (read: neither sold nor aquired nor in bankruptsy) then the copyright
> reverts to the author(s) of the program.

Great. But why is it that Choplifter and sooo many more are available for other platforms, why is it that virtually no originally shrinkwrapped software is available. It seems to me that developers (in business or not) and authors cannot be singling out the 8-bit Atari when stuff for other platforms is there.
>

888. Re: Copyrights

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-19 00:00:00 UTC
From: followel@cris.com
Message-ID: <3128a1ae.10484215@news.cris.com>
Source record: 85863

On 19 Feb 1996 14:37:05 GMT, StarMan <StarMan@Galaxy.com> wrote:

>> StarMan (StarMan@Galaxy.com) wrote:
>
>
>Yeah, this is getting ridiculous. I always see tons of original software for Apple][,
C-64, etc., on the public domain locations. Stuff like Choplifter, Wolfenstein, etc., etc.
>So, what's the deal? The Atari 8-bits are long dead as far as software development goes.
Broderbund is not still shrinkwrapping software for these systems. It's been 10 years!
>We all know how sticky Atari is about lawsuits,
>But, the 8-bit is dead, except for us devotees.
>
>Let's do something about it!

Looks like someone already has. I noticed a new newsgroup
today. alt.binaries.warez.atari8bit
Sounds like what you're looking for, until someone starts an
ftp site. James King had such a site once. It was no where near the
size or completeness of the C64's Arnold site, but, it was a nice
start. Unfortunately, he got hastled too much and decided to take it
down.

Sincerely,
- Byron Followell
followel@cris.com

889. Re: Atari, JTS Corp. Merger

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-19 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <4gaa7q$bb5@charm.magnus.acs.ohio-state.edu>
Source record: 85864

In article <4g9hg5$nul@hakatac.port.island.net>,
Bill McBrine <bmcbrine@hakatac.port.island.net> wrote:
>We in this group may think highly of Atari, but many see it as a Games company
>and immediately think "2600, and C64-alike". I tend to think this had some
>hand in the unsuccessful nature of most of their products since. Unpleasant,
>but can you deny it?

It's true... every time I tell somebody I have an Atari (or two), it
almost invariably turns out that they're thinking of the 2600, and
they've usually never heard of anything since, including the computers
we all love.

But replace the fuji?! How could you?
--
------------ R o b F u n k -------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

890. Re: Atari, JTS Corp. Merger

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-19 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <150504@cup.portal.com>
Source record: 85865

Bill McBrine (bmcbrine@hakatac.port.island.net) writes:

>I hate to sound negative, but IMHO, the label "ATARI" is the first nail
>in the cofin of anything they'll put out. No one today in the general
>public will think seriously of Atari other than a little Games company
>or an Arcade Games Company. [...]
>
>We in this group may think highly of Atari, but many see it as a Games company
>and immediately think "2600, and C64-alike". [...]

Much as I hate it too, I have to agree. I was JUST conversing, Saturday evening, with a woman who is a "guide" on AOL and was amazed to hear that I had been "telecomputing" since 1981, back when BBSes for the most part were run by pimply-faced 14-year-old computer geeks out of their bedrooms "on Atari computers." This woman's immediate reaction was an incredulous, "Atari? That's a GAME!" I had to explain to her that, "no, Atari also made a line of home computers back then." SIGH.

I also have a tape of a Dr. Demento radio program, circa 1982, in which one of the pieces is a standup-comedy routine from something called "The Unorthodox Record of Jewish Records and Lists." One of the bits in this routine is a "comparison of salaries;" it starts out with something like "rabbi of a major Orthodox synagogue; $12,900. Rabbi of a major Conserva-tive synagogue: $25,800. Rabbi of a major Reformed synagogue, $54,900... ... 'with car... and with Atari!'" That last remark brings down the house. Note that they didn't have to say "Atari VIDEO GAME," just "Atari." Obviously, at the time of this recording, "everybody knew" what an "Atari" was. If you think back, though, you'll remember that at that time owning your own computer was still a fairly expensive, nerdy, "far out" or "weird" thing to do, and that as a result, only those of us who DID own computers (whether Atari, Commodore, Apple, or some other weird off-brand) really knew that Atari MADE COMPUTERS! The general public didn't know a home computer from a hole in the ground, and knew Atari ONLY as a video game.

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

891. Re: Old Source Code

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-19 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <150505@cup.portal.com>
Source record: 85866

Steven Lashower (lashower@netcom.com) writes:

>Like most everyone else on this planet, I'm putting together a Web
>Page :).

Well, not EVERYBODY. I can't even LOOK at them yet. :-(Well, not
GRAPHICALLY anyway. I can read text and download stuff, thank goodness...

>Anyways, I was wondering if there would be any interest in the 6502
>source code for the following programs:
>
> 1) The Antic Music Processor (Versions 1.2 and 2.1)
> 2) The Antic Sampling Processor
> 3) Labyrinths (plus the original BASIC maze vector graphics stuff)

HELL YES! I can't remember whether it was you or Phil Price, but one
or the other of you were going to send me (or post, maybe, or put on the
FTP site) a couple of disks full of music code, music (song) files,
etc., a couple of years ago, which AFAIK never materialized... I'm still
interested.

>If course, the standard disclaimer applies: no using the source code
>for personal profit. And of course, absolutely NO bitching about how
>sloppy my code was back then :)

Fear not. :-)

>If you're interested, please let me know, and I'll make room for the
>stuff on my web page.

Count this as one "please do" vote!

Chris Chiea
Chris_F_Chiesa@cup.portal.com

892. Re: Behind Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-19 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <150501@cup.portal.com>
Source record: 85867

Hmm. I've been HEARING and READING about the aliens-that-jump-through-(or-onto)-your-windshield in Resdcue-on-Fractalus-aka-Behind-Jaggi-Lines, for YEARS now. I'e also been PLAYING R-O-F for years now. I've played levels that lasted so long that planet Fractalus' sun has set and risen again (those 9-minute days, eh). I've rescued dozens of pilots. But I've NEVER SEEN AN ALIEN JUMP ON MY WINDSHIELD! What do I have to do to see one? About the only thing I HAVEN'T done, is worked up to a level above about Level 8 or 9. Does it only happen at higher levels?

Waaaaaahhhhh! I wanna see an ALIEN! ....

Chris
Chris_F_Chiesa@cup.portal.com

893. The Tail of Beta Lyrae

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-19 00:00:00 UTC
From: Bob Klaas <bobkla19@mail.tcd.net>
Message-ID: <4gajo6$54v@news.tcd.net>
Source record: 85868

Someone posted the original article that the disk they had did
not work from the time it was purchased. I had one that didn't
work but digging out old software found 2 boxes that does work.

To the person who has the original disk that doesn't work, if you
want to send it to me I will do a M/L compare and fix the bytes
that have gone bad on your disk and send it back to you..

Bob

894. Re: Old Source Code

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-19 00:00:00 UTC
From: David Firth <david@signus.demon.co.uk>
Message-ID: <1996Feb19.225923.721@signus.demon.co.uk>
Source record: 85869

Steven Lashower (lashower@netcom.com) wrote:
: etc... The guy wrote his first game on an Atari 400 with an Atari 410
: tape deck. I was spoiled with an 800/810 combo.

: minute... a long way from the old days of MAC/65. Back then, "source
: level debugging" meant priting out your source code on your trusty

Luxury! A 810 *and* MAC/65 - I remember using the Atari Assembler
Editor cartridge *with* a 410!

--
David Firth <david@signus.demon.co.uk>

895. The old days, and why Atari lost

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-20 00:00:00 UTC
From: harv@ix.netcom.com
Message-ID: <4gbcts$kkq@ixnews2.ix.netcom.com>
Source record: 85870

I started out in computers with the Olivetti 10 (I beleive it was
Olivetti). It was the first business computer. It had 64 bytes RAM,
(yes 64 bytes for program and storage, not 64K).
When the Atari 800 came out with 8K of ram for $1060 I bought it.
I was in the cassette duplicating business and started duplicating
Atari program cassetts and was coerced into joining another company for
that knowledge. Soon I was duplicating cassettes for all of the
current computers then went into disk duplicating.
When the IBM PC finally arrived it was so far obsolete to the Atari
800 I could not beleive that every jumped on the Big Blue wagon.
Commodore 64 was big then.
Why was the 64 big and Atari fading? Atari advertised great
graphics and game capabilities, Commodore asked, "When your child goes
to school, what *COMPUTER* do you want him to know?.
Atari slowed down their advertising but hit harder on games!!!!
When the clubs supported Atari, they could not get information and
the hardware was always slow in getting to the stores.
When the ST's came out, as a developer I waited 6 weeks to get a
Mega 2. If a developer waited that long, how long did a customer have
to wait?????

So why did they lose? Lack of advertising, very lousy delivery,
and terrible support.
Very frustrating because they had some of the best equiptment of
their time. The old 800's still beat some modern computers in their
theory.

Unfortunately written on a PClone.
harv@ix.netcom.com

896. NAS96.

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-20 00:00:00 UTC
From: bertil.jagard@straight.ct.se
Message-ID: <ftn_2.203.221$fidonet.org_2916f212_Bertil.Jagard@straight.ct.se>
Source record: 85871

The Swedish Atari User's Association
in cooperation with NoCrew presents

Nordic Atari Show 1996

14 - 15 - 16 of June

We don't give up! Once again we arrange NAS for all Atari lovers. Last year gave us the taste for it, thanks to all the visitors that gave us feedback. This year we're helped by the party elite second to none; NoCrew! The exhabition part is also much better. We look forward to three days full of activity and excitement. Here's a little taster. More information will be out as soon as we know more.

ACTIVITIES

hacker convent competitions for FALCON, STE, ST and Atari 8-bit

exhabition retailers and non-commercial organisations will be there to show you the latest...

demonstrations Jaguar, Lynx, MiNT, MagiC, Linux, DTP, Internet etc

seminars seminars about programming, Internet, multitasking etc

others competitions for you who are novice at programming (lottery, MidiMaze, mini-harddisk-throwing, CocaCola-drinking etc)

When: 14-15-16 of June *Where:* Lundby Gymnasium in Gï¿½teborg, Sweden

Fees: Payment: SAK member: Non member:_

3-day entrance prepaid 100 SEK 125 SEK
3-day entrance at the door 125 SEK 150 SEK
1-day entrance at the door 50 SEK 75 SEK

We will, of course, be selling T-shirts or pins at the show.

INFORMATION FOR EXHIBITORS

If you want to join the exhibition on NAS you must pay the exhibitors fee of 1000 SEK on our postal giro 491 75 44 - 1 before the 31th of May. The area is 3x3 meters. Non-commercial organisations can join the exhibition for free.

A maximum 2 persons per company and 1 person per non-commercial organisation is included in the fee (which includes entrance to the hacker convent).

Please state your contact person on the postal giro paper.

Since the canteen - that we plan to give the exhibition in - is not the biggest in the world the bootsize will be limited. However the size of your boot will be at least 9sqm. If you wishes to have a bigger boot you should contact us to get specialprizes. Bigger boot will be given as far as the limited space allows it.

"The boot" will be a couple of dining tables plus a suitable amount of chairs that you can have at your disposal. A good thing is to bring white bedsheets or tablecloth of paper to cover the tables.
It's quit gran. A big sign with the companys logo on is recomended too.

We like to remind you that we can't help you in the same way as a real exhibitionservice at a normal exhibition even though we ofcourse will do our very best to support the exhibitors in every way.

The exhibition will have these opening-hours:

friday 14 juni 12.00 - 21.00
saturday 15 juni 09.00 - 21.00
sunday 16 juni 09.00 - 16.00

MORE INFORMATION

Rolf Johansson
rojo@tripnet.se
Tel: 0708-900441
0522-22216
031-825073

Ylva Budsjï¿½
ylva@shewolf.ct.se
ylva@tripnet.se
2:203/221.4@fidonet.org
90:1101/101.0@nest.ftn
Tel: 031-7765906
0740-283775

Lari Kovanen (only hackerparty)
larkov@tripnet.se
Tel: 031-180140
031-582059

Our *homepage* is at *http://www.dtek.chalmers.se/~d4reine/NAS.html*
Here you allways find the latest information and you can write email to us and ask questions.

The Swedish Atari Users' Association
Box 11416
404 29 Gï¿½TEBORG
Tel: 031-7060992
Fax: 031-363973
Homepage: http://www.pedserv.gu.se/janne/sak.html

WELCOME TO NORDIC ATARI SHOW 1996!

960106YB


```
=================================================================
= E-Mail: bertil.jagard@straight.ct.se STraight BBS, Sweden =
= Phone : +46-(0)31-363973. FidoNet 2:203/221, NeST 90:1101/104 =
=================================================================
```

897. Old Source Code

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-20 00:00:00 UTC
From: ricortes@Garg.Campbell.CA.US
Message-ID: <gFZkJD1w165w@Garg.Campbell.CA.US>
Source record: 85872

```
;Anyways, I was wondering if there would be any interest in the 6502
;source code for the following programs:
; 3) Labyrinths (plus the original BASIC maze vector graphics stuff)
I'd like to take a look at your maze generation routines. For some
reason, my maze generating program has a tendancy to miss filling in a
corner maybe once every 8 or so tries. I guess for that matter, I
wouldn't mind looking at your DL/DLIs as I recall it was a very nice
display. My only complaint would be as you approch a wall, the
bricks/stones get higher rather then larger. I've already got my own
renditions of walls, but as my artwork sucks, ergo the walls<g>.

--
ricortes@Garg.Campbell.CA.US (Rick Cortese)
The Land of Garg BBS -- +1 408 378-5108
```

898. run Basic program in ROM? On a Cart? HelpME!

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-20 00:00:00 UTC
From: ricortes@Garg.Campbell.CA.US
Message-ID: <6FZkJD2w165w@Garg.Campbell.CA.US>
Source record: 85873

```
;From: dac@hevanet.com (Dave)
;I would like to run a program in Basic from a Cartridge. I have a
;Eprom Burner and can figure out that part of it. But is this
;possible? I want to be able to turn the Atari 800XL on and have it
;run my program that will be on a Cart. Maybe I need to write the
;program in Basic and compile it, Although I don't have a basic
;compiler. The easiest way for me would be to write a Atari Basic
;program and somehow make it run when the machine is turned on.
;Anyone? Help
Possible, but involved. Just a guess or how I'd attempt it if I was
you. First get your hands on a 16K cart that takes 2-8k EPROMs. B&C
sells them & you may be able to find an 8k cart like Galaxian that is
already set up. Then make a copy of your BASIC cart except at $1FFA
stick a $00 $80 vs $00 $A0 that would normally be there. In the 2nd
EPROM you would need a short machine language program to toss a few
lines of basic code to the screen, put the screen in forced read mode,
then jump through $A000. The Basic code could/should continue to put
lines on the screen & enter them via the forced read mode.
Rick

--
ricortes@Garg.Campbell.CA.US (Rick Cortese)
The Land of Garg BBS -- +1 408 378-5108
```

899. Re: The old days, and why Atari lost

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-20 00:00:00 UTC
From: classics@nacs.net
Message-ID: <4gbno8$kpi@wariat.wariat.org>
Source record: 85874

Harvey E. Lentchner (harv@ix.netcom.com) writes:
: I started out in computers with the Olivetti 10 (I beleive it was
: Olivetti). It was the first business computer. It had 64 bytes RAM,
: (yes 64 bytes for program and storage, not 64K).

The programs were of course stored in ROM right? :)

This is actually not as limiting as it seems, since the Atari 2600 has only
128 bytes of RAM, which it uses for program data *and* the stack. Its
capable of some pretty amazing stuff, with creative programming and
effecient use of those 128 bytes.

Gotta love small scale computing!

Steve (who is hogging 2-3 megs of RAM with this emacs editor!)

900. Re: NAS96.

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-20 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4gbolu$hqj@nuke.csu.net>
Source record: 85875

Bertil Jagard (bertil.jagard@straight.ct.se) wrote:

: *Nordic Atari Show 1996*

: 14 - 15 - 16 of June

Cool! :) WIsh I could go! :)

Why do we rarely have these in the bay area!? >:^(

If we WERE to have one (ie, if myself and a few of the other bay area
Atarians) would ANYONE be interested in attending!?

-bill!
kendrick@zippy.sonoma.edu ||| kendrick@vax.sonoma.edu Hail Unix!
** New Breed Software ** / | \ ** William Kendrick ** Viven las Ataris
http://zippy.sonoma.edu/~kendrick/

901. Re: The old days, and why Atari lost

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-20 00:00:00 UTC
From: "Jack H. Lee" <102337.2577@CompuServe.COM>
Message-ID: <4gbquu$6js$1@mhadg.production.compuserve.com>
Source record: 85876

Atari's one-time chief scientist (I forgot his name, I think it was Steven Kay or Kaye), who jumped to Apple during the company's big turmoils, said Atari's biggest mistake was following the "lead" of other computer companies like Texas Instruments and such by lowering the computer prices so much so they ended up losing a lot of money. Kay even said the Atari 800 was the best computer out in the market at the time, but it got caught a price war. Apple survived Commodore's onslaught by not joining in the fray.

In retrospect, it makes that all the more interesting, considering what happened to Apple recently. They had lowered computer prices enough they were losing tons of money...like Atari did 13 years earlier...

902. Re: Behind Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-20 00:00:00 UTC
From: egittl1@zeus.towson.edu
Message-ID: <4gbr68$kbh@sol.towson.edu>
Source record: 85877

See?????
Some people thought it was miss information on my part, there is some version of ROF (not jaggi lines) out there that the aliens just DO NOT jump through your winshield...
Don't ask me anymore about it.

Evan...

903. Re: Behind Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-20 00:00:00 UTC
From: smrgoodw@reading.ac.uk
Message-ID: <4gca50$iaf@susscsc1.rdg.ac.uk>
Source record: 85878

In article 150501@cup.portal.com, Chris_F_Chiesa@cup.portal.com writes:
>Hmm. I've been HEARING and READING about the aliens-that-jump-through-(or-
>onto)-your-windshield in Resdcue-on-Fractalus-aka-Behind-Jaggi-Lines, for
>YEARS now. I'e also been PLAYING R-O-F for years now. I've played levels
>that lasted so long that planet Fractalus' sun has set and risen again (those
>9-minute days, eh). I've rescued dozens of pilots. But I've NEVER SEEN AN
>ALIEN JUMP ON MY WINDSHIELD! What do I have to do to see one? About the only
>thing I HAVEN'T done, is worked up to a level above about Level 8 or 9. Does
>it only happen at higher levels?
>
>Waaaaaahhhhh! I wanna see an ALIEN! ....

Okay, let's see. They only start appearing about level 8 upward, if I
remember clearly. Also, whenever you pick up a pilot, do NOT shoot the
ship. The idea was that if you left the ship behind it might be
boarded by an alien who would activate the distress beacon again. This DOES
happen. So go around picking up pilots and not blowing up ships around level
13 or something; eventually you'll meet one of them. Another point to note
is that on the lower levels the aliens have green helmets; later on you
don't even get this as a warning.
The only way to get rid of the guy is to turn the engines back on, fast.
On the higher levels, you only get a second to do it.
The reason you have the airlock control is that you can wait for the pilot
to knock; if the alien approaches he jumps up at the windshield.
If you open the airlock before an alien has reached the ship he will
board and you will be in big trouble. The only way to get rid of him then
is to turn on the boosters and go for the mother ship; he dies in space.
Don't take too long because you will find it difficult to control the
ship with the alien aboard - and he'll get you in the end.

I bet you're amazed that you didn't realise this was in the game...

- Joel

904. Solution for Universal Hero

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-20 00:00:00 UTC
From: sven.gleich@mb1.tu-chemnitz.de
Message-ID: <4gcaca$lg1@pyrrhus-f.hrz.tu-chemnitz.de>
Source record: 85879

```
----------------------------
-./'-[ Solution for Universal Hero ]-./'-
----------------------------

Level I
-------------------------------------------------------------------
-go to C1 and take TAP
-use TAP in room H1, now open pipe is closed
-go down to H3 and take the THREE PIN PLUG
-in room H4 take a TWO CORE WIRE
-go now to G2 and grab the REMOTE SWITCH
-go on to room F2 and pick up the A.S.C. I.D. CARD
-in room D2 you take the PLUNGER
-go to room C2, use the REMOTE SWITCH and take the FLOPPY DISC
-drop REMOTE SWITCH
-now go to B4 and get the DYNAMITE STICK
-in C3 use the PLUNGER, TWO CORE WIRE and DYNAMITE
explode and remove the stones
-go on in room E3 and use the THREE PIN PLUG on the computer
-now use FLOPPY DISC too, code is demanded
-type in ASC, identify is correct
-force field on the right side opens, leave the room at the
right side and go on to room G3
-pick up SOME CRUDE OIL
-go with SOME CRUDE OIL to C4 and use it there
-take the produced SPACE SHIP FUEL
-now go to the Space Ship in H4
-check, that you have the A.S.C. I.D. CARD in the inventory,
drop the PLUNGER here
-use SPACE SHIP FUEL, you fly to level II

Level II
-------------------------------------------------------------------
-drop SPACE SHIP FUEL and A.S.C. I.D. CARD at B1
-in C1 you take the AIR TANK and use it immediately
-in E3 pick up a FLY SWATTER, in B2 you take the POTTING SHED KEY
-use FLY SWATTER in H2, grab now the DEAD COCKROACH and drop
FLY SWATTER
-in D1 use the DEAD COCKROACH -> you feed the plants
-go on to E1 and take WATERCAN
-use POTTING SHED KEY in E1 -> the door opens, drop POTTING
SHED KEY here
-in F1 pick up some WEED KILLER and use the WATERING CAN in G1,
then take the PRETTY PINK FLOWER
-in H1 you use WEED KILLER and so you kill the plants
```

-now take the RUBBER BOOTS in H1
-from G4 you take a MIRROR, in D2 grab a DROID RECALL DEVICE,
and in D3 pick up REPAIR DROID
-use the DROID RECALL DEVICE in E4, droid at LEADER RADIATION
BOX in level I / room E1 disappears
-from C4 you get the SPANNER and in A3 use the MIRROR
-now use the SPANNER in B3, then use the REPAIR DROID and drop both
-in F4 take a TEN PENCE PIECE, in E2 pick up the PASSPORT
-use the TEN PENCE PIECE at the telescope in A2
-go now to B1, take the A.S.C. ID CARD and SPACE SHIP FUEL,
look, that you have RUBBER BOOTS and PASSPORT in the inventory,
drop PRETTY PINK FLOWER here
-use at B1 the PASSPORT -> fly back to level I/ room H4

Level I

-go to F1 and take the ROUGH GLASS
-at E1 you grab the LEADER RADIATION BOX
-at A2 pick up a PIECE OF PLUTONIUM, no death,
because you have a LEADER RADIATION BOX and RUBBER BOOTS
-go back to H4 and use the SPACE SHIP FUEL -> fly back
to level II / room B1 over room A1

Level II

-drop A.S.C. ID CARD, SPACE SHIP FUEL and PASSPORT at B1
-take PRETTY PINK FLOWER
-use in D4 the ROUGH GLASS, you produce a LENS, take LENS
-pick up the STARTING HANDLE in H3 and the CURIOSITY from G3
-use the LENS in A3
-go to A4 and place yourself in the machine, use the STARTING HANDLE
-beam to level III / room A1

Level III

-drop STARTING HANDLE at A1
-take PIPE in C1 and ROPE in E1
-pick up the KNIFE in H3 and LARGE ROCK in H4
-at G4 use the KNIFE, you tie LARGE ROCK with ROPE
on the tree and use this as a catapult,
the LARGE ROCK flies to F4 and slays the plant
-go to F4 and through the entry to E4
-in E4 you take the BENT KEY
-go on to F7 and drop the PRETTY PINK FLOWER, CURIOSITY and KNIFE
-in F7 pick up the SLEDGE HAMMER, get a DIAMOND in G6 and
SOME AXLE GREASE in H5
-use a SLEDGE HAMMER at H7, you produce a STRAIGHT KEY
-take the STRAIGHT KEY in H7
-get a WATER PUMP in E8
-in G8 use the WATER PUMP (you must have the PIPE)
-the water is pumped to F8, drop WATER PUMP and PIPE

in G8, pick up BABBLING FISH
-go on to H8 and take the BRAKE LEVER
-go back to F8, leave the room as a 'fly' upwards
and don't touch the water
-go to E8, place the cursor in the inventory on the STRAIGHT KEY
-fall down before the rock and run fast to the left and reach
the exit
-use the STRAIGHT KEY if you are under the exit sign
(need fast reaction)
-now you are at the carriage in D8
-drop here SOME AXLE GREASE and use the BRAKE LEVER
-the carriage rolls on and breaks the walls, it goes with you to B8
-in B8 drop BRAKE LEVER, SLEDGE HAMMER and STRAIGHT KEY
-in C7 pick up the PENTACLE
-grab a RUBY in B3 and a CRYSTAL in A2
-in E2 you take a TALISMAN
-at A4 drop the BABBLING FISH
-go now to D4 and get the RING
-in D7 jump on the teleporter and use your TALISMAN
-you are beamed to E6, drop RUBBER BOOTS there and take the ORB
-use the RING at E6, beam to G7
-from G7 go to H8 and jump on the teleporter, you lost the ORB and
are beamed to level II / room E2

Level II

-go to room G4
-use RUBY
-YOU PREVENTED A DESASTER.

----END OF GAME----

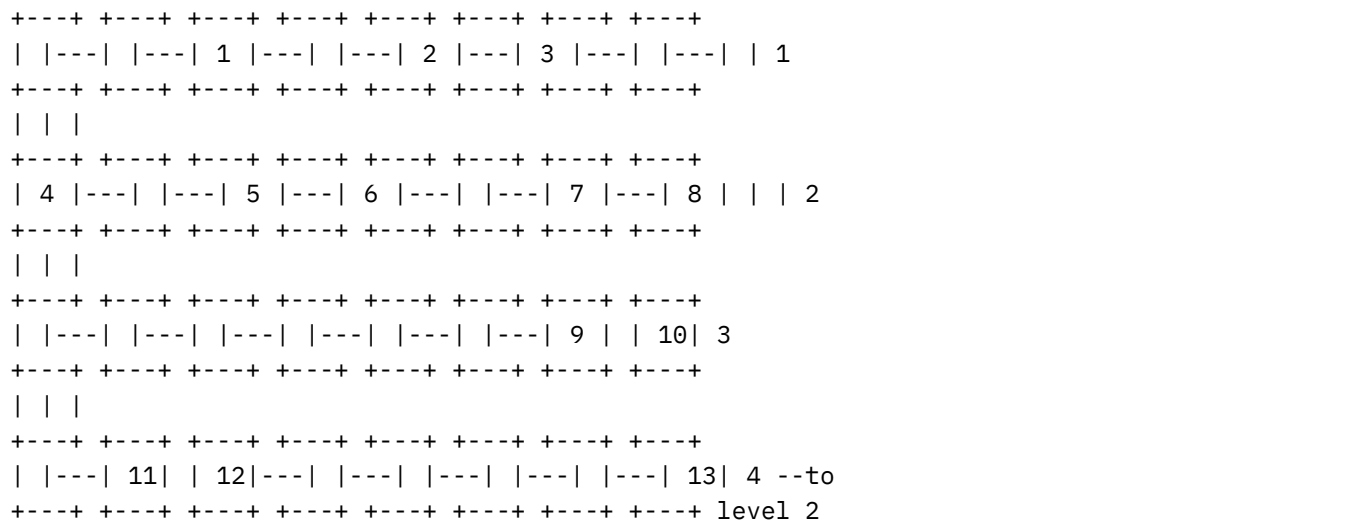
Question:
Do you really need PRETTY PINK FLOWER, RUBY, CRYSTAL, PENTACLE,
CURIOSITY and BABBLING FISH ?

Annotation:
I changed some code of Universal Hero so that I had unlimited
time and air/energy. So I DID NOT try to solve this game with
limited time and air/energy. Maybe you must optimize the ways
you go.
Furthermore I changed some code of the title screen in a way
that after a key in the title screen of the game is pressed
a new room beside the room before is displayed.
(The rooms are numbered from 00 to 7F, this gives 128 rooms.)
So I was able to draw easy a map of the whole game.

[SG]

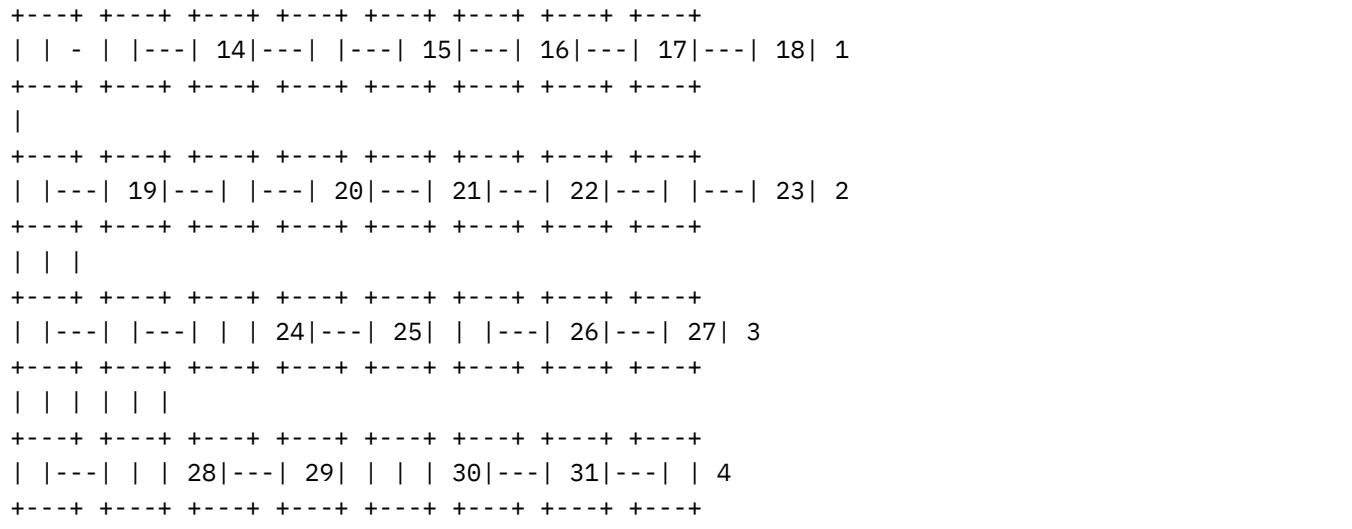
Map Level 1

A B C D E F G H



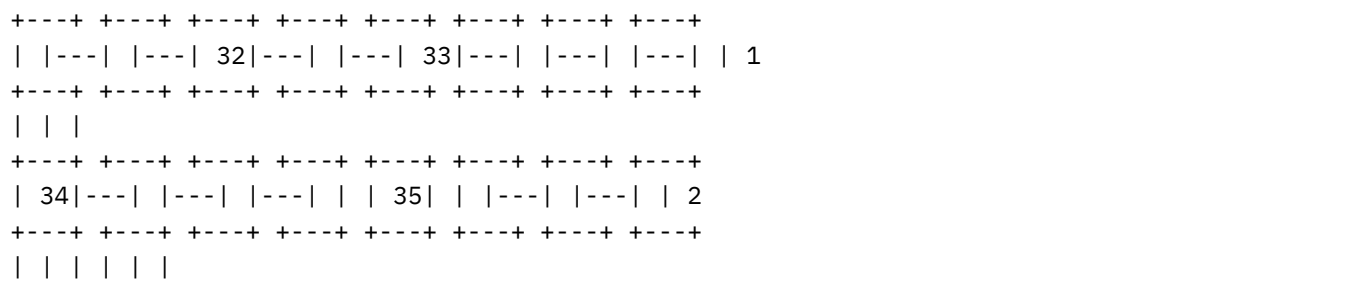
Map Level 2

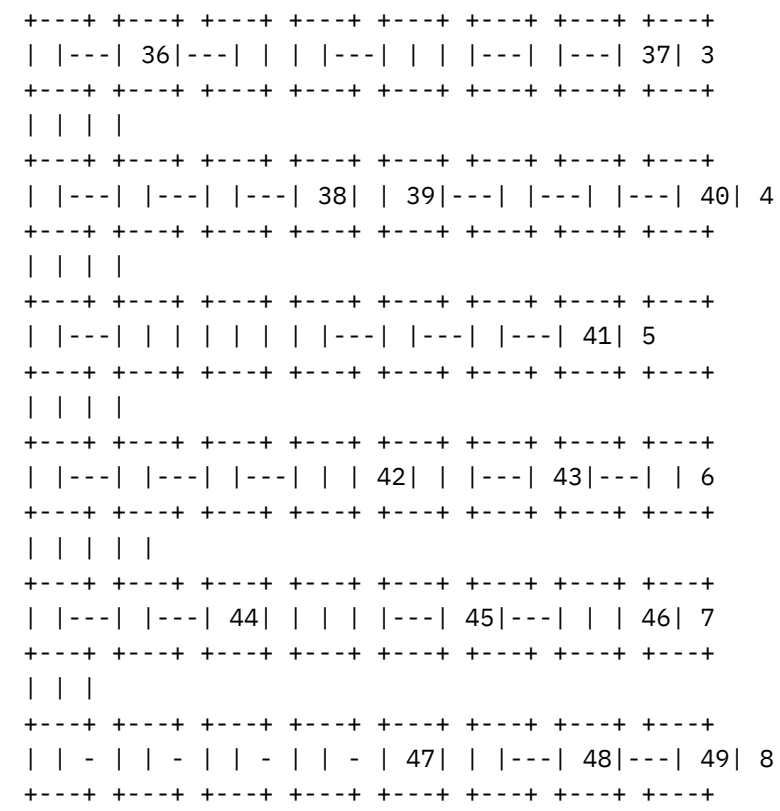
A B C D E F G H



Map Level 3

A B C D E F G H





[SG]

Things In The Levels
[# means, that this one is produced]

Level 1 Location
------- --------
1 TAP C1
2 LEAD RADIATION BOX E1
3 ROUGH GLASS F1
4 PIECE OF PLUTONIUM A2
5 FLOPPY DISC C2
6 PLUNGER D2
7 A.S.C. I.D. CARD F2
8 REMOTE SWITCH G2
9 SOME CRUDE OIL G3
10 THREE PIN PLUG H3
11 STICK OF DYNAMITE B4
12 #SPACE SHIP FUEL C4
13 TWO CORE WIRE H4

Level 2
----
14 AIR TANK C1
15 WATERING CAN E1
16 SOME WEED KILLER F1
17 #PRETTY PINK FLOWER G1

18 RUBBER BOOTS H1
19 POTTING SHED KEY B2
20 DROID RECALL DEVICE D2
21 PASSPORT E2
22 EGG F2
23 DEAD COCKROACH H2
24 REPAIR DROID D3
25 FLY SWATTER E3
26 CURIOSITY G3
27 STARTING HANDLE H3
28 SPANNER C4
29 #LENS D4
30 TEN PENCE PIECE F4
31 MIRROR G4

Level 3
----
32 PIPE C1
33 SOME ROPE E1
34 CRYSTAL A2
35 TALISMAN E2
36 RUBY B3
37 KNIFE H3
38 RING D4
39 BENT KEY E4
40 LARGE ROCK H4
41 SOME AXLE GREASE H5
42 ORB E6
43 DIAMOND G6
44 PENTACLE C7
45 SLEDGE HAMMER F7
46 #STRAIGHT KEY H7
47 WATER PUMP E8
48 BABBLING FISH G8
49 BRAKE LEVER H8

[SG]

Happy Gaming !

Bye, Sven.

905. Re: Not With A Bang...

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-20 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4gcm3o$45i@nuke.csu.net>
Source record: 85880

Michael Ellis (michael@anest4.anest.ufl.edu) wrote:
: kendrick@zippy.sonoma.edu (William Kendrick) wrote:
: >
: >Umm - there IS Atari Games. It's a completely different company. Nobody
: >ever seems to mention them anymore! :)

: There USED to be Atari Games. Warner held on to old-Atari's coin-op division
: when they hawked Atari in 1984 -- this became Atari Games. For whatever
: reason, in 1995 they decided to rename the division Time-Warner Interactive;
: at least that was the plan. I'm pretty sure it happened too, because I
: haven't seen a new Atari Games title in the arcade since Primal Rage.

Seen Area 51? It's a lightgun game with predone 3D stuff plus live action
video "sprites". It says "Atari Games" AND "Time Warner Interactive" right on
it. It's (c) 1995 or 1996.

They had a bit about Primal Rage and other games on .. damn .. some TV show.
They showed how they did the character animation with models - and one guy said
he was trained in theatre, but that it really helped to do the type of work he
ended up doing - game stuff. :)

But, I digress. My point is, it seems the name "Atari Games" is still around.
It's still a pretty cool company. :)

-bill!
kendrick@zippy.sonoma.edu ||| kendrick@vax.sonoma.edu Hail Unix!
** New Breed Software ** / | \ ** William Kendrick ** Viven las Ataris
http://zippy.sonoma.edu/~kendrick/

906. Re: Atari, JTS Corp. Merger

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-20 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4gcmfm$45i@nuke.csu.net>
Source record: 85881

Rob Funk (rfunk@magnus.acs.ohio-state.edu) wrote:
: In article <4g9hg5$nul@hakatac.port.island.net>,
: Bill McBrine <bmcbrine@hakatac.port.island.net> wrote:
: >We in this group may think highly of Atari, but many see it as a Games
: >company and immediately think "2600, and C64-alike". I tend to think this
: >had some hand in the unsuccessful nature of most of their products since.
: >Unpleasant, but can you deny it?

: It's true... every time I tell somebody I have an Atari (or two), it
: almost invariably turns out that they're thinking of the 2600, and
: they've usually never heard of anything since, including the computers
: we all love.

Yeah, same here - well, except nowadays anyone know KNOWS me knows exactly
what I'm talking about when I say "my Atari".

The cool thing nowadays though is, anyone who doesn't know, or who ends up
'talking 2600' with me starts going on about "MAN, those games were COOL!
Even with the cheesy graphics!" I of course say "YEAH! Why don't they make
games like that anymore!?"

: But replace the fuji?! How could you?

AGREED! Sure, change the name (people recognize THAT), but don't change the
FUJI!!!

-bill!
kendrick@zippy.sonoma.edu ||| kendrick@vax.sonoma.edu Hail Unix!
** New Breed Software ** / | \ ** William Kendrick ** Viven las Ataris
http://zippy.sonoma.edu/~kendrick/

907. Re: Atari, JTS Corp. Merger

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-20 00:00:00 UTC
From: jcompton@flood.xnet.com
Message-ID: <4gcmbd$i3o@flood.xnet.com>
Source record: 85882

Rob Funk (rfunk@magnus.acs.ohio-state.edu) wrote:
: In article <4g9hg5$nul@hakatac.port.island.net>,
: Bill McBrine <bmcbrine@hakatac.port.island.net> wrote:
: >We in this group may think highly of Atari, but many see it as a Games company
: >and immediately think "2600, and C64-alike". I tend to think this had some
: >hand in the unsuccessful nature of most of their products since. Unpleasant,
: >but can you deny it?

: It's true... every time I tell somebody I have an Atari (or two), it
: almost invariably turns out that they're thinking of the 2600, and
: they've usually never heard of anything since, including the computers
: we all love.

The sad truth is that everything save the clones and the Mac have gone
down in history as footnote game machines, despite all the contributions
of companies like Atari and Commodore.

Which is of course ironic since the PC clone is the finest game machine
the world has ever seen. :)

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine (708) 741-0689 FAX
You know you're on the way out... it's just a matter of time.
AR on Aminet - docs/mags/ar???.lha AR Mailing list - Mail me
WWW - http://www.omnipresence.com/Amiga/News/AR, www.cucug.org/ar/ar.html

908. Re: Copyrights

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-20 00:00:00 UTC
From: jcompton@flood.xnet.com
Message-ID: <4gcme7$i3o@flood.xnet.com>
Source record: 85883

StarMan (StarMan@Galaxy.com) wrote:
: Great. But why is it that Choplifter and sooo many more are available for other platforms,
: why is it that virtually no originally shrinkwrapped software is available. It seems to me
: that developers (in business or not) and authors cannot be singling out the 8-bit Atari when stuff for other platforms is there.

Because nobody has been enterprising enough to set up an FTP site with
these "Copyrighted, yes, but let's be serious now" titles yet for the
Atari 8-bits, perhaps?

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine (708) 741-0689 FAX
You know you're on the way out... it's just a matter of time.
AR on Aminet - docs/mags/ar???.lha AR Mailing list - Mail me
WWW - http://www.omnipresence.com/Amiga/News/AR, www.cucug.org/ar/ar.html

909. Re: Webpage: Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-20 00:00:00 UTC
From: sysop@hitec.com
Message-ID: <3129E3C9.76B@hitec.com>
Source record: 85884

I have it down as http://www.ksk.sala.se/~sp93rob/dungeon/

give it a shot, he really has done a nice job!

--Steve

910. atari Messe bei lengenfeld 3/96

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-20 00:00:00 UTC
From: schallt@worms.fh-rpl.de
Message-ID: <4gcnvc$cp5@widukind.worms.fh-rpl.de>
Source record: 85885

Hallo Atarianer,

im Maerz wird eine neue 8 Bit Messe von Helmut Weidner und Markus Roemer ausgerichtet. Die Messe wird fuer Privat und Kom. Haendler ohne Standgebuehr sein. Der Eintrittspreis ist die symbolische Mark. Neben neuster Polensoft, neuer Hardware, werden auch ein Stand mit Lynx und Jaguar vertreten sein. Eine Abteilung des ABBUC wird eure Fragen beantworten. Interessierte melden sich bitte bei Helmut Weidner, Markus Roemer (Top Mag), Raimond Altmaier,Andreas Magenheimer oder mir.

E-Mail schallt@worms.fh-rpl.de
Torsten Schall 06241/53070
A. M 06243 8476.

Die Adressen und den genau Ort der Messe wird noch in diesem Forum veroeffentlicht. Bitte andere Freaks von dieser Messe informieren da fuer ein Diskmag die Zeit zu kurz ist. Haendler z. B. KE, AMC M. Roemer (Top Mag/RAM) ... sind vor Ort

Mit atarianischen Gruessen

Torsten Schall

St org .....

911. Diamond, Percom, Maze and 256XL for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-20 00:00:00 UTC
From: REASERRL@m120x1.laafb.af.mil
Message-ID: <3129E1D2@M130X2.LAAFB.AF.MIL>
Source record: 85886

For sale.

Maze of AGDAgon Cartridge, GameLink II three player cable - $30 including shipping

Diamond GOS Cart, Diamond Write, Diamond Paint, ST Mouse, pad - $50 including shipping.

800XL (w/ps), 256 RAMBO upgrade, Super Video Upgrade - $60 including shipping

Percom RFD44-S2, Dual, Double Density Disk Drive - $65 including shipping

Neat stuff! Everything works. Includes all manuals and documentation. I shudder at how much I originally paid. Send email if you have questions.

Rick Reaser
rick_reaser@msn.com
(310) 643-8626

912. Re: Behind Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-20 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <4gctt6$lmd@crl10.crl.com>
Source record: 85887

J. F. Goodwin (smrgoodw@reading.ac.uk) wrote:

: Okay, let's see. They only start appearing about level 8 upward, if I
: remember clearly. Also, whenever you pick up a pilot, do NOT shoot the
: ship. The idea was that if you left the ship behind it might be
: boarded by an alien who would activate the distress beacon again. This DOES
: happen. So go around picking up pilots and not blowing up ships around level

I don't think that's true - I always blew up the empty ships after pilot
pick-up just for grins and still got the aliens.

: If you open the airlock before an alien has reached the ship he will
: board and you will be in big trouble. The only way to get rid of him then
: is to turn on the boosters and go for the mother ship; he dies in space.
: Don't take too long because you will find it difficult to control the
: ship with the alien aboard - and he'll get you in the end.

: I bet you're amazed that you didn't realise this was in the game...

I decided to leave the airlock open and see what would happen if it were
an alien :) I'd do that once in awhile toward the end of a level just
for the challenge :)

John
jvogel@crl.com

913. Re: Atari 8bit CD-Rom..From the IBM..directory

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-20 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <4gcu1n$lmu@crl10.crl.com>
Source record: 85888

Bob Klaas (bobkla19@mail.tcd.net) wrote:

: What should be on a CD-Rom as far as you the 8bit user is
: conserened? What should be left out?..

Include the freeware Gauntlet game (Donald Lebeau's) :)

John
jvogel@crl.com

914. Re: Behind Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-20 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <150514@cup.portal.com>
Source record: 85889

Joel Goodwin (smrgoodw@reading.ac.uk) writes:

>In article 150501@cup.portal.com, Chris_F_Chiesa@cup.portal.com writes:
>>Waaaaaahhhhh! I wanna see an ALIEN! ....
>
>Okay, let's see. They only start appearing about level 8 upward, if I
>remember clearly. [...]
>
> [LOTS of cool formerly-unbeknownst-to-me details omitted]

>I bet you're amazed that you didn't realise this was in the game...

You can say THAT again! I guess I never got far enough in the game to see ANY of this! SIGH. One more instance of my not being as much of a "hotshot" as I thought I was, hehehe...

I'll definitely be saving this and giving it a try soon!

Chris
Chris_F_Chiesa@cup.portal.com / xetwnk@shell.portal.com

915. Re: Games for PC28BIT transfer system

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-20 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <150515@cup.portal.com>
Source record: 85890

Um, what IS all this stuff? I can see that it's "UUencoded software,"
but what are we intended to DO with it? What's "pc28bit"? If it's
been discussed prior to these files' being posted, the discussion never
showed up HERE...

Chris Chiesa
Chris_F_Chiesa@cup.portal.com / xetwnk@shell.portal.com

916. Does Best still have Super PacMan prototype?

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-20 00:00:00 UTC
From: mstclair@iglou2.iglou.com
Message-ID: <Dn36oL.ExG@iglou.com>
Source record: 85891

Shoot, now I'm dying to know if it is any different from my disk version.
:^)

And if they do, does anyone have their phone number? Yeah, I know it must be in a faq or on the web somewhere, but I just struck out after 5 minutes, and I don't have all day, so I just thought I'd kill a little bandwidth. :^/

--
Mike St. Clairmstclair@iglou.com***irc:SaintMick***

917. Re: Does Best still have Super PacMan prototype?

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-20 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <4gdbnf$q92@charm.magnus.acs.ohio-state.edu>
Source record: 85892

In article <Dn36oL.ExG@iglou.com>,
Mike St. Clair <mstclair@iglou2.iglou.com> wrote:
>And if they do, does anyone have their phone number? Yeah, I know it
>must be in a faq or on the web somewhere, but I just struck out after 5
>minutes, and I don't have all day, so I just thought I'd kill a little
>bandwidth. :^/

Ah yes, why waste your own 5 minutes when you can have someone else
waste theirs?

http://www.cis.ohio-state.edu/hypertext/faq/usenet-faqs/html/atari-8-bit/vendev/faq.html
--
------------ R o b F u n k -------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

918. Re: Copyrights

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-20 00:00:00 UTC
From: Mark.Androvich@SEN.CA.GOV
Message-ID: <1996Feb20.135216.137@sen.ca.gov>
Source record: 85893

In article <4gcme7$i3o@flood.xnet.com>, jcompton@flood.xnet.com (Jason Compton) writes:
> StarMan (StarMan@Galaxy.com) wrote:
> : Great. But why is it that Choplifter and sooo many more are available for other platforms,
> : why is it that virtually no originally shrinkwrapped software is available. It seems to me
> : that developers (in business or not) and authors cannot be singling out the 8-bit Atari when stuff for other platforms is there.
>
> Because nobody has been enterprising enough to set up an FTP site with
> these "Copyrighted, yes, but let's be serious now" titles yet for the
> Atari 8-bits, perhaps?

Although I am not a copyright specialist, I am an attorney who took at least two courses in intellectual property. I found a great and understandable resource in this area at:

The Copyright Website
http://www.benedict.com

The same discussion arises in the rec.video.games.classics group. People want to know if it is legal to copy cartridges or make multi-cartridges since the original copyright holder is out of business. The answer: It is a violation of copyright. The moral dilemna: The copyright holder is unlikely to enforce its rights against your activity when you are dealing with 15 year-old games from companies which no longer exist. However, if such rights are enforced, you might be subject to criminal prosecution.

Copyrights used to be extinguished if the holder did not renew. The modern law (post 1978) allows copyrights to be enforced for the life of the author plus 50 years or 100 years from the date of creation if the work was done for hire.

People confuse copyright with trademarks, which can become public domain if not enforced. Copyrights must be deliberately released to the public domain, the copyright must be lost or nonrenewed (pre 1978), or the copyright must have expired in order not to run afoul of the laws.

Mark Androvich
MAndrovic@aol.com

919. Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-20 00:00:00 UTC
From: ulf@antic.cls.de
Message-ID: <63CcNIjHS7B@antic.cls.de>
Source record: 85894

Hi!

This is probably thw wrong newsgroup to ask this question but ...
does anybody know if Alternate Reality is also available for the Commodore
C64? If so, WHERE? I already have it for the ATARI 8Bit but I'd like to
compare the two versions.

Ulf

920. 800xl help needed

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-20 00:00:00 UTC
From: LV LEW <102442.3301@CompuServe.COM>
Message-ID: <4gdk3o$g7s$1@mhadg.production.compuserve.com>
Source record: 85895

I just picked up a used 800XL real cheap.
When I turn it on (minus any cart.) the top of the screen says:
"David Young OMNIVIEW256 (c)1985"
I am hoping that this means that this unit has been upgraded to 256K.
However when in this initial mode I am unable to do anything. I cannot
write a basic prog. or go to DOS etc. However the comp. does otherwise sem
to work just fine. I am using it to write this message with BobTerm.
Can anyone give me any help, suggestions etc..
Thanks..... Lew Brooks

921. ATARI controllers notes - updated

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-20 00:00:00 UTC
From: JTKIRK@urp.edu.pe
Message-ID: <m0tp2JV-000Oc0C@rcp.net.pe>
Source record: 85896

These are my updated notes on different types of ATARI controllers.
(Sorry, I think I sent twice the 'joystick misc.' instead of this)
I finally took the time to determine the circuital diagram of the STM1 mouse.
I'd have liked to add also the ATARI Light Pen, but unfortunately my nephews
have thrown it away, although I could rescue the ATARIGRAPHICS cartridge.
Even so, take a look at what I found out.

Joysticks
----

circuital diagram pin assignments
---------------- --------------

```
__________
org blk \5 4 3 2 1/
| | \9_8_7_6/
O-----+
| wht
| | pin wire
+-----O # col function
| -----------------
+-----\ 1 wht ^ (up)
| | 2 blu v (down)
grn -O +-----O- bwn 3 grn < (left)
| 4 bwn > (right)
| 6 org fire
| (7 red +5V) (*)
O 8 blk GND
|
blu (*) only used in joysticks
with autofire switch
```

autofire circuit

```
red firing frequency:
|
/----------+ f=1,44/[(R1+2*R2)*C]
| |
Z /--+ ( T=0,694*(R1+2*R2)*C )
R1 Z .__|__|__.
| | 8 4 |
+----7 | typical values:
| | 3----- org
Z | LM 555 | C1=0,42 nF
R2 Z /-6 5----\ R1=10 K
```

```
| | | | | R2=10 K
+--+-2 | = C1 C=100 nF
| |___1____| |
| | | (These are the values I selected.)
\---||---+---------/
C |
blk
```

```
Paddles
-------

circuital diagram pin assignments
---------------- ---------------

__________
pushbutton R \5 4 3 2 1/
__I__ /---NNN-- \9_8_7_6/
o o | ^
| | | | pin wire
L grn blk yel vio # col function
---------------------------------- -----------------
R bwn blk yel red 3 grn L button
4 bwn R button
5 red R paddle
R=1M 7 yel +5V
(R=500K for Commodore) 8 blk GND
9 vio L paddle

Keyboard controllers/Video touch pad
------------------------------------

circuital diagram pin assignments
---------------- ---------------

__________
grn vio wht blu \5 4 3 2 1/
| | | | \9_8_7_6/
+-NN-+-NN-+ |
| R R | | pin wire
O---------O---------O----- bwn # col function
| | | -----------------
| | | 1 bwn row 1
O---------O---------O----- red 2 red row 2
| | | 3 org row 3
| | | 4 yel row 4
O---------O---------O----- org 5 grn col 1
| | | 6 blu col 3
| | | 7 vio +5V
O---------O---------O----- yel 9 wht col 2

R=4,7K

Readings
--------
```

The following program appeared in COMPUTE!, 2/87, "Readers Feedback" section, page 30. It allows to read a keyboard controller (or video touch pad, since they are internally identical) connected to port 1:

```
1 GRAPHICS 0
10 DIM ROW(3),I$(13),BUTTON$(1)
30 GOSUB 6000
60 POSITION 2,7:PRINT "CONTROLLER #1:";
80 GOSUB 7000:POSITION 19,7:PRINT BUTTON$;
120 GOTO 80
6000 REM
6010 POKE 54018,48:POKE 54016,255:POKE 54018,52:POKE 54016,221
6030 ROW(0)=238:ROW(1)=221:ROW(2)=187:ROW(3)=119
6040 I$=" 123456789*0#"
6050 RETURN
7000 PORT=54016
7010 P=1:PAD=0
7020 FOR J=0 TO 3
7030 POKE PORT, ROW(J)
7040 FOR I=1 TO 10:NEXT I
7050 IF PADDLE(PAD+1)>10 THEN P=J+J+J+2:GOTO 7090
7060 IF PADDLE(PAD)>10 THEN P=J+J+J+3:GOTO 7090
7070 IF STRIG(0)=0 THEN P=J+J+J+4:GOTO 7090
7080 NEXT J
7090 BUTTON$=I$(P,P)
7100 RETURN
```

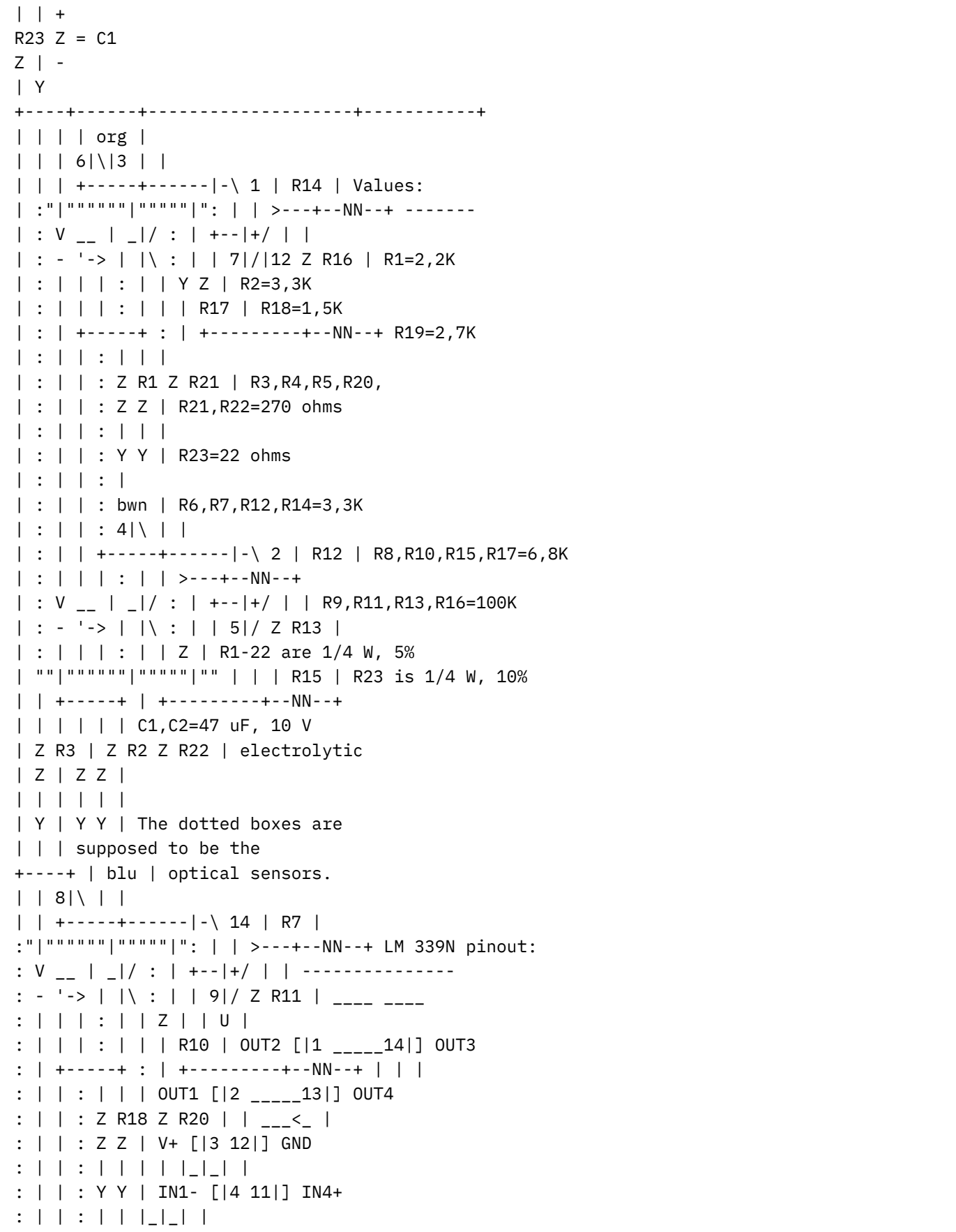
STM1 Mouse
---

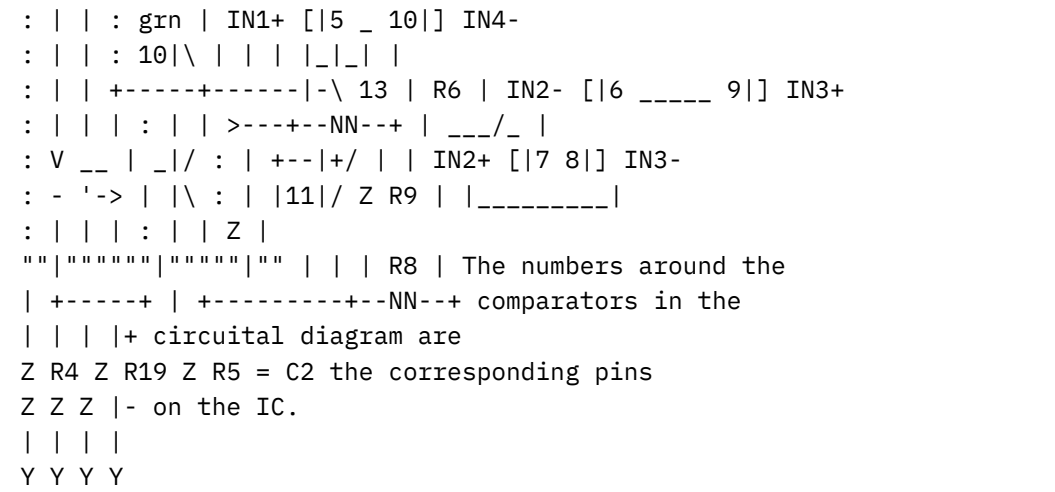
circuital diagram pin assignments
---------- ---------- ----------

```
__________
(Are you nuts? It consists of \5 4 3 2 1/
23 resistors, 2 capacitors, \9_8_7_6/
2 movement sensors and an
LM 339N quad-comparator IC!) pin wire
# col function
Well, at least the buttons: ----------
1 bwn L/R sense
L button R button 2 org L/R reference
__I__ __I__ 3 grn U/D sense
o o o o 4 blu U/D reference
| | | | 6 yel L button
yel blk wht blk 7 red +5V
8 blk GND
9 wht R button
```

Well, here's the rest (at last!):

```
+5V (red)
[Note: | means GND (blk)] |
Y +----+
```


R23 Z = C1
Z | -
org
6|\|3
1 | R14 | Values:
R16 | R1=2,2K
R2=3,3K
R17 | R18=1,5K
R19=2,7K
R3,R4,R5,R20,
R21,R22=270 ohms
R23=22 ohms
R6,R7,R12,R14=3,3K
2 | R12 | R8,R10,R15,R17=6,8K
R9,R11,R13,R16=100K
5|/ Z R13 |
R1-22 are 1/4 W, 5%
R15 | R23 is 1/4 W, 10%
C1,C2=47 uF, 10 V
electrolytic
The dotted boxes are
supposed to be the
optical sensors.
14 | R7 |
LM 339N pinout:
9|/ Z R11 | ____ ____
R10 | OUT2 [|1 _____14|] OUT3
OUT1 [|2 _____13|] OUT4
V+ [|3 12|] GND
IN1- [|4 11|] IN4+


: | | : grn | IN1+ [|5 _ 10|] IN4-
: | | : 10|\ | | | |_|_| |
: | | +-----+------|-\ 13 | R6 | IN2- [|6 _____ 9|] IN3+
: | | | : | | >---+--NN--+ | ___/_ |
: V __ | _|/ : | +--|+/ | | IN2+ [|7 8|] IN3-
: - '-> | |\ : | |11|/ Z R9 | |_________|
: | | | : | | Z |
""|"""""""|""""""|"" | | | R8 | The numbers around the
| +-----+ | +---------+--NN--+ comparators in the
| | | |+ circuital diagram are
Z R4 Z R19 Z R5 = C2 the corresponding pins
Z Z Z |- on the IC.
| | | |
Y Y Y Y

readings

The STM1 Mouse works as an inverted trackball (which is, in fact, what it is). The left button corresponds to the joystick trigger; the right button must be read in more or less the same way as the keyboard controllers, I guess (I had to return the mouse I borrowed before finishing my analysis).

Mouse rolling forwards (up) Mouse rolling backwards (down)

U/D U/D U/D U/D
REF SNS REF SNS
------- -------
0 1 0 0
1 1 <-\ 1 0 <-\
0 1 --/ 0 0 --/
... ...

Mouse rolling left Mouse rolling right

L/R L/R L/R L/R
REF SNS REF SNS
------- -------
0 1 0 0
1 1 <-\ 1 0 <-\
0 1 --/ 0 0 --/
... ...

I tried to write a resident handler which should convert the mouse readings into joystick values and put them into the shadow register for joystick 2 (remember that on the ATARI XL/XE only joysticks 0 and 1 are in effect, and 2 & 3 just contain repeats of 0 and 1). Then, if you read STICK(2), you would have the translated values; STRIG(2) would give you the status of the right mouse button; and for the left button, you would still use STRIG(0). Unfortunately, the routine got hanged sooner or later, and I had to return the

borrowed mouse before I could finish debugging it. Maybe I can
borrow another and resume the task...

Light Pen
----

circuital diagram pin assignments
---------------- ---------------

Sorry, I couldn't dissect the \5 4 3 2 1/
light pen because it was not \9_8_7_6/
mine while it was still in
working order, and it was lost
later. pin wire
What I can say is that the # col function
circuit is different from the -----------------
Commodore light pens, since I 5 ??? ??? (pot B) (*)
tried one with the ATARIGRAPHICS 6 ??? pushbutton
cartridge and it didn't sync 7 ??? +5V
properly. 8 ??? GND
The circuits aren't inside the 9 ??? ??? (pot A) (*)
pen, but inside the little black
box around the connector. (*) pot A, pot B probably
used for H/V sync

Marco Antonio Checa Funcke
Botoneros 270
Lima 33
Peru

reachable at jtkirk@urp.edu.pe

922. cardpack

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-20 00:00:00 UTC
From: JTKIRK@urp.edu.pe
Message-ID: <m0tp2Kg-000OMpC@rcp.net.pe>
Source record: 85897

Who would be interested in me uploading some card games? (The type of the Windows Solitaire and such card games). They are written in 100% ATARI BASIC so that they can be run under TurboBASIC XL, compiled, or whatever you want.

923. Wow..

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-20 00:00:00 UTC
From: Long Haired Computer Geek <beresr@peanut>
Message-ID: <Pine.NXT.3.91.960220111332.5720C-100000@peanut>
Source record: 85898

I've followed this group for a bit now, and I am surprised what has been done with Atari 8-bit computers. I feel awed in the presence of most of you, who still use your Ataris for just about everything. I really do wish I had the time to go searching through web pages and stuff to find what new stuff is being done with Ataris. Most of it will probably make my simple 4k machine language stuff look like crud (which it is :).

And I'll still smirk when I hear of someone complain that 4 meg isn't enough memory to do anything. If only the programmers of today had Ataris as their first computers, 4 meg would be enough for anything. :) Gimme Atari DOS 2.5 (with the modified title bar by me :P), Spartados (with MAC65 on the disk.. now that is a combination!), and the incredibly easy to use and program OS of the Ataris over just about anything one of these new computers can do today. Of course, Atari 800XLs can't run Doom, but that is just about all.

If I seem a bit excited, it is because I am. Ataris were the easiest to program computers I've seen. And they keep going and going. The Atari 800xl we have is about 13 or 14 years old now, and other than for routine keyboard maintenence, it does not need to be taken apart.

In closing this rambling post, I have only one thing to say: LONG LIVE ATARI 8-BITS!!

```
*---------------<beresr@math.enmu.edu>------------------*
| Richard Beres, "Long Haired Computer Geek", at ENMU |
*-----------------------------------------------------*
| "God does not play dice with the universe." |
* -- Albert Einstein *
*-----------------------------------------------------*
```

924. DSP

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-20 00:00:00 UTC
From: JTKIRK@urp.edu.pe
Message-ID: <m0tp2Kr-000OOTC@rcp.net.pe>
Source record: 85899

Who's interested in DSP programs for the ATARI 8-bit? (Of course, they are NOT suitable for real-time DSP).

925. Re: Copyrights

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-20 00:00:00 UTC
From: jcompton@flood.xnet.com
Message-ID: <4gdlb6$1rv@flood.xnet.com>
Source record: 85900

Mark.Androvich@SEN.CA.GOV wrote:
: In article <4gcme7$i3o@flood.xnet.com>, jcompton@flood.xnet.com (Jason Compton) writes:
: >
: > Because nobody has been enterprising enough to set up an FTP site with
: > these "Copyrighted, yes, but let's be serious now" titles yet for the
: > Atari 8-bits, perhaps?

: Although I am not a copyright specialist, I am an attorney who took at
: least two courses in intellectual property. I found a great and

: The same discussion arises in the rec.video.games.classics group. People
: want to know if it is legal to copy cartridges or make multi-cartridges
: since the original copyright holder is out of business. The answer: It is
: a violation of copyright. The moral dilemna: The copyright holder is
: unlikely to enforce its rights against your activity when you are dealing
: with 15 year-old games from companies which no longer exist. However, if
: such rights are enforced, you might be subject to criminal prosecution.

: People confuse copyright with trademarks, which can become public domain if
: not enforced. Copyrights must be deliberately released to the public
: domain, the copyright must be lost or nonrenewed (pre 1978), or the
: copyright must have expired in order not to run afoul of the laws.

Yes, I understand that much. And yes, it's clear that it's a violation
of copyright. But the few firms with a vested interest in 15-year old
software (mostly just Activision, trying to suck the remaining life out
of their Infocom properties as well as the 2600 and C64 packs) don't
seem to mind much. The most recent "legal brush" was when MECC asked the
Apple II FTP site administrator to remove Oregon Trail. Done, boom, no
problem.

Better to put them up for FTP than allow the work to be forgotten.

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine (708) 741-0689 FAX
You know you're on the way out... it's just a matter of time.
AR on Aminet - docs/mags/ar???.lha AR Mailing list - Mail me
WWW - http://www.omnipresence.com/Amiga/News/AR, www.cucug.org/ar/ar.html

926. Re: HTML text viewer?

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-20 00:00:00 UTC
From: bernard@twilight.xs4all.nl
Message-ID: <bernard.08az@twilight.xs4all.nl>
Source record: 85901

```
Hello Rob,

In a message of 19 Feb 96 Rob wrote to All:

RF> From: rfunk@magnus.acs.ohio-state.edu (Rob Funk)

RF> In article <4g708o$s5@news.ios.com>, Bingham <bbingham@haven.ios.com>
RF> wrote:Sorry there is currently no Slip/PPP socket for the 8-bit.

RF> Nor ethernet. (afaik)

>> But what a great idea!

RF> Agreed -- that would help make really cheap internet access a reality
RF> for a lot of people.
RF> Here at OSU, they're getting rid of login Unix access at the end of the
RF> year, so everyone with no other login access has to use SLIP or PPP.
RF> (Luckily I have two other OSU accounts, plus a job that requires Unix
RF> access.) That means anyone with anything older than a 286 or Mac SE is
RF> out of luck. They're only supporting Mac (sys 7), MS-Windows, and
RF> MS-DOS.

RF> What ever happened to that 800xl on the net in the netherlands?

Well I'm still there......
But I don't have a real internet/usenet account....
I can only get E-mail and some of the NEWSGROUPS, I use my AMIGA 1200
to get get in FIDO Format with a POINT programm.
Maybe there is someone who can write a POINT program (FIDO mail
reader) for the ATARI XL/XE so some people can access the intenet that
way I do..

Greetinx from The Netherlands,

_
/_) |/
/_)ernard |\ok ////
( o o )
+-------------------------oOO--(_)--OOo-----------------------+
| PMN : 17:200/100.3 DAN : 55:100/121.3 WARP : 137:8/103.3 |
| NLA : 14:102/100.3 GFX : 98:101/100.3 FIDO : 2:280/315.3 |
| ERO : 68:311/416.3 AMY : 39:150/200.3 AGA : 171:103/200.3 |
| Internet : bernard@twilight.xs4all.nl |
+-----------------------------------------------------------------+

.-------------------------------------------------------------------------.
| -=> The TWiLiGHT Zone BBS <=- -=> +31-(0)-20-6764584 <=- -=> 24 Hrs <=- |
| -=> Modules Heaven! <=- -=> 9600 to 28800 Baud <=- -=> /\MIG/\ Only <=- |
```

```
`----------------------------------------------------------------------------'
-- Via Xenolink 1.981, XenolinkUUCP 1.1
```

927. Re: Old Source Code

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-20 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <150533@cup.portal.com>
Source record: 85902

Bill (bbingham@haven.ios.com) writes:
>[...] I remember the first time I
>saw "Passionatly" the demo. I was in a computing contest at NJIT, junior
>year high school competition (circa 1986/1987). Some one had written a
>word processor on the 8-bit. (I had chosen to write on an IBM, when I had
>a perfectly good 8-bit at home. He won go figure <g>)

Hey, yeah! "Passionately" has (since I first saw it) always been one of my all-time favorite songs, not to mention favorite Atari programs/demos! I even learned to play along with it on a little electronic piano I bought. Somewhere around here I have a REEL-TO-REEL TAPE of my efforts! :-)

I always thought it would be cool to put together an orchestra, or maybe even just a chamber-music group, and cut an album of famous video-game themes (e.g. Pac-Man, Frogger, others) in orchestral arrangements. The only problem is, much of the "classic" videogame music STARTED OUT as classical music. Go figure... ;-) I figure it happened the same way the William Tell Overture became the Lone Ranger theme: the pioneers in a new medium looked to the classical genre as a source of royalty-free music! It was cheaper than hiring composers to write all-new, original music! Of course, now that video-games are Big Business, they DO hire composers... But they DIDN'T ALWAYS, by cracky, you young whippersnappers...

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

928. Re: Behind Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-21 00:00:00 UTC
From: smrgoodw@reading.ac.uk
Message-ID: <4gerqh$7pg@susscsc1.rdg.ac.uk>
Source record: 85706

In article lmd@crl10.crl.com, jvogel@crl.com (John M. Vogel) writes:
>J. F. Goodwin (smrgoodw@reading.ac.uk) wrote:
>
>: Okay, let's see. They only start appearing about level 8 upward, if I
>: remember clearly. Also, whenever you pick up a pilot, do NOT shoot the
>: ship. The idea was that if you left the ship behind it might be
>: boarded by an alien who would activate the distress beacon again. This DOES
>: happen. So go around picking up pilots and not blowing up ships around level
>
>I don't think that's true - I always blew up the empty ships after pilot
>pick-up just for grins and still got the aliens.

Yes that's true. I didn't mean this was the only way to get aliens, all it
does is increase the probability.

>I decided to leave the airlock open and see what would happen if it were
>an alien :) I'd do that once in awhile toward the end of a level just
>for the challenge :)

Just reminded me of another small point. The airlock is jammed when
the alien is aboard. I panicked first time and tried to get the alien
out of the airlock again by stabbing the A key. No such luck.
I've got up to about level 17 but it gets pretty hairy then. One of
these days I've got to give the game another go.

One question: has anybody had one of the purple-helmeted "aces" turn out
to be an alien? I've never encountered one but someone out there might...

- Joel

929. Re: run Basic program in ROM? On a Cart? HelpME!

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-21 00:00:00 UTC
From: Michael Ellis <michael@anest4.anest.ufl.edu>
Message-ID: <4gfb31$ie6@no-names.nerdc.ufl.edu>
Source record: 85707

dac@hevanet.com (Dave) wrote:
>I would like to run a program in Basic from a Cartridge. I have a Eprom Burner
>and can figure out that part of it. But is this possible? I want to be able to
>turn the Atari 800XL on and have it run my program that will be on a Cart.
>Maybe I need to write the program in Basic and compile it, Although I don't
>have a basic compiler. The easiest way for me would be to write a Atari Basic
>program and somehow make it run when the machine is turned on. Anyone? Help
>
>Thanks in Advance.

You would need to modify your BASIC ROM in order for this to work. First of all, basic expects your program to exist in a certain area of RAM. It might be possible to modifiy it and hard-code a ROM address in this modified Basic, but you still have the issue of getting the program to run automatically. If you are dead-set on using BASIC, the better option is to make a basic-autoboot disk (these are common and easy to do).

If you are dead-set on have this be entriely ROM-based, then BY FAR the best solution is to write the program in assembly language and mooch off of BASIC for its complex services. You could certainly burn an EPROM that makes sense in this case.

I am guessing that the reason you want this in ROM is that you are working on some type of embedded application. If this is the case, you should NOT use basic in any real-time context -- you will be disappointed.

Hope this helps...

-Michael Ellis

930. Atari 8 Bit Messe Wichtig

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-21 00:00:00 UTC
From: schallt@worms.fh-rpl.de
Message-ID: <4gfbno$kfb@widukind.worms.fh-rpl.de>
Source record: 85708

First Part German second Part for English readers follows under Ger. Version

Hier nun der fehlende Teil meiner ersten E-MAIL zur Atari 8 Bit Messe.

Die Atari 8 Bit Messe am 28.03.96 in Schreiersgruen
Am 28.03.96 findet in Schreiersgruen eine neue Atari 8 Bit Messe statt, Schreiersgruen liegt zwischen Zwickau und Hof. Einen genauen Wege- bzw. Stadtplan erhaltet ihr von Markus Roemer oder Helmut Weidner, die sich fuer die Organisation und Ausrichtung der Messe verantwortlich zeigen. Die Privaten - und Kom. Haendler muessen keine Standgebuehr bezahlen, der Eintritt ist die symbolische 1 Mark.
Es wird auf der Messe neben Ke-Soft und AMC auch das Top Mag Team anwesend sein. Mehrere ABBUC Regionalgruppen (RAM , Franfurt, Lengenfeld , ...) und die Haendler freuen sich auf die Besucher. Auf der Messe wird wieder neue/alte Hardware vom AMC, KE und diversen Privaten vorgestellt und verkauft. Der AMC, KE wird wieder sein reichhaltiges Soft- ware Angebot aus Klassikern und neuen Spielen anbieten. Das Top Mag wird auch mit einem Stand vertreten sein, man wird dort die neuste Polensoft sehen/kaufen koennen, sowie Helmut Weidner's ARG Lengenfeld. Weitere Staende von ARG's, Highlaender Soft (ST/PC - Xformer/ Turbo Basic Vertrieb) und viele Private Haendler werden dort zu sehen sein.
Wie bei den letzten Messen kann man sich auch wieder ueber Atari im Internet informieren koennen und an einem Stand sowohl Jaguar(incl. Cd Rom) als auch den Lynx spielen koennen. Dort wird auch der Umgang mit dem ST/ Pc Xformer erklaert. Interesierte Besucher, Haendler die dort einen Stand be- treiben m&#65533;chten oder einen Stadtplan oder andere Info's brauchen, wenden sich Bitte an folgende Personen:
Helmut Weidner Hauptstr.45 08485 Lengenfeld Tel.: 037606 2688,
Markus R&#65533;mer Adresse folgt noch,
Andreas Magenheimer 06243 8476 Do ab 1900
Raimond Altmayer 06501 3678
Torsten Schall 06241 53070 e-mail schallt@worms.fh-rpl.de

Torsten Schall 21.02.96 German Version

Second Part (i hope easy to understand) English Version.

The Atari 8 Bit Trade show on Sa. 03.28.96 in Schreiersgruen/Germany
On the 03.28.96 will be a new Trade Show for Atari 8 Bit coputers in Schreiersgruen/germany held, Schreiersgruen is in Germany between the two cities Zwickau and Hof (near the border of Bavaria,Polen and the south east of Germany). A map of the city and the way to the show can you get from Markus Roemer and Helmut Weidner Who are making the show. The private and kom. trader pay no money for a place at the show, the entrace prise is the symbolic 1 Mark.

At the show will be many German trader like KE-Soft, AMC , Top Mag Team...
Many German Atari ABBUC regional groups like the RAM, Frankfurt, Lengenfeld...,
and the trader are happy to see you there. At the show will be new/old Hardware
from AMC (Sound Phaser, Multipad), KE-Soft (some)and from many private's to
look/talk at and natural to buy. The AMC, KE-Soft will also show their classic and
new Software stock. The Top Mag will there with a own stand, there can you buy
and look at the latest Polen Software, also at Helmut Weidners ABBUC regional group
Lengenfeld. A lot more ARG's, Highlaender Soft (ST/PC Xformer Info group, Demo Coder
, Distrebuter of Turbo Basic) and many more private trader will be there. Like the
last German Atari 8 BIT Shows, will there be the Jaguar, Jag CD and Lynx with the
latest games showed. Also a Dsikusssion about Atari in the Internet, how to use the
ST/PC Xformer with XL-ST-PC. You can get here many informations about connecting
ST's and PC's with a Atari 8 Bit computer. Interested people, Trader who want to
have their own stand at the show or if you need other info's about the show like the
city map and how to drive to the show, please call folowing person. Important call
first because you are then sure that there is enough space for traders, visitors
can't come enough!

Helmut Weidner Hauptstr. 45 08485 Lengenfeld/Germany 0049 37606 2688
or E-Mail me schallt@worms.fh-rpl.de

Torsten Schall 02.21.96 English Version

After i E-Mailed the first txt about the show i recognised that this is a world
wide group. Sorry next time i know it better.

931. Re: Copyrights

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-21 00:00:00 UTC
From: followel@cris.com
Message-ID: <312b1d97.1004102@news.cris.com>
Source record: 85709

On 20 Feb 1996 23:26:30 GMT, jcompton@flood.xnet.com (Jason Compton)
wrote:

>Better to put them up for FTP than allow the work to be forgotten.

As I said in my earlier post. The Atari community had such a
site once. James King had a nice site with tons of stuff on it.
However, he received too much criticism and took the site down.

Sincerely,
- Byron Followell
followel@cris.com

932. Re: Q: Is the 8-bit Atari ever idle?

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-21 00:00:00 UTC
From: lais@cs.man.ac.uk
Message-ID: <4gf9jd$708@m1.cs.man.ac.uk>
Source record: 85710

In article <Dn0zs1.KAv@aston.ac.uk>, lamcw@aston.ac.uk (Chris Lam) writes:
> ;When I switch on an 8-bit Atari computer with BASIC and
> ;get to the ready prompt, is it ever idle?
>
> The CPU is always busy even when it's sitting in a little
> loop waiting for you to hit a key. The CPU does halt though
> when ANTIC takes over and draws the screen. That's why you
> get a speed increase when you type POKE 559,0 which diables
> ANTIC.

I was aware that a speed increase is gained by disabling ANTIC but does the CPU really *halt* as you say? Wouldn't it be more the case that ANTIC hogs bus time? Synchronous computer architectures are constantly clocked, so how does the CPU halt?? Or do you mean halt as in not do anything? Sorry, I'm not really with it today (been out late last night... hic...)

S.Lai

933. Re: Atari, JTS Corp. Merger

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-21 00:00:00 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <96052.104826STIRRE31@MAINE.MAINE.EDU>
Source record: 85711

I agree that most people, when they hear "Atari", think of the old
2600. But that isn't so bad. At least it has name recognition.
Also, it shows that many people are not aware of the evil deeds
of the Tramiels and might not be adverse to buying an Atari
product in the future.
A new venture definitely should use the Atari name. Besides,
the important thing is that heavy advertising is done for any
new Atari product. Still many people have no idea about the Jaguar.
BTW, I type this on my little respected Atari Falcon which proves,
IMHO, that Atari, to the end, produced great computers.
I still miss my 800XL and XEGS, though!!
-scott tirrell

934. Re: Copyrights

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-21 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.160.00210EE9@mindspring.com>
Source record: 85712

In article <3128a1ae.10484215@news.cris.com> followel@cris.com (Byron Followell) writes:
>From: followel@cris.com (Byron Followell)
>Subject: Re: Copyrights
>Date: Mon, 19 Feb 1996 16:15:59 GMT

> Looks like someone already has. I noticed a new newsgroup
>today. alt.binaries.warez.atari8bit

I couldn't find that one. ST, PC, etc., but no 8bit.

Bruce Willard bwillard@mindspring.com

935. Someone Send Me Cracked Alternate Reality PLEASE!

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-21 00:00:00 UTC
From: DM9200@ALF.APPSTATE.EDU
Message-ID: <4gfect$jj9@lester.appstate.edu>
Source record: 85713

I just went to the AR webpage and saw those pictures reminding me how much I loved this game and would like to play it again via Xformer.

If there's another emulator user out there who has it make a friend for life by sending it my way. :)

I have the Alternate Reality original 8bit edition. This is not a request for piracy or 'warez'. It is a request for a version of a game I own that I can actually use with my current computer.

Thanks!

-Daniel Miller

936. Re: Old Source Code

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-21 00:00:00 UTC
From: eplicon@aol.com
Message-ID: <4gfsbr$cl3@newsbf02.news.aol.com>
Source record: 85714

> I always thought it would be cool to put together an orchestra, or
> maybe even just a chamber-music group, and cut an album of famous
> video-game themes (e.g. Pac-Man, Frogger, others) in orchestral
> arrangements.

That's been one of my wishes for a long time, too. I can just hear Korngoldesque arrangments of themes like "Pitfall II" or "Rescue on Fractalus" with full orchestral flourishes. If only the music was available in print, although it's not too particularly difficult to figure it out by ear. Many years ago, the principal themes from "Pac Man" was printed in one of those "how to beat Pac Man" type books. It was interesting....wish I had bought it. I got the one by Ken Uston instead. <g>

937. Re: Copyrights

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-21 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <4gfv96$d4c@crl6.crl.com>
Source record: 85715

Bruce Willard (bwillard@mindspring.com) wrote:
: In article <3128a1ae.10484215@news.cris.com> followel@cris.com (Byron Followell) writes:
: >From: followel@cris.com (Byron Followell)
: >Subject: Re: Copyrights
: >Date: Mon, 19 Feb 1996 16:15:59 GMT

: > Looks like someone already has. I noticed a new newsgroup
: >today. alt.binaries.warez.atari8bit

: I couldn't find that one. ST, PC, etc., but no 8bit.

It comes up as a bad (illegitimate) newsgroup.
I don't think it truly exists.

John
jvogel@crl.com

938. Behind Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-21 00:00:00 UTC
From: JTKIRK@urp.edu.pe
Message-ID: <m0tpJfB-000OTUC@rcp.net.pe>
Source record: 85716

Well, if someone wants to hear this, this is how my first experience with Rescue on Fractalus! was:

A devilish, mischievous friend brought his copy of RoF! to my home to show it to me. He started playing on level 14 or so, and told me "what you do is land and rescue the pilots which appear on the radar, like this" Then, he told me "sit down and try... look, there's another pilot... yes, this one is green... yes, try yourself!" And I sat down and as the Jaggi jumped on the windshield, my heart stopped beating and I grabbed the arms of the chair... watching that ugly fellow destroy the windshield and kill me. After that, I called my nephew to demonstrate the game to him... I did the same my friend had done, but when the Jaggi appeared, it was not only my nephew who jumped back... and I still do every time I see one appear (even after knowing it's green). That time, my nephew ended up laughing at me...

939. Informatica Creativa Mag. Disk

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-21 00:00:00 UTC
From: JTKIRK@urp.edu.pe
Message-ID: <m0tpJgR-000OUxC@rcp.net.pe>
Source record: 85717

Under permission of the publisher, I'm uploading to the UMich Archives the Disk #1 of the Peruvian magazine Informatica Creativa. (You should find it under INFCRE1A.DCM and INFCRE1B.DCM) I used to write for that mag. some years ago. There are still back issues available. I also have lots of programs I was writing for the magazine...
If not for the programs included, you should download the Disk for the nice pics it has from the Nazca Lines and Machu Picchu, among others...
If you're interested in back issues after looking at the disk contents, contact the publisher via regular mail (it seems the phone company just changed his number, so I'm going to have to make a personal visit to him)

Marco Antonio Checa Funcke
Lima, Peru

940. Re: cardpack

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-21 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <Dn5A6t.MJD@iglou.com>
Source record: 85718

If the programs aren't too big(5-10K), I would say go ahead and post them. If they're bigger, you might want to see about sending them to atari.archive.umich.edu. And, if they contain any graphics characters you might have to uuencode them.

--
'Family values is a code phrase meaning "supression of minority lifestyles" just as, say, "law and order" means "pro racial discrimination".'

941. Re: ATARI controllers notes - updated

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-21 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <Dn5AK3.Mxz@iglou.com>
Source record: 85719

I had no problem viewing your homepage. It looks fine to me, and I use Lynx.

--
'Family values is a code phrase meaning "supression of minority
lifestyles" just as, say, "law and order" means "pro racial
discrimination".'

942. Re: Copyrights

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-21 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <Dn5AtE.ty@iglou.com>
Source record: 85720

In article <4gfv96$d4c@crl6.crl.com>, John M. Vogel <jvogel@crl.com> wrote:
>: > Looks like someone already has. I noticed a new newsgroup
>: >today. alt.binaries.warez.atari8bit
>
>: I couldn't find that one. ST, PC, etc., but no 8bit.
>
>It comes up as a bad (illegitimate) newsgroup.
>I don't think it truly exists.
>
It might exist on some sites, if the admins are still naive enough to
automatically accept every newgroup control message. For obvious
reasons, most sites will reject any "warez" newsgroup.

--
'Family values is a code phrase meaning "supression of minority
lifestyles" just as, say, "law and order" means "pro racial
discrimination".'

943. Re: Q: Is the 8-bit Atari ever idle?

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-21 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <Dn5B5t.14M@iglou.com>
Source record: 85721

In article <4gf9jd$708@m1.cs.man.ac.uk>, S94 <lais@cs.man.ac.uk> wrote:
>I was aware that a speed increase is gained by disabling ANTIC but does the
>CPU really *halt* as you say? Wouldn't it be more the case that ANTIC hogs
>bus time?
It's a question of terminology. The 6502 doesn't actually halt in the
sense of "do nothing until interrupt or reset". The Antic just hogs the bus.

--
'Family values is a code phrase meaning "supression of minority
lifestyles" just as, say, "law and order" means "pro racial
discrimination".'

944. Re: Wow..

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-21 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4gg576$9lc@nuke.csu.net>
Source record: 85722

Long Haired Computer Geek (beresr@peanut) wrote:

: And I'll still smirk when I hear of someone complain that 4 meg isn't
: enough memory to do anything. If only the programmers of today had
: Ataris as their first computers, 4 meg would be enough for anything. :)

Actually, you CAN get 4MB (banked) for Ataris. And you can get (one day SOON
I hope) 16MB (linear (LINEAR!!!)) for Ataris with Sweet16 CPUs. >:^)

That'd make for some KILLER games / demos / GUIs / huge applications.

: Of course, Atari 800XLs can't run Doom, but that is just about all.

Yet.. I think someone's working on it though.

: If I seem a bit excited, it is because I am.

Me too! Umm .. except I get impation waiting for things like JPG, PPP,
a web browser, a DOOM clone, etc. to come out. :)

-bill!
kendrick@zippy.sonoma.edu ||| kendrick@vax.sonoma.edu Hail Unix!
** New Breed Software ** / | \ ** William Kendrick ** Viven las Ataris
http://zippy.sonoma.edu/~kendrick/

945. Were these ever released for the a-8bit?

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-21 00:00:00 UTC
From: tomhunt@bright.net
Message-ID: <4ggans$krp@cletus.bright.net>
Source record: 85723

I've been monitoring the i.f. (interactive fiction) group, and it appears that they are creating some quality text adventure games. These games are very much like the ones produced a few years back, by Infocom. They use a compiler called Inform, which operates like the mythical Zilch compiler that Infocom used. The compiled game can then be ran on a multitude of platforms. This can be done because Infocom created game interpreters for each platform that they supported.

Apparently, there are different versions of the Infocom interpreter, with each version supporting more "features". Infocom produced version 3 interpreters for the following games, for the Atari 8bit:

Ballyhoo, Cutthroats, Deadline, Enchanter, Hitchhiker's, Hollywood Hijinx, Infidel, LGOP, Lurking Horror, Moonmist, Planetfall, Sorcerer, Spellbreaker, Starcross, Stationfall, Suspect, Suspended, Witness, Zork I, Zork II, and Zork III. I'm not sure if Fooblisky used an interpreter, or if it used a special custom type of program.

In order for the Atari 8bit to play the new games being produced by the Inform game compiler, it has to have an Infocom version 5 interpreter. Can anyone please tell me if Infocom ever released any of the following games for the Atari 8bit?

Beyond Zork, Border Zone, Journey, Sherlock, or Trinity (really version 4).

The games mentioned above used version 5 interpreters. Some of the previously mentioned version 3 games were later re-vamped into version 5 games. You can usually tell a version 5 game because it uses more color, and is "fancier" than a version 3 game.

If <anyone> knows of, or has one of the above mentioned Infocom version 5 games, please contact me. I feel confidant that if I can find one, I can get it to run the new and wonderful games being produced by the i.f. group. Thank you!

Tom Hunt, Closer To Home Enterprises. | PGP key available on keyservers, or
Developer of CTH Shareware. | Finger tomhunt@brutus.bright.net
Sysop of The Closer To Home BBS, 419-368-4413, 3-14.4, USR.
Key Fingerprint = 98 43 51 AD AA 85 69 07 42 51 A9 A0 65 4F 21 44

946. Were these ever released for the a-8bit?

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-21 00:00:00 UTC
From: tomhunt@bright.net
Message-ID: <4ggb1p$kst@cletus.bright.net>
Source record: 85724

I've been monitoring the i.f. (interactive fiction) group, and it appears that they are creating some quality text adventure games. These games are very much like the ones produced a few years back, by Infocom. They use a compiler called Inform, which operates like the mythical Zilch compiler that Infocom used. The compiled game can then be ran on a multitude of platforms. This can be done because Infocom created game interpreters for each platform that they supported.

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Tom Hunt, Closer To Home Enterprises. | PGP key available on keyservers, or
Developer of CTH Shareware. | Finger tomhunt@brutus.bright.net
Sysop of The Closer To Home BBS, 419-368-4413, 3-14.4, USR.
Key Fingerprint = 98 43 51 AD AA 85 69 07 42 51 A9 A0 65 4F 21 44

947. Were these ever released for the a-8bit?

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-21 00:00:00 UTC
From: tomhunt@bright.net
Message-ID: <4ggb2e$ksv@cletus.bright.net>
Source record: 85725

I've been monitoring the i.f. (interactive fiction) group, and it appears that they are creating some quality text adventure games. These games are very much like the ones produced a few years back, by Infocom. They use a compiler called Inform, which operates like the mythical Zilch compiler that Infocom used. The compiled game can then be ran on a multitude of platforms. This can be done because Infocom created game interpreters for each platform that they supported.

Apparently, there are different versions of the Infocom interpreter, with each version supporting more "features". Infocom produced version 3 interpreters for the following games, for the Atari 8bit:

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If <anyone> knows of, or has one of the above mentioned Infocom version 5 games, please contact me. I feel confidant that if I can find one, I can get it to run the new and wonderful games being produced by the i.f. group. Thank you!

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Developer of CTH Shareware. | Finger tomhunt@brutus.bright.net
Sysop of The Closer To Home BBS, 419-368-4413, 3-14.4, USR.
Key Fingerprint = 98 43 51 AD AA 85 69 07 42 51 A9 A0 65 4F 21 44

948. Re: DSP

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-21 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <150536@cup.portal.com>
Source record: 85726

I'd be interested in seeing what DSP stuff could be done on the Atari 8-bit.

At present I'm curious about the possibilities of applying FFT analysis to image files of "unknown" format, to attempt to detect periodicities that might indicate line length, thereby allowing one to reverse-engineer the image format...

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

949. Were these ever released for the a-8bit?

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-21 00:00:00 UTC
From: tomhunt@bright.net
Message-ID: <4ggaq5$ks5@cletus.bright.net>
Source record: 85727

I've been monitoring the i.f. (interactive fiction) group, and it appears that they are creating some quality text adventure games. These games are very much like the ones produced a few years back, by Infocom. They use a compiler called Inform, which operates like the mythical Zilch compiler that Infocom used. The compiled game can then be ran on a multitude of platforms. This can be done because Infocom created game interpreters for each platform that they supported.

Apparently, there are different versions of the Infocom interpreter, with each version supporting more "features". Infocom produced version 3 interpreters for the following games, for the Atari 8bit:

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If <anyone> knows of, or has one of the above mentioned Infocom version 5 games, please contact me. I feel confidant that if I can find one, I can get it to run the new and wonderful games being produced by the i.f. group. Thank you!

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Developer of CTH Shareware. | Finger tomhunt@brutus.bright.net
Sysop of The Closer To Home BBS, 419-368-4413, 3-14.4, USR.
Key Fingerprint = 98 43 51 AD AA 85 69 07 42 51 A9 A0 65 4F 21 44

950. Re: ATARI controllers notes - updated

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-21 00:00:00 UTC
From: ipoorten@cs.vu.nl
Message-ID: <Dn4tK0.50z.0.-s@cs.vu.nl>
Source record: 85728

JTKIRK@urp.edu.pe writes:

[snipsnap]

> readings
> --------

> The STM1 Mouse works as an inverted trackball (which is, in fact, what
> it is). The left button corresponds to the joystick trigger; the right
> button must be read in more or less the same way as the keyboard
> controllers, I guess (I had to return the mouse I borrowed before
> finishing my analysis).

> Mouse rolling forwards (up) Mouse rolling backwards (down)

> U/D U/D U/D U/D
> REF SNS REF SNS
> ------- -------
> 0 1 0 0
> 1 1 <-\ 1 0 <-\
> 0 1 --/ 0 0 --/
> ... ...

> Mouse rolling left Mouse rolling right

> L/R L/R L/R L/R
> REF SNS REF SNS
> ------- -------
> 0 1 0 0
> 1 1 <-\ 1 0 <-\
> 0 1 --/ 0 0 --/
> ... ...

IMHO this is incorrect. The mouse returns greycodes so the sequence
for left/right or up/down should read:

0 1
1 1
1 0
0 0
[loop]

Do you mind if I add this document to the Atari 8-Bit Homepage?
(BTW have you all seen the new lay-out? I haven't got any reactions.
It seems like nobody noticed the change... also, how many people are
having problems viewing the pages (access denied because of a DNS lookup
failure, our server requires the forward and backward DNS lookup to match)?

And... how many view my pages with lynx, in other words, should I continue
to make the pages viewable with lynx? Hmm... I'm getting off-topic...
I'd better quit :-)

l8r,
Ivo

951. Were these ever released for the a-8bit?

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-21 00:00:00 UTC
From: tomhunt@bright.net
Message-ID: <4ggavq$ksq@cletus.bright.net>
Source record: 85729

I've been monitoring the i.f. (interactive fiction) group, and it appears that they are creating some quality text adventure games. These games are very much like the ones produced a few years back, by Infocom. They use a compiler called Inform, which operates like the mythical Zilch compiler that Infocom used. The compiled game can then be ran on a multitude of platforms. This can be done because Infocom created game interpreters for each platform that they supported.

Apparently, there are different versions of the Infocom interpreter, with each version supporting more "features". Infocom produced version 3 interpreters for the following games, for the Atari 8bit:

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If <anyone> knows of, or has one of the above mentioned Infocom version 5 games, please contact me. I feel confidant that if I can find one, I can get it to run the new and wonderful games being produced by the i.f. group. Thank you!

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Sysop of The Closer To Home BBS, 419-368-4413, 3-14.4, USR.
Key Fingerprint = 98 43 51 AD AA 85 69 07 42 51 A9 A0 65 4F 21 44

952. XFD images

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-21 00:00:00 UTC
From: JTKIRK@urp.edu.pe
Message-ID: <m0tpN8K-000OepC@rcp.net.pe>
Source record: 85730

Well, many people has been asking both about XFD images and copyrights. It would seem to me that the only way to turn a bootable disk into an XFD image would necessarily imply disabling any copy-protection and some disassembly of the code, in some cases. If there's someone who knows where to find the copyright holders of most of these games:
Rescue on Fractalus!/Behind Jaggi Lines
Koronis Rift
Ballblazer/Ballblaster
The Eidolon
M.U.L.E.
Seven Cities of Gold
Alternate Reality (?)
Castle Wolfenstein
Archon
Archon II
... and many, many others (I can't read minds, so I have no idea what other people would be interested in)
PLEASE post on this newsgroup or directly ask those guys if they could release the copyrights or turn the games into XFD images by themselves.

Goodbye!

953. Re: Copyrights

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-21 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4gg75q$9lc@nuke.csu.net>
Source record: 85731

StarMan (StarMan@Galaxy.com) wrote:

: Great. But why is it that Choplifter and sooo many more are available for
: other platforms,

Just because J Smith is doing something immoral and illegal, let's all do it.
That's the way to go! :)

: why is it that virtually no originally shrinkwrapped software is available.

Seen the vendors/developers list? Ordered any catalogs lately? I think
American Technavision is still selling stuff ultra cheap!

: It seems to me that developers (in business or not) and authors cannot be
: singling out the 8-bit Atari when stuff for other platforms is there.

The developers and authors have nothing to do with the C=64 and Apple II
pirates! :)

-bill!
kendrick@zippy.sonoma.edu ||| kendrick@vax.sonoma.edu Hail Unix!
** New Breed Software ** / | \ ** William Kendrick ** Viven las Ataris
http://zippy.sonoma.edu/~kendrick/

954. Re: DSP

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-21 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4gg6lr$9lc@nuke.csu.net>
Source record: 85732

JTKIRK@urp.edu.pe wrote:
: Who's interested in DSP programs for the ATARI 8-bit? (Of course, they are
: NOT suitable for real-time DSP).

I forget. What's DSP?

BTW - re: those card games. Yes! Upload them!

-bill!
kendrick@zippy.sonoma.edu ||| kendrick@vax.sonoma.edu Hail Unix!
** New Breed Software ** / | \ ** William Kendrick ** Viven las Ataris
http://zippy.sonoma.edu/~kendrick/

955. Re: Behind Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-21 00:00:00 UTC
From: eplicon@aol.com
Message-ID: <4gfskt$cnk@newsbf02.news.aol.com>
Source record: 85733

> One question: has anybody had one of the purple-helmeted "aces" turn
> out to be an alien? I've never encountered one but someone out there
> might...

I doubt that -- as soon as the Ace comes towards your ship, a message
appears: "It's the Ace!"

One thing I also noticed between "BJL" and "ROF" was that in the latter
version, you're able to swing your ship around if the pilot isn't
initially visible in the cockpit screeen. That is, fly away from the
spot, turn around, and he'd be in view from a new angle. It sort of
helped out seeing what was coming, but not always.

956. XI series computers

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-21 00:00:00 UTC
From: JTKIRK@urp.edu.pe
Message-ID: <m0tpN8P-000OeyC@rcp.net.pe>
Source record: 85734

```
And the new software for those computers?
Here are some suggestions: :-)
DooM port for ATARI machines (or a better clone)
real-time Pentium-emulator (just imagine how they would feel)
XI-TOS & GEM in ROM cartridge (better than Win95)
Super-Duper-Pac-Man (couldn't be left out)
```

957. Castle Wolfenstein

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-21 00:00:00 UTC
From: JTKIRK@urp.edu.pe
Message-ID: <m0tpN8T-000OeCC@rcp.net.pe>
Source record: 85735

Hmmm... id Software released its C source code for Castle Wolfenstein 3D.
Is anyone interested in adapting this code for the ATARI 8-bit?

BTW, how is id related to MUSE Software? Or are they simply using the name
Castle Wolfenstein under express permission of the authors of the original
game?

958. Thanks!

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-21 00:00:00 UTC
From: cfriedel@cencom.net
Message-ID: <4ge1o0$h8g@news.cencom.net>
Source record: 85736

Thanks for all of the help you guys gave me with the printer. I can happily say that my panasonic is now printing with implied CR and the quality of the output is actually better than what I got on the PC! If there is anything I can do for you guys let me know. My address is cfriedel@cencom.net. I have the sio2pc cable if you need to do transfers or need .ATR files.

Cliff Friedel
cfriedel@cencom.net

959. new question!

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-21 00:00:00 UTC
From: cfriedel@cencom.net
Message-ID: <4ge1sm$h8g@news.cencom.net>
Source record: 85737

got a new question if anyone is interested. I need to know what the
old control codes are for atariwriter. If you could send these to me
I would greatly appreciate it (the copy I had got lost many years ago
and I need to be able to underline and bold now!). Thanks in advance
for any help and please send the codes via email as I only get to read
mail once a week or so. See ya later.

Cliff Friedel
cfriedel@cencom.net

960. Why don't they make cool games anymore

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-21 00:00:00 UTC
From: cfriedel@cencom.net
Message-ID: <4ge2qv$hka@news.cencom.net>
Source record: 85738

I have been reading through many of the threads talking about Rescue, MULE, and others and wonder why computer companies don't make games this good anymore? I have been playing computer games fifteen years and yet when someone asks me for my favorite games, I always reply "Probably a split between MULE and 7CITIES (although Transport Tycoon and NASCAR come close on my list)" Have programmers given up on good gameplay for good graphics or am I just getting too old to recognize what is fun (I am only 21 now so the latter would scare me.) Why doesn't NBA jam have the cool little robot come up and clean up the glass after you break it? Why doesn't MASTER of ORION have the least bit of difficulty? Why don't aliens smash your winshield in Descent? Maybe I am just dreaming or taking acid unknowingly or something, but I just think that we as a game playing public deserve better games on all platforms, in fact I would even say that we need better programs on all platforms in all subjects! Long live the 8 bit and the members of CSA8 who keep the days of great games and programs alive and let us remember the days when Pong was actually fun.

Taking all flames and praise alike,

Cliff Friedel
cfriedel@cencom.net

961. Re: 800xl help needed

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-21 00:00:00 UTC
From: bmarcum@iglou2.iglou.com
Message-ID: <Dn3MpB.Gp7@iglou.com>
Source record: 85903

Omniview is a custom operating system for the 800XL. I don't know much about it, but I think it's programmed so that the Option key works opposite from normal: hold Option down while turning the machine on to enable Basic. Try holding down the Select key and see if anything interesting happens.
Can you get into Dos by quitting from Bobterm? If not, maybe you have a bad copy of Dos, or maybe someone deleted DUP.SYS to save space on the disk (do you have more than one disk?)

--
'Family values is a code phrase meaning "supression of minority lifestyles" just as, say, "law and order" means "pro racial discrimination".'

962. Re: 800xl help needed

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-21 00:00:00 UTC
From: classics@nacs.net
Message-ID: <4ge48v$7o@wariat.wariat.org>
Source record: 85904

LV LEW (102442.3301@CompuServe.COM) writes:
:
: I just picked up a used 800XL real cheap.
: When I turn it on (minus any cart.) the top of the screen says:
: "David Young OMNIVIEW256 (c)1985"

Omniview is an 800 compatible OS w/ a built in gr.8 80 column display driver. I used to have one, and I cant recall exactly how you booted up in 80 column mode, sorry! Combination of select key + ??? possibly?

The os also has built in ramdisk capabilitys, which is prob what the 256 refers to. Might be 256k, who knows. Try creating a ramdisk under MyDos, or just pop open the cover and look :)

Steve

963. Re: Galahad & Holy Grail

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-21 00:00:00 UTC
From: sknox@us.oracle.com
Message-ID: <4gf3eu$bdj@inet-nntp-gw-1.us.oracle.com>
Source record: 85905

rwilmott@mars.superlink.net (Ray Wilmott) writes:

>
>Can somebody please tell me how to play this game? Found it on an old
>disk, and don't remember it. Looks like it should play like the old 2600
>Adventure game. What I don't get is that if I'm carrying some object and
>one of the "bad guys" appears, my object disappears and is replaced by a
>sword...but the object doesn't just seem to get "dropped". Ya gotta search
>for it again.
>
When I was trying to figure out how to play this game, my friend and I decided
it was impossible to 'win' it. So we would go find the 'holy grenede' and
drop it in the room with the 'ship' That room would be blown to bits which
sometimes would leave enough cracks to 'squeeze' into the ship. From there it
was a piece of cake.

>And finally...are there a limited amount of "bad guys" or do they
>endlessly randomly regenerate?
>

There are 3 knights to fight. Green, WHite, and Black. If you kill all three
they wont come back unless you die.

SK

964. Re: Were these ever released for the a-8bit?

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-22 00:00:00 UTC
From: lashower@netcom.com
Message-ID: <lashowerDn5y65.An1@netcom.com>
Source record: 85739

tomhunt@bright.net (Tom Hunt) wrote:

>In order for the Atari 8bit to play the new games being produced by the Inform
>game compiler, it has to have an Infocom version 5 interpreter. Can anyone
>please tell me if Infocom ever released any of the following games for the
>Atari 8bit?

Tom -

I've written a text adventure in Inform. So, I'll try to answer some
of your questions.

As far as I know, Infocom never made anything other than a Version 3
Z machine for the Atari 8 bits. Graham Nelson author of Inform, wrote
an excellent article on the Specifications of the Infocom Z Machine,
which you can download from FTP.GMD.DE (sowhere in the "IfArchive"
directory, I belive).

It is true that most of the games made with Inform are assembled for
a Version 5 Z Machine (or more recently, a Version 8). However, it is
likely that most of the games do not take full advantage of Z5.

My game was compiled for Z5 to take advantage of the increased number
of synomyms that Z5 has to offer over Z3. It could easily have been
compiled into Z3 just by chaging an option on the compiler.

So, if you want to get some of these games on the old 8-bit, your best
bet is to e-mail the author and ask if it is possible for him to
compile his game for Z3. As far as converting a PC .Z3 or .Z5 file
over to an Atari 8-bit goes, I'm not sure but.... for the two sided
games, the first side probably was the Z Machine and the second side
was probably the .Z3 file.

Good Luck
-- Steve

Steven Lashower | "You can't expect to wield supreme executive power
lashower@netcom.com | just 'cause some watery tart threw a sword at you!"
| - Monty Python and the Holy Grail

965. Re: Behind Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-22 00:00:00 UTC
From: d_pike@Husky1.StMarys.CA
Message-ID: <4ggm1h$6l8@News.Dal.Ca>
Source record: 85740

In article <4gfskt$cnk@newsbf02.news.aol.com>, eplicon@aol.com (Eplicon) writes:
>
>> One question: has anybody had one of the purple-helmeted "aces" turn
>> out to be an alien? I've never encountered one but someone out there
>> might...
>
>I doubt that -- as soon as the Ace comes towards your ship, a message
>appears: "It's the Ace!"
>
Whats the big deal with this "ace" business? I don't have the instructions to
the game and would like to hear about its significance.
Also, is there any difference in the levels of play other than having to save
more pilots and having more ememy harrassment?
randy.

966. Re: Q: Is the 8-bit Atari ever idle?

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-22 00:00:00 UTC
From: "J. F. Goodwin" <smrgoodw>
Message-ID: <4ghkog$rg5@susscsc1.rdg.ac.uk>
Source record: 85741

lais@cs.man.ac.uk (S94) wrote:
>In article <Dn0zs1.KAv@aston.ac.uk>, lamcw@aston.ac.uk (Chris Lam) writes:
>> loop waiting for you to hit a key. The CPU does halt though
>> when ANTIC takes over and draws the screen. That's why you
>> get a speed increase when you type POKE 559,0 which diables
>> ANTIC.
>
>I was aware that a speed increase is gained by disabling ANTIC but does the
>CPU really *halt* as you say? Wouldn't it be more the case that ANTIC hogs
>bus time? Synchronous computer architectures are constantly clocked, so how
>does the CPU halt?? Or do you mean halt as in not do anything? Sorry, I'm
>not really with it today (been out late last night... hic...)

ANTIC steals cycles from the 6502 to do the DMA; thus the CPU does not
halt so-to-speak, but in terms of your program, it does halt. It's
a matter of persepective and what you read into "halt".

- Joel

967. The Undying Copyrights Issue... (LONG)

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-22 00:00:00 UTC
From: omf@rightfax.com
Message-ID: <4gh022$npu@client1.news.psi.net>
Source record: 85742

The issue of copyrights and what to do about abandoned
software comes up in this forum every few months. Personally,
I'm kind of tired of hearing the same questions followed
by the same answers. Let's be sure we all agree on a few
points (I'm quite sure you'll jump in if you don't agree...):

#1: Atari 8bit users (or, more specifically, those on the
internet) seem to be very concerned with the issue of
copyright infringement.

#2: Other 'orphan' computer owners don't seem to lose a lot of
sleep over this. Evidence: Software which is no longer
commercially available is now available via FTP.

#3: The fact that said software is freely available generally
means that laws are being broken, or at least ignored,
by other users.

#4: Despite #3 going on for quite some time, none of the
copyright owners have risen from the dead to hound anyone.

#5: Outside of the occassional shareware item, the chances
of new commercial software becoming available for these
'orphan' machines are about as high as my getting knighted
by Queen Elizabeth.

#6: There are a few vendors left in our market which we would
like to support and see survive as long as possible. (For
example B&C, Best, American, etc.)

#7: There are many software titles which are very difficult
to get, and more and more seem to fall into this category
with the passage of time.

I think those are most of the important points that pertain
to the whole Copyrights Thing. Please feel free to make additions
or modifications.

I've been wondering why it is that Atari owners are so concerned
about copyrights. Are we simply a more law-abiding group than
those nasty C64 owners? Possible, but I seriously doubt it. I've
got a couple of theories going, tell me what you think...

a. _The_More_Mature_Audience_Theory_
There were no where near as many Atari 8bits sold as their
Commodore and Apple brethren. This resulted in fewer
software titles having been released for our machines. In turn,

we ended-up with a smaller, more elite user base that attracted
a somewhat more mature audience ("What?! 'Attack of The Mutant
Ninja Bunnies'(tm) is out for the Commodore and not for the
Atari??! Mom, I want a 64!!!") The remaining self-selecting
audience (the most elite of which now make-up c.s.a.8) tends to
be more interested in neat-o hardware and software hacks than in
pirating games.

b. _The_Guilty_User_Base_Theory_
Back in the mid-80's, when our dear machines were dying
their slow death (at least as far as commercial viability goes),
we were constantly told by software companies such as Electronic
Arts and Broderbund (sp?) that the reason they wouldn't release
new Atari titles was that there was too much pirating in that
market. Instead of just telling us that our user base just
wasn't lucrative to them compared with the alternatives, they
made us feel guilty for the actions of a few. As if Atari users
were the only ones who pirated games! I *know* that there was
a great deal more pirating going on in the Apple, Commodore, and
IBM PC ranks. The thing is, there were so many more of those
machines that it still made much more business sense to sell
into those markets. Now we're in the mid-90's and we feel
we need to protect ancient software to atone for our past sins.

Assuming you've been reading all this, you're probably wondering why I'm
going to the trouble of typing all this. Well, partly I wanted to get my
thoughts down on the subject, partly I wanted you all to comment on what
I thought of this, but mostly I wanted to make a proposition:

I propose that we start making some of this old software freely available
to everyone.

There, I said it.

Hopefully I won't be stoned to death for it...

That said, I think we should set a few general guidelines about what
sorts of things we make available. We should give preference to
things which cannot be obtained through other vendors. For example,
I'm sure most of us would like to see those 5200 ports that have been
mentioned recently and I'm sure no one can legally sell them (other than
Atari, of course...)

I believe that making more software available will help our user base.
Having more interesting old games readily available will mean that the
demand for hardware (or very good emulators) to run it on may go up.
There may be more people inspired to write re-makes. We can all have more
fun. We can all hold hands. Hunger and disease will be things of the past.

A short while ago someone created a newsgroup for posting Atari
8bit binaries (alt.binaries.warez.atari8bit - and, no, I didn't do it).
We should start using it. I will venture forth and make the first
offering if I don't here very good reasons not to (other than

"I'm going to be slain by lawyers" - a good reason, mind you, but after looking at how much *current* and *expensive* software gets openly posted on the internet on a daily basis, I'm not particularly worried about a few monetarily worthless and ancient binaries, and I will certainly stop if any lawyer-types do happen to call...)

I was going to make some suggestions on exactly how we should post binaries, but I guess that can wait a bit.

Yours,
Oscar

968. Re: Were these ever released for the a-8bit?

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-22 00:00:00 UTC
From: Kit Kimes <kimes@iwtqg.att.com>
Message-ID: <Dn6tn7.75x@ncrcae.ColumbiaSC.ATTGIS.COM>
Source record: 85743

#==========Tom Hunt, 2/21/96==========
#
If <anyone> knows of, or has one of the above mentioned
#Infocom version 5
#games, please contact me. I feel confidant that if I can find
#one, I can get
#it to run the new and wonderful games being produced by the i.f.
#group. Thank
#you!

I'm not going to answer all 5 of your messages, but I'll resond to
one <grin>.

Have you or anyone looked at the Activision CD-ROMs that
contain the Infocom games for the MS-DOS machines? They
have 4 of them out and I picked up one at a closeout bin at
Kay Bee Toys. They are Comedy, Adventure, Mystery and I
forget the fourth.

I have to assume that they only contain the interperter for
the MS-DOS machines, but I might poke around on the
CD-ROM and see what I can find.

Kit Kimes
AT&T Resource Link (under contract to ATT-GIS)
Naperville, IL USA
kimes@iwtqg.att.com or
KitKimes@AOL.COM
"Patience is waiting without worrying"

969. Were these ever released for the a-8bit?

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-22 00:00:00 UTC
From: tomhunt@bright.net
Message-ID: <4ghk2q$pd8@cletus.bright.net>
Source record: 85744

I've been monitoring the i.f. (interactive fiction) group, and it appears that they are creating some quality text adventure games. These games are very much like the ones produced a few years back, by Infocom. They use a compiler called Inform, which operates like the mythical Zilch compiler that Infocom used. The compiled game can then be ran on a multitude of platforms. This can be done because Infocom created game interpreters for each platform that they supported.

Apparently, there are different versions of the Infocom interpreter, with each version supporting more "features". Infocom produced version 3 interpreters for the following games, for the Atari 8bit:

Ballyhoo, Cutthroats, Deadline, Enchanter, Hitchhiker's, Hollywood Hijinx, Infidel, LGOP, Lurking Horror, Moonmist, Planetfall, Sorcerer, Spellbreaker, Starcross, Stationfall, Suspect, Suspended, Witness, Zork I, Zork II, and Zork III. I'm not sure if Fooblisky used an interpreter, or if it used a special custom type of program.

In order for the Atari 8bit to play the new games being produced by the Inform game compiler, it has to have an Infocom version 5 interpreter. Can anyone please tell me if Infocom ever released any of the following games for the Atari 8bit?

Beyond Zork, Border Zone, Journey, Sherlock, or Trinity (really version 4).

The games mentioned above used version 5 interpreters. Some of the previously mentioned version 3 games were later re-vamped into version 5 games. You can usually tell a version 5 game because it uses more color, and is "fancier" than a version 3 game.

If <anyone> knows of, or has one of the above mentioned Infocom version 5 games, please contact me. I feel confidant that if I can find one, I can get it to run the new and wonderful games being produced by the i.f. group. Thank you!

Tom Hunt, Closer To Home Enterprises. | PGP key available on keyservers, or
Developer of CTH Shareware. | Finger tomhunt@brutus.bright.net
Sysop of The Closer To Home BBS, 419-368-4413, 3-14.4, USR.
Key Fingerprint = 98 43 51 AD AA 85 69 07 42 51 A9 A0 65 4F 21 44

970. Re: Copyrights

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-22 00:00:00 UTC
From: Kit Kimes <kimes@iwtqg.att.com>
Message-ID: <Dn6t1v.4tr@ncrcae.ColumbiaSC.ATTGIS.COM>
Source record: 85745

```
#==========Bruce Willard, 2/21/96==========
#
#In article <3128a1ae.10484215@news.cris.com> followel@cris.com
#(Byron Followell) writes:
#>From: followel@cris.com (Byron Followell)
#>Subject: Re: Copyrights
#>Date: Mon, 19 Feb 1996 16:15:59 GMT
#
#> Looks like someone already has. I noticed a new newsgroup
#>today. alt.binaries.warez.atari8bit
#
#I couldn't find that one. ST, PC, etc., but no 8bit.

The newsgroup was created on our server but there has been
no messages so far. Don't know if anyone has tried to post
anything there.

Kit Kimes
AT&T Resource Link (under contract to ATT-GIS)
Naperville, IL USA
kimes@iwtqg.att.com or
KitKimes@AOL.COM
"Patience is waiting without worrying"
```

971. Re: Not With A Bang...

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-22 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.824999631@gmi.edu>
Source record: 85746

kendrick@zippy.sonoma.edu (William Kendrick) writes:

>Seen Area 51? It's a lightgun game with predone 3D stuff plus live action
>video "sprites". It says "Atari Games" AND "Time Warner Interactive" right on
>it. It's (c) 1995 or 1996.

Just as an addendum, Area 51 runs on modified Jaguar hardware.
(Jaguar + more memory + faster Motorola)

/Kevin

972. Re: DSP

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-22 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <Dn6q94.E80@iglou.com>
Source record: 85747

In article <4gg6lr$9lc@nuke.csu.net>,
William Kendrick <kendrick@zippy.sonoma.edu> wrote:
>JTKIRK@urp.edu.pe wrote:
>: Who's interested in DSP programs for the ATARI 8-bit? (Of course, they are
>: NOT suitable for real-time DSP).
>
>I forget. What's DSP?
>
Digital Signal Processing.

--
'Family values is a code phrase meaning "supression of minority
lifestyles" just as, say, "law and order" means "pro racial
discrimination".'

973. Re: The Undying Copyrights Issue... (LONG)

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-22 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <4gi9ig$8cr@crl14.crl.com>
Source record: 85748

Oscar Fowler (omf@rightfax.com) wrote:

: #3: The fact that said software is freely available generally
: means that laws are being broken, or at least ignored,
: by other users.

: #4: Despite #3 going on for quite some time, none of the
: copyright owners have risen from the dead to hound anyone.

No, not the copyright owners, but most (all?) commodore sites have closed because of the a company that is planning to revamp and sell a new version of the C-64. All the sites offering pirated stuff shut down voluntarily, and no litigation was involved.

: a. _The_More_Mature_Audience_Theory_

: b. _The_Guilty_User_Base_Theory_

I'll add a third theory; c. _The_Fear_Factor_

It's just that no Atari user, excepting jeking, has just gone ahead and done it for fear of litigation (myself included :)). It's a valid fear, especially with the current companies still selling old software. There would be sites, provided that someone has the b*lls to do it.

I think all your theories are valid as well.

My $.02

John
jvogel@crl.com

974. Re: DSP

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-22 00:00:00 UTC
From: lais@cs.man.ac.uk
Message-ID: <4gi9gf$7rs@m1.cs.man.ac.uk>
Source record: 85749

In article <4gg6lr$9lc@nuke.csu.net>, kendrick@zippy.sonoma.edu (William Kendrick) writes:
> JTKIRK@urp.edu.pe wrote:
> : Who's interested in DSP programs for the ATARI 8-bit? (Of course, they are
> : NOT suitable for real-time DSP).
>
> I forget. What's DSP?

Digital Signal Processor.

S.Lai

975. Re: The Undying Copyrights Issue... (LONG)

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-22 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <4gibaq$cbc@crl8.crl.com>
Source record: 85750

John M. Vogel (jvogel@crl.com) wrote:

: No, not the copyright owners, but most (all?) commodore sites have closed
: because of the a company that is planning to revamp and sell a new
: version of the C-64. All the sites offering pirated stuff shut down
: voluntarily, and no litigation was involved.

Oops... It's been awhile since I've checked the cbm group. I'm mistaken
- the C64 sites are back (i.e. Frodo and Watson)

Do you think the fact that there are much better emulators for the C64 and
Apple2 series might be another explanation as to why there is so much more
copyrighted software available for those groups (i.e. ease of
portability)?

John
jvogel@crl.com

976. Re: Copyrights

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-22 00:00:00 UTC
From: eplicon@aol.com
Message-ID: <4gij8h$dv1@newsbf02.news.aol.com>
Source record: 85751

: > Looks like someone already has. I noticed a new newsgroup
: >today. alt.binaries.warez.atari8bit

: I couldn't find that one. ST, PC, etc., but no 8bit.

It seems to exist...but evidently it's new, since there's nothing in
there.

977. Re: Someone Send Me Cracked Alternate Reality PLEASE!

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-22 00:00:00 UTC
From: classics@nacs.net
Message-ID: <4gijbl$6n7@wariat.wariat.org>
Source record: 85752

Miller, Daniel C. (DM9200@ALF.APPSTATE.EDU) writes:
: I just went to the AR webpage and saw those pictures reminding me how
: much I loved this game and would like to play it again via Xformer.
:
: If there's another emulator user out there who has it make a friend for
: life by sending it my way. :)
:
: I have the Alternate Reality original 8bit edition. This is not a request
: for piracy or 'warez'. It is a request for a version of a game I own that
: I can actually use with my current computer.

It appears Xformer is not well enough programmed to run Alternate Reality,
at least from previous posters attempts to run clean unprotected versions.

I hear it works under Rainbow though.

Steve

978. Re: Behind Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-22 00:00:00 UTC
From: eplicon@aol.com
Message-ID: <4gilhg$ei0@newsbf02.news.aol.com>
Source record: 85753

> Whats the big deal with this "ace" business? I don't have the
instructions
> to the game and would like to hear about its significance.

The Ace pilot is worth a lot more points, plus if you're low on fuel, he can replenish the supply more so than the regular pilots.

> Also, is there any difference in the levels of play other than having to
> save more pilots and having more ememy harrassment?

The higher levels are obviously more difficult. More Jaggi gunposts, for one. Their accuracy at shooting you is also more noticeable, making you more vulnerable after like two or three shots. Also, the planet's rotation will make it even harder to rescue pilots at night, and even then, you won't know who you're rescuing until the last second.

Speaking of which, call me a wimp, but nowadays when I play ROF!, on the higher levels, I shut off the volume, just in case. Funny thing is that even without the sound, the Jaggis' appearance still startles me. <g>

979. For Sale: Atari 800 *accessories*...

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-22 00:00:00 UTC
From: temp@leper.tamu.edu
Message-ID: <22FEB199615174210@leper.tamu.edu>
Source record: 85754

I have a bunch of old peripherals that used to go with my Atari 800 I had a long time ago...I have the 5.25" floppy drive, the data-cassette recorder/player, the direct-connect modem (it's only 300bps...), and several cartridges for it...
If anyone's interested, please make an offer including shipping for it...otherwise, it's getting trashed...:-)

Thanks!

Tiffany

-=-=-=

980. Re: For Sale: Atari 800 *accessories*...

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-22 00:00:00 UTC
From: drmonroe@expert.cc.purdue.edu
Message-ID: <4gisoh$o58@mozo.cc.purdue.edu>
Source record: 85755

What kind of cartridges do you have ?
1st LT D.R. Monroe

981. Re: The Undying Copyrights Issue... (LONG)

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-22 00:00:00 UTC
From: oscar@primenet.com
Message-ID: <4gisla$76f@nnrp1.news.primenet.com>
Source record: 85756

In article <4gi9ig$8cr@crl14.crl.com>, John M. Vogel <jvogel@crl.com> wrote:
>No, not the copyright owners, but most (all?) commodore sites have closed
>because of the a company that is planning to revamp and sell a new
>version of the C-64.

Wow, are you sure about that? That would be amazing. I'm sure we
can agree that in the (extremely) unlikely event this were to happen
with our beloved 8bits, we would cease and desist to distribute commercial
'wares. I still can't say I understand why the Commodore sites closed, though.
Are the software houses going to suddenly start re-releasing 10-year-old
software for what is sure to be an extreme-niche market (at best)?

>It's just that no Atari user, excepting jeking, has just gone ahead and
>done it for fear of litigation (myself included :)). It's a valid fear,
>especially with the current companies still selling old software. There
>would be sites, provided that someone has the b*lls to do it.

If there's enough interest, I'd be willing to look into opening
a site, though it would probably only be operational on week-ends.

The main reason I'm so interested in this whole thing folks, is NOT that
I'm wanting to get away without paying for things. I've always been
a strong supporter of this community and have put my money where my
mouth is time and again (Transkey, MIO, PCXFORMER, SIO, APE, etc.,
etc., ad infinitum). I think there's a lot of interesting 8bit
software that is disappearing because our user base is shrinking
and vendors are either unable or unwilling to carry it. I also really
beleive that having more software readily available will help
our group survive. As an example, I paid for a shareware C64 emulator
when I saw how much interesting old stuff was available, eventhough
I never owned a real C64 before.

More commentary would be appreciated...

Oscar
--

Oscar Fowler
oscar@primenet.com | oscar@cs.arizona.edu | oscar@rightfax.com
http://www.primenet.com/~oscar

982. Re: The Undying Copyrights Issue... (LONG)

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-22 00:00:00 UTC
From: oscar@Primenet.Com
Message-ID: <4gj4rq$fd4@nnrp1.news.primenet.com>
Source record: 85757

In article <4gibaq$cbc@crl8.crl.com>, John M. Vogel <jvogel@crl.com> wrote:
>John M. Vogel (jvogel@crl.com) wrote:
>Do you think the fact that there are much better emulators for the C64 and
>Apple2 series might be another explanation as to why there is so much more
>copyrighted software available for those groups (i.e. ease of
>portability)?

Actually, I think it's the other way around. The availability of
software makes a good emulator more useful. Then again, after
you have a good emulator, you'll want neat software to run on it...
I guess it's a bit of a feedback loop.

I feel like we're having a personal discussion here. Doesn't anyone
else care about this situation?

Oscar
--

Oscar Fowler
oscar@primenet.com | oscar@cs.arizona.edu | oscar@rightfax.com
http://www.primenet.com/~oscar

983. Re: The Undying Copyrights Issue... (LONG)

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-22 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <4gjol9$1g5@crl5.crl.com>
Source record: 85758

Byron Followell (followel@cris.com) wrote:
: On 22 Feb 1996 09:36:16 -0800, jvogel@crl.com (John M. Vogel) wrote:

: >No, not the copyright owners, but most (all?) commodore sites have closed
: >because of the a company that is planning to revamp and sell a new
: >version of the C-64. All the sites offering pirated stuff shut down
: >voluntarily, and no litigation was involved.

: This isn't true. The Arnold site, which is the largest and
: most complete of any C64 archive I've ever seen, is still VERY much
: alive.

It had been awhile since I'd checked on the existence of such sites and
the comp.emulators.cbm group (until this afternoon). There used to be
more sites; some had gone down due to pressure from copyright owners.
Others were so overloaded due to the demand on their servers. Those C64
servers keep bouncing back. Might have to do with the fact that they are
foreign-based (Watson in Canada and Frodo in the Netherlands)?

The company that bought the rights to the C64 hardware was British, I
think, but I can't recall the name. I've no idea what they would do with
it. The C64 group doesn't mention it anymore - wonder what happened?

John
jvogel@crl.com

984. Re: Behind Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-22 00:00:00 UTC
From: Eric Calcagni <calcagni@cbvcp.com>
Message-ID: <312D2CE1.3868@cbvcp.com>
Source record: 85759

Thomas Kusch wrote:
>
> Hallo Eplicon!!
> Am _16.02.96_ hat Dein Zufallsgenerator folgendes ausgewuerfelt:
>
> e> I was another unfortunately victim of the alien, which took off a few
> e> years off my life. In those days, I had the sound output through an
> e> amplifier, and this was one of those games that sounded really cool with
> e> the volume boosted through stereo speakers (especially the bit where you
> e> enter/leave the mothership). Needless to say, when the Jaggi appeared, it
> e> took me several minutes to regain my sanity. <g>
>
> Yes, I know this! Since i've seen my first alien, I'am a bundle of nerves :-)
>

Rescue was the very first videogame that scared the crap out of me for that exact reason. No other videogame has duplicated the fright that moment gave me.

When the alien jumped on the windshield, I froze. Really, I stared at the screen bug-eyed and couldn't move a finger. My heart hate trippled and I couldn't move or think. Eventually the alien broke in and the game was over.

I still hadn't budged.

985. Re: Castle Wolfenstein

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-22 00:00:00 UTC
From: Christopher Brett Strong <strong@cadesm54.eng.utah.edu>
Message-ID: <Pine.SUN.3.91.960222203930.2511N-100000@cadesm54.eng.utah.edu>
Source record: 85760

> BTW, how is id related to MUSE Software? Or are they simply using the name
> Castle Wolfenstein under express permission of the authors of the original
> game?
>

I am told that they bought the rights to the old Castle Wolfenstein for
almost nothign, just to get the name.

\ oo Christopher B. Strong InterNet strong@ee.utah.edu
____|\mm decRAD: CSTRONG CADE: strong@eng.utah.edu
//_//\ _\
/K-9/ \/_/ ||| "Speak 'Friend' and enter"
/___/_____\ / | \ --- Have You Played Atari Today? ---

"If the mean don't get you, the variance will." -- James 1. Rieger

986. Re: Super Pacman

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-22 00:00:00 UTC
From: Christopher Brett Strong <strong@cadesm54.eng.utah.edu>
Message-ID: <Pine.SUN.3.91.960222201134.2511C-100000@cadesm54.eng.utah.edu>
Source record: 85761

> The problems with keys no opening doors with the file version of
> Super Pacman are due to Copy Protection in the cartridge (unless
> it was an accident). The problem doesn't occur if the cartridge
> area of RAM is able to be write protected.

It is a bug. Super Pacman was never released, so there was little
incentive to "copy protect" it. I have two file versions, one works, one
not. My cartridge works fine.

\ oo Christopher B. Strong InterNet strong@ee.utah.edu
____|\mm (801) 582-6301 CI$: 71777,2331
//_//\ _\ decRAD: CSTRONG CADE: strong@eng.utah.edu
/K-9/ \/_/
/___/_____\

"If the mean don't get you, the variance will." -- James 1. Rieger

987. GTIA help (and CTIA needed)

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-22 00:00:00 UTC
From: Christopher Brett Strong <strong@cadesm54.eng.utah.edu>
Message-ID: <Pine.SUN.3.91.960222204039.2511O-100000@cadesm54.eng.utah.edu>
Source record: 85762

Does anybody out there have access to (or know where I can get) the gate fanout of the 8-Bit ASICs (GTIA, PoKey, ANTIC, Freddie)?

Does anybody have a spare CTIA chip? I have a computer with a dead one, and I need to replace it with the exact part (it is an OLD revision 1979 800 with OS-A ROMS and odd construction in general). [I am a collector].

\ oo Christopher B. Strong InterNet strong@ee.utah.edu
____|\mm decRAD: CSTRONG CADE: strong@eng.utah.edu
//_//\ _\
/K-9/ \/_/ ||| "Speak 'Friend' and enter"
/___/_____\ / | \ --- Have You Played Atari Today? ---

"If the mean don't get you, the variance will." -- James 1. Rieger

988. Re: The old days, and why Atari lost

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-23 00:00:00 UTC
From: David Firth <david@signus.demon.co.uk>
Message-ID: <1996Feb23.200504.241@signus.demon.co.uk>
Source record: 85556

Steven J Tucker (classics@nacs.net) wrote:
: Harvey E. Lentchner (harv@ix.netcom.com) writes:
: : I started out in computers with the Olivetti 10 (I beleive it was
: : Olivetti). It was the first business computer. It had 64 bytes RAM,
: : (yes 64 bytes for program and storage, not 64K).

: This is actually not as limiting as it seems, since the Atari 2600 has only
: 128 bytes of RAM, which it uses for program data *and* the stack. Its

The Atari 2600 with the Basic programming cartridge left about 29 bytes
for the programmer!

--
David Firth <david@signus.demon.co.uk>

989. Re: Were these ever released for the a-8bit?

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-23 00:00:00 UTC
From: classics@nacs.net
Message-ID: <4gkvnc$bo8@wariat.wariat.org>
Source record: 85557

Tom Hunt (tomhunt@bright.net) writes:
:
: The games mentioned above used version 5 interpreters. Some of the previously
: mentioned version 3 games were later re-vamped into version 5 games. You can
: usually tell a version 5 game because it uses more color, and is "fancier" than
: a version 3 game.
:
: If <anyone> knows of, or has one of the above mentioned Infocom version 5
: games, please contact me. I feel confidant that if I can find one, I can get
: it to run the new and wonderful games being produced by the i.f. group. Thank
: you!
:

Tom,

I recently came across a Atari 8 Bit Infocom Disk -> Pc File converter
on some finnish archive that allows you to take an ATR image and create
a file playable on the infocom interpreter.

I can send it to the umich archive, or put it on my web page if
it would help you guys out. I think there were some small documents on
how it worked exactly, something about disk serial numbers, etc.

Steve

990. U/S Doubler 1050 For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-23 00:00:00 UTC
From: b.poehland@genie.com
Message-ID: <199602232353.AA064349615@relay1.geis.com>
Source record: 85558

I have one last mint-condition 1050 disk drive I'd like to sell.

This is a U/S Doubler 1050 in cosmetically excellent condition, in the original Atari carton w/all original packaging materials. DOS 2.5, Atari manual & ICD manual included. Accessories include transformer & SIO cable. Also included with this deal are the original Atari chips removed when the ICD U/S Doubler chips were installed. (Most people are unaware that if a U/S Doubler 1050 develops a problem, you must replace the original Atari chips in order to run the Atari test software; the Atari test software will fail or give errors if you run it with the ICD chips installed.)

Price is $45 plus shipping. USA buyers ONLY!

I can throw in SpartaDOS 3.2d (disk & manual) for an extra $5.

Contact: Ben Poehland
179 Sproul Road/Rt 352
Frazer, PA 19355
email: b.poehland@genie.geis.com

PS- The floods have now subsided & Frazer is no longer under water. Pretty soggy around here, tho. Still cleaning up the mess in the house. But none of my computer stuff got wet. :)

991. Re: The Undying Copyrights Issue... (LONG)

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-23 00:00:00 UTC
From: classics@nacs.net
Message-ID: <4gl1o0$fah@wariat.wariat.org>
Source record: 85559

Jason Compton (jcompton@flood.xnet.com) writes:
: Oscar Fowler (omf@rightfax.com) wrote:
:
: : #4: Despite #3 going on for quite some time, none of the
: : copyright owners have risen from the dead to hound anyone.
:
: Not ENTIRELY true, but close enough. There's the example I cited
: recently where MECC asked the Apple II site to remove Oregon Trail, but
: it was removed and that was the end of the issue. Michael Farren, an
: author for several 8-bit machines in the late 70s/early 80s has been
: guilting people a little bit on c.s.e.cbm, but that's about it.

Im glad that Oregon Train was removed, as I would hate to see such
preservation projects become 'outlaw' over such small things.

I think if an Atari Preservation Project (name?) is started, that some type
of document should be included in each arc/zip so that any vendor or author
who still carries that software knows that they can simply request it be
removed, and it WILL be.

Also, titles which are not archived should be kept on a listing that
available at the archive, which shows what vendors still sell it.

I know this might be jumping the gun a bit, but as we all know, each one
of us probably has a copy of some obscure game/program that nobody
else has, and it honestly would be sad to see them disappear forever.

: : That said, I think we should set a few general guidelines about what
: : sorts of things we make available. We should give preference to
: : things which cannot be obtained through other vendors. For example,
: : I'm sure most of us would like to see those 5200 ports that have been
: : mentioned recently and I'm sure no one can legally sell them (other than
: : Atari, of course...)
:
: Yes, things that are still commercially available are always going to
: come under fire. CD-ROMs are being made on the 64, and when the largest
: 64 retailer in the world made some nasty remarks, the compiler offered to
: remove everything still available through them.

As a first step, we should compile a complete listing of software that
IS available from Atari 8 bit vendors. Anyone with current catalogs
willing to provide a list of titles?

I'm thinking NEW software though, since there is always some random chance
that some scavager/collector like myself will turn up a used copy at
a flea market, etc.

: As for Atari, I dare you to find anyone there who realizes they own that
: stuff. :)

They seem pretty attached to thier 2600 titles, as they have repeatedly refused to allow Craig to release his Adventure port - 'Indenture' - for normal sale.

I heard Activision purchased the rights to all the 2600 titles though, so that may have been the reason.

Steve

992. Re: For Sale: Atari 800 *accessories*...

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-23 00:00:00 UTC
From: temp@leper.tamu.edu
Message-ID: <23FEB199620443770@leper.tamu.edu>
Source record: 85560

In article <4gloo5$n7n@news2.his.com>, Michael Graves <mcg@grove.net> writes...
>What kind of Cartiges to you have?

Ahh...I found the cartridges and due to popular demand here are the
titles...
Basic, Assembler Editor, Centipede, Music Composer, Boulders and
Bombs, Qix, and Computer Chess...
I'd prefer to sell them in a lot instead of having to pay for materials
to ship them three different places...:-)

Thanks!

Tiffany

-=-=-=

993. Atari 800 games on disk images??

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-23 00:00:00 UTC
From: Log's Engineer <g8p3@unb.ca>
Message-ID: <312EB95E.33CE@unb.ca>
Source record: 85561

I was not one of the fortunate few to have had an Atari computer way
back when, but now I have a PC with PC Xformer on it, and am in need of
disk images to use with it. Can anyone point me towards any of these
that are available to the public??
Thank's
Jason Burry
G8P3@unb.ca

994. little blue-box

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-23 00:00:00 UTC
From: kimballk@nevada.edu
Message-ID: <4gjvs8$429@news.nevada.edu>
Source record: 85562

Subject: reachin out
Newsgroups: comp.sys.atari.8bit
Organization: University of Nevada System Computing Services
Summary: found something....
Keywords: WEFAX DECODER

I seem to be having bad sends lately,
at least from the UNLV site here...is this message gettin out to ya?

LONG LIVE THE XL!!!!!!!!!!

I seem to have found out...well sorta...what the little blue-box that i
found in my closet does....its a weather decoder (FAX ?) from Antic...
but no-one has made it as far as i can gather... does anyone here
remember that issue and could they please tell me if any satallite
tracking programs were made for the 8-bit?
I would like to have a weather/satallite receiver kit made for this thing
outta spare parts lying around....
o: o:
o: o:
ken "copycat" kimballk@nevada.edu

995. Re: Atari 8bit CD-Rom..From the IBM..directory

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-23 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <4gkv1d$iro@crl10.crl.com>
Source record: 85563

Chris_F_Chiesa@cup.portal.com wrote:

: Wow, funny you should mention that. I just got it last night from a
: buddy of mine who downloaded it from CSS "Computer World Jr." BBS recently.
: It's cute.

<Interesting story of getting Gauntlet to work deleted>

Hmmm, hard to find any BBS's with old Atari stuff on them. Is this
"Computer World Jr." accessible via the internet? :)

John
jvogel@crl.com

996. Re: The Undying Copyrights Issue... (LONG)

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-23 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <4gkb94$27m@news.tcd.net>
Source record: 85763

The last information I have which may have been changed states that a work that is created on or after January 1, 1978 is automatically protected from the moment of its creation, and is ordinarily given a term enduring the author's life, plus an additional 50 years after the author's death. In the case of a "joint work prepared by two or more authors who did not work for hire", the term last for 50 years after the last surviving author's death. For works made for hire, and for anonymous and pseudonymous works (unless author's identity is revealed in Copyright Office records), the duration of a copyright will be 75 years from publication or 100years from creation, whichever is shorter.

Many copyright owners have either invested many hours or as in my case thousands of dollars in obtaining copyrights. Copyrights are to protect the owners investment either in time or dollars expended to obtain those rights. If our works are placed on the Internet without compensation then who is going to pay the Programers, Engineers,ect to keep on producing products?

Suposidly the software developers left the Atari market totaly due to what they said at the time, more copies of their product were pirated by the Atari 8bit user makeing it a loosing market, when a Company can not generate cash from a market they can not pay their help, no pay no work..same thing no pay no new products not only in this area but any area..No one buys TV's how many new TV products are going to be produced?

Hope this clears up the question once and for all?

Bob

997. Re: Behind Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-23 00:00:00 UTC
From: hog@aqu.bekkoame.or.jp
Message-ID: <19960223.8548230.8201@aqu.bekkoame.or.jp>
Source record: 85764

In article <4g39h1$gmp@panix3.panix.com> zakharov@panix.com (Vladimir Zakharov) writes:
> Later I learned to tell aliens by
> the slightly different shade of green their faces had on my monitor.

Then make it to the higher levels, where even that clue is taken away...
now _that_ was scary. Countless innocent pilots were electrocuted by me
because of that (and I played upto the level 99, just to make sure there
wasn't any ending :)
--
// }{idehiko ()gata "Reality is just what we tell each other it is."
\X/ /\miga /\rtist - In the Mouth of Madness

998. Re: The Undying Copyrights Issue... (LONG)

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-23 00:00:00 UTC
From: jcompton@flood.xnet.com
Message-ID: <4gkkhr$jir@flood.xnet.com>
Source record: 85765

Oscar Fowler (omf@rightfax.com) wrote:

: #4: Despite #3 going on for quite some time, none of the
: copyright owners have risen from the dead to hound anyone.

Not ENTIRELY true, but close enough. There's the example I cited recently where MECC asked the Apple II site to remove Oregon Trail, but it was removed and that was the end of the issue. Michael Farren, an author for several 8-bit machines in the late 70s/early 80s has been guilting people a little bit on c.s.e.cbm, but that's about it.

: #5: Outside of the occassional shareware item, the chances
: of new commercial software becoming available for these
: 'orphan' machines are about as high as my getting knighted
: by Queen Elizabeth.

Well, new software DOES continue to be released for the C-64 commercially, but not in what I'd call staggering numbers.

: #7: There are many software titles which are very difficult
: to get, and more and more seem to fall into this category
: with the passage of time.

Yep. Lost classics.

: That said, I think we should set a few general guidelines about what
: sorts of things we make available. We should give preference to
: things which cannot be obtained through other vendors. For example,
: I'm sure most of us would like to see those 5200 ports that have been
: mentioned recently and I'm sure no one can legally sell them (other than
: Atari, of course...)

Yes, things that are still commercially available are always going to come under fire. CD-ROMs are being made on the 64, and when the largest 64 retailer in the world made some nasty remarks, the compiler offered to remove everything still available through them.

As for Atari, I dare you to find anyone there who realizes they own that stuff. :)

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine (708) 741-0689 FAX
You know you're on the way out... it's just a matter of time.
AR on Aminet - docs/mags/ar???.lha AR Mailing list - Mail me
WWW - http://www.omnipresence.com/Amiga/News/AR, www.cucug.org/ar/ar.html

999. Re: The Undying Copyrights Issue... (LONG)

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-23 00:00:00 UTC
From: jcompton@flood.xnet.com
Message-ID: <4gkkll$jir@flood.xnet.com>
Source record: 85766

Byron Followell (followel@cris.com) wrote:
: On 22 Feb 1996 09:36:16 -0800, jvogel@crl.com (John M. Vogel) wrote:

: >No, not the copyright owners, but most (all?) commodore sites have closed
: >because of the a company that is planning to revamp and sell a new
: >version of the C-64. All the sites offering pirated stuff shut down
: >voluntarily, and no litigation was involved.

: This isn't true. The Arnold site, which is the largest and
: most complete of any C64 archive I've ever seen, is still VERY much
: alive.

That whole "reproduction of the 64" thing was a huge, overblown panic.
Escom (the company that owns the Commodore properties now) said they
MIGHT reproduce the 64 for Eastern European, Asian, and other third-world
markets. A panic ensued where everyone shut down their sites, and people
speculated that Escom had come after them.

I assure you, Escom is nowhere nearly net-aware enough to know what's
going on.

And yes, the Arnold site (replacing the Frodo site) is very complete,
although a bit slow from the US.

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine (708) 741-0689 FAX
You know you're on the way out... it's just a matter of time.
AR on Aminet - docs/mags/ar???.lha AR Mailing list - Mail me
WWW - http://www.omnipresence.com/Amiga/News/AR, www.cucug.org/ar/ar.html

1000. Re: The Undying Copyrights Issue... (LONG)

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-23 00:00:00 UTC
From: ebrunne@orion.it.luc.edu
Message-ID: <4gj3qg$e0@artemis.it.luc.edu>
Source record: 85767

Oscar Fowler (oscar@primenet.com) wrote:

: The main reason I'm so interested in this whole thing folks, is NOT that
: I'm wanting to get away without paying for things. I've always been
: a strong supporter of this community and have put my money where my
: mouth is time and again (Transkey, MIO, PCXFORMER, SIO, APE, etc.,
: etc., ad infinitum). I think there's a lot of interesting 8bit
: software that is disappearing because our user base is shrinking
: and vendors are either unable or unwilling to carry it. I also really
: beleive that having more software readily available will help
: our group survive. As an example, I paid for a shareware C64 emulator
: when I saw how much interesting old stuff was available, eventhough
: I never owned a real C64 before.

That is another point you bring up, the possibility of loosing forever some of it. If any of my disks go bad now, I'm out of luck. I am in the process of backing them up (those that *can* be backed up), but it really pains me to think that there is no concerted effort to preserve this stuff. I saw one fellow offer to fix someone else's bad disk, provided he sends him the original, but this has got to be the exception that proves the rule that once your disks go bad, you are screwed.

I whole heartedly agree with the idea of starting some kind of archive for commercial 8bit software and would even contribute (once i get a darn modem for my atari). I really think what has kept this from happening is vocal protests from people on this group that this kind of open piracy will destroy whatever support still exists for the 8-bits. Hello? There is no commercial support for the 8 bits. What is the problem?

If vendors are worried that their stockpile of ancient software will suddenly loose its value, they should realize that making this software available will greatly increase the demand for hardware. They could shift their business to hardware sales/support and even the creation of better emulators. I believe, that like free trade is good for an economy in the long run, so free software for a dead system is better for the survival of that system in the long run.

count me in,

Ted B
(actually, i think we should follow the 'field of dreams' principle -- build an archive and they will come. Since noone is distributing this stuff now, noone wants to stick their neck out and be the first to do so. If people start posting stuff anonymously to alt.binaries.atari8bit.warez, I bet the flood gates will open (with or without the consent of the more vociferous members of c.s.a.8bit) and we will all benefit.)

: More commentary would be appreciated...

: Oscar
: --

: Oscar Fowler
: oscar@primenet.com | oscar@cs.arizona.edu | oscar@rightfax.com
: http://www.primenet.com/~oscar

1001. Re: Behind Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-23 00:00:00 UTC
From: gman3000@aol.com
Message-ID: <4gjs57$ru8@newsbf02.news.aol.com>
Source record: 85768

RoF is imho the best game that I have bought. I bought it in 1988 or 89 when the XEGS came out. On levels 13 and above I can't watch the tv when the pilots come running to the ship. You don't know if the pilot is human or alien. The anticipation is so fierce that I have to keep my eyes on the keyboard. That way I don't have to see the alien jump up in front of me. If I wait too long he will crack my windshield and I will die. This anticipation is what brings me back everytime. Too bad I can't find any games on the PC that are just as good.

1002. Re: The old days, and why Atari lost

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-23 00:00:00 UTC
From: paul@laughton.com
Message-ID: <4gjvql$le2@sun.sirius.com>
Source record: 85769

Jack H. Lee <102337.2577@CompuServe.COM> wrote:

>Atari's one-time chief scientist (I forgot his name, I think it
>was Steven Kay or Kaye), who jumped to Apple during the company's
>big turmoils, said Atari's biggest mistake was following the "lead"
>of other computer companies like Texas Instruments and such by
>lowering the computer prices so much so they ended up losing a lot
>of money. Kay even said the Atari 800 was the best computer out in
>the market at the time, but it got caught a price war. Apple
>survived Commodore's onslaught by not joining in the fray.

>In retrospect, it makes that all the more interesting, considering
>what happened to Apple recently. They had lowered computer prices
>enough they were losing tons of money...like Atari did 13 years
>earlier...

I was the software manager of Atari's Home Computer Applications and System software departments up until about 6 months before Atari collapsed. There were many, many reasons why Atari failed. The biggest one was that it was poorly run from the very top (Ray baby). Up until about 6 months before the collapse, Atari was making so much money from the 2600 games that they did not need to be well run, effecient or any other damn thing. The money just flowed in huge quantites. Then when the money from the game business slowed, there was no good business foundation to keep atari going. Atari was following just about every bad business practice you could imagine.

I remember the marketing department being very concerned about Texas Instruments and worring about keeping ahead of them. The funny thing was that in subsequent jobs, I learned the TI was very worried about Commodore. And to complete the loop, Commodore was worried about Atari. Talk about the chasing your tail. The marketing people at most of these early era comouter companies did not have a clue about customers, the market or the technology. The only thing they knew how to do was to look at what the other guy was doing.

I finally quit Atari when Ray baby hired a 22 year old kid from England to be the Vice President of Atari Home Computer Software. This kid had managed a total of six people for less that a year. He was put in charge of over 100 professional engineers and managers some of whom had 25 years experince. After observing the kids clueless behaviors and hearing the inernal news about the impending $120 million loss for the quarter, I (and many others) decided to bail out. Why did Ray baby hire this guy? Well, if you know anything about Ray Kasar, you can guess. Nuff said.

-Paul

1003. Re: The Undying Copyrights Issue... (LONG)

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-23 00:00:00 UTC
From: followel@cris.com
Message-ID: <312d4471.38333620@news.cris.com>
Source record: 85770

On 22 Feb 1996 09:36:16 -0800, jvogel@crl.com (John M. Vogel) wrote:

>No, not the copyright owners, but most (all?) commodore sites have closed
>because of the a company that is planning to revamp and sell a new
>version of the C-64. All the sites offering pirated stuff shut down
>voluntarily, and no litigation was involved.

This isn't true. The Arnold site, which is the largest and
most complete of any C64 archive I've ever seen, is still VERY much
alive.

Sincerely,
- Byron Followell
followel@cris.com

1004. Broadsides

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-23 00:00:00 UTC
From: JTKIRK@urp.edu.pe
Message-ID: <m0tq3KC-000OgZC@rcp.net.pe>
Source record: 85771

For those interested in the game Broadsides:
In Scientific American, December 1984, there was a nice article titled "The Spanish Ship of the Line", which can be a useful source for customizing your ships.

Bye!
M.A.Ch.F.

1005. Re: The Undying Copyrights Issue... (LONG)

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-23 00:00:00 UTC
From: omf@rightfax.com
Message-ID: <4gku20$f91@client1.news.psi.net>
Source record: 85772

In message <bwillard.167.002486FA@mindspring.com> - bwillard@mindspring.com (Br
uce Willard) writes:
>I don't think at this point there is a question of how copyright law works. I
>believe what everyone is saying is that at this late point in time, if these
>programs are not archived, some of them may be lost forever. Also, there is no
>intent to deprive the programmer of his investment, as it is highly unlikely
>he would profit at this point from the sale of the program. He received
>whatever compensation he was going to after his software was released. The
>fact that he is no longer receiving compensation is that he, or his company,
>is no longer distributing the software.

Couldn't have said it better myself (though I tried...).

>I think the archive is a good idea, with the provision that an author, or
>agent of the author, has the right to have his products removed from the
>archive on request.

Agreed.

Oscar

1006. Re: Were these ever released for the a-8bit?

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-23 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <4gjkgq$oao@charm.magnus.acs.ohio-state.edu>
Source record: 85773

In article <lashowerDn5y65.An1@netcom.com>,
Steven Lashower <lashower@netcom.com> wrote:
>compile his game for Z3. As far as converting a PC .Z3 or .Z5 file
>over to an Atari 8-bit goes, I'm not sure but.... for the two sided
>games, the first side probably was the Z Machine and the second side
>was probably the .Z3 file.

Hmmm. Any idea how to convert side 2 of my Hitchhiker's Guide disk
to a .Z3 file?
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

1007. Re: The Undying Copyrights Issue... (LONG)

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-23 00:00:00 UTC
From: oscar@primenet.com
Message-ID: <4gjrhp$3sk@client1.news.psi.net>
Source record: 85774

In message <4gj3qg$e0@artemis.it.luc.edu> - ebrunne@orion.it.luc.edu (Edward A. Brunner) writes:

I whole heartedly agree with the idea of starting some kind of archive
>for commercial 8bit software and would even contribute (once i get a darn
>modem for my atari).

One of the things that would make this easier is the ProSystem
option of APE which lets you create disk images of supposedly
all copy-protected disks. Personally, I sold all of my Atari
hardware and software a few years ago (several thousand dollars
worth!) so I have nothing to back-up other than a copy of M.U.L.E.
I bought a little while back just because I wanted to have
the original packaging.

>I really think what has kept this from happening is
>vocal protests from people on this group that this kind of open piracy
>will destroy whatever support still exists for the 8-bits.

I know that those protests have kept many of us silent for
fear of being labeled a pirate, but at this stage my interest
in creating a good Atari archive (particularly of hard to
find items) is greater than my fears of chastising from others.

>If vendors are worried that their stockpile of ancient software will
>suddenly loose its value, they should realize that making this
>software available will greatly increase the demand for hardware.

It's not just that, but we have to take into account that most
of the people left who still own Ataris are basically hard-core
collectors. Many of us want originals of things, even if we
have access to free copies. For example, after completing my
Lynx library, I started getting interested in the 7800 (mostly
because the number of titles released for it was small enough
that I could realistically hope to own them all some day).
Although I could get 7800 carts practically free, I'm paying
relatively high prices to get them complete with boxes and documentation.
Another example: the copy of MULE I bought from B&C. Someone had
offered me a disk image a while back, but I wanted the original
packaging (in fact, I'd like to have all the titles EA released
for the Atari - does anyone have a comprehensive list?)

>(actually, i think we should follow the 'field of dreams' principle --
>build an archive and they will come.

That's what I'm counting on, too... I think we could see a lot
of interesting stuff from European users, but I'm not sure if they

get the ALT groups.

I'm still waiting to hear some good reasons NOT to do this, by the way...

Oscar

1008. Re: Atari, JTS Corp. Merger

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-23 00:00:00 UTC
From: uglmiller@cc.memphis.edu
Message-ID: <1996Feb23.023458@msuvx2.memphis.edu>
Source record: 85775

In article <4g20ac$duu@flood.xnet.com>, jcompton@flood.xnet.com (Jason Compton) writes:
> James King (jeking@xmission.com) wrote:
>
> : Wow! So Atari, the name we've known and loved (at least in the 8bit
> : days), is no more. Atari will now become JTS? Sheesh! You'd think
> : they'd want to keep the more known name of Atari. I've never heard of
> : JTS.
>
> Well, it says the merged corporate name will be JTS but they will
> continue to use Atari as a label.
>
> Basically, it tells you who's getting the dominant side of the deal.

Actually, it said the Atari stock-holders would own JTS, but the merged
ompany would be named JTS... odd....

>
> --
> Jason Compton jcompton@xnet.com
> Editor-in-Chief, Amiga Report Magazine (708) 741-0689 FAX
> You know you're on the way out... it's just a matter of time.
> AR on Aminet - docs/mags/ar???.lha AR Mailing list - Mail me
> WWW - http://www.omnipresence.com/Amiga/News/AR, www.cucug.org/ar/ar.html
--
Anyone ever notice just how under-rated Evil really is?

1009. Re: Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-23 00:00:00 UTC
From: uglmiller@cc.memphis.edu
Message-ID: <1996Feb23.024344@msuvx2.memphis.edu>
Source record: 85776

In article <63CcNIjHS7B@antic.cls.de>, ulf@antic.cls.de (Ulf Petersen) writes:
> Hi!
>
> This is probably thw wrong newsgroup to ask this question but ...
> does anybody know if Alternate Reality is also available for the Commodore
> C64? If so, WHERE? I already have it for the ATARI 8Bit but I'd like to
> compare the two versions.
>
> Ulf
>

It was, but it didn't look nearly as nice, due to the relative lack of color.
--
Anyone ever notice just how under-rated Evil really is?

1010. Re: The Undying Copyrights Issue... (LONG)

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-23 00:00:00 UTC
From: Nathan Page <nmp20@hermes.cam.ac.uk>
Message-ID: <Pine.PCW.3.91.960223084151.7782B-100000@Algo>
Source record: 85777

On 22 Feb 1996, Oscar Fowler wrote:

> In article <4gi9ig$8cr@crl14.crl.com>, John M. Vogel <jvogel@crl.com> wrote:
> >No, not the copyright owners, but most (all?) commodore sites have closed
> >because of the a company that is planning to revamp and sell a new
> >version of the C-64.
>
> Wow, are you sure about that? That would be amazing. I'm sure we

I believe that the company in question is "Escom", an IBM PC
manufacturer until it bought the rights to all the Commodore
machines when Commodore went under. However, that was some time ago,
and it is possible (as I have been told so, but have no further
evidence) than Escom have since decided that it would not be viable.
The plan was to release C=64s in Eastern Europe.

Nathan

- -
- Nathan Page- Economics Student (so why do I use computers so much?) -
- -
- Main hobby- collecting video games (mostly on the classic machines) -
- -
- email: nmp20@cai.cam.ac.uk http://www-gcsu.cai.cam.ac.uk/~nmp20 -
- -

1011. Re: Someone Send Me Cracked Alternate Reality PLEASE!

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-23 00:00:00 UTC
From: uglmiller@cc.memphis.edu
Message-ID: <1996Feb23.024441@msuvx2.memphis.edu>
Source record: 85778

In article <4gijbl$6n7@wariat.wariat.org>, classics@nacs.net (Steven J Tucker) writes:
> Miller, Daniel C. (DM9200@ALF.APPSTATE.EDU) writes:
> : I just went to the AR webpage and saw those pictures reminding me how
> : much I loved this game and would like to play it again via Xformer.
> :
> : If there's another emulator user out there who has it make a friend for
> : life by sending it my way. :)
> :
> : I have the Alternate Reality original 8bit edition. This is not a request
> : for piracy or 'warez'. It is a request for a version of a game I own that
> : I can actually use with my current computer.
>
> It appears Xformer is not well enough programmed to run Alternate Reality,
> at least from previous posters attempts to run clean unprotected versions.
>
> I hear it works under Rainbow though.
>
> Steve

Both are correct.
--
Anyone ever notice just how under-rated Evil really is?

1012. Can anyone ID these games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-23 00:00:00 UTC
From: cjherr@flood.xnet.com
Message-ID: <4gkjck$hnr@flood.xnet.com>
Source record: 85779

So, I'm going through a large number of disks a friend bequethed me with *really* descriptive titles like 'Games 19', and I came across a couple of curiosities...

#1 On one disk, there are several copies of John Harris' game "Jawbreaker" with two 'wrap' tunnels, one horizontal, and one vertical. On another disk is another copy of Jawbreaker with a different maze layout, and only one wrap tunnel, at the top and bottom. Anybody know what the story is here? Why two different versions, and which one is the 'real' Jawbreaker?

On another disk is "Attack of the Mutant Camels". This game plays very similarly to the Parker Bros. "The Empire Strikes Back", and is (I believe) the 'real' AMC. However, on another disk, there is another game that puts up a title screen just like the first, but then goes into a grid based game with cannons patroling the bottom and left sides of the grid and gameplay somewhat similar to 'Centepede'. It says 'AMC' in the upper corner during gameplay, but if this is AMC, I'm confused. There's nothing that llooks anything llike a llama at all! Yak? You there? Why would anyone pirate your title screen?

As you can see, these aren't earth shaking, but they just got my curiosity going. Any thoughts or discussion welcome.

-CJ

C.J. Herr |
cjherr@xnet.com | "Reply hazy, ask again later."

1013. Wrong Date in 8 Bit Show/germany

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-23 00:00:00 UTC
From: schallt@worms.fh-rpl.de
Message-ID: <4gk78v$5bp@widukind.worms.fh-rpl.de>
Source record: 85780

C O R E C T I O N / W I C H T I G / D A N G E R

THe 8 BIT Trade/House Show in Schreiersgruen Germany is hold
on Sa. the 23th of March 96.

Die 8 Bit Messe findet am 23.03.96 in Schreiersgruen statt.

8 Bit Messe Schreiersgruen 2 3 . 0 3 . 9 6

Hier nun die verbesserte Version/ here is now the Version with the right date.

First Part German second Part for English readers follows under Ger. Version

Hier nun der fehlende Teil meiner ersten E-MAIL zur Atari 8 Bit Messe.

Die Atari 8 Bit Messe am 23.03.96 in Schreiersgruen
Am 23.03.96 findet in Schreiersgruen eine neue Atari 8 Bit Messe statt,
Schreiersgruen liegt zwischen Zwickau und Hof. Einen genauen Wege-
bzw. Stadtplan erhaltet ihr von Markus Roemer oder Helmut Weidner,
die sich fuer die Organisation und Ausrichtung der Messe verantwortlich
zeigen. Die Privaten - und Kom. Haendler muessen keine Standgebuehr
bezahlen, der Eintritt ist die symbolische 1 Mark.
Es wird auf der Messe neben Ke-Soft und AMC auch das Top Mag Team
anwesend sein. Mehrere ABBUC Regionalgruppen (RAM , Franfurt,
Lengenfeld , ...) und die Haendler freuen sich auf die Besucher. Auf der
Messe wird wieder neue/alte Hardware vom AMC, KE und diversen Privaten
vorgestellt und verkauft. Der AMC, KE wird wieder sein reichhaltiges Soft-
ware Angebot aus Klassikern und neuen Spielen anbieten. Das Top Mag
wird auch mit einem Stand vertreten sein, man wird dort die neuste
Polensoft sehen/kaufen koennen, sowie Helmut Weidner's ARG Lengenfeld.
Weitere Staende von ARG's, Highlaender Soft (ST/PC - Xformer/ Turbo
Basic Vertrieb) und viele Private Haendler werden dort zu sehen sein.
Wie bei den letzten Messen kann man sich auch wieder ueber Atari im Internet
informieren koennen und an einem Stand sowohl Jaguar(incl. Cd Rom) als
auch den Lynx spielen koennen. Dort wird auch der Umgang mit dem ST/
Pc Xformer erklaert. Interesierte Besucher, Haendler die dort einen Stand be-
treiben m&#65533;chten oder einen Stadtplan oder andere Info's brauchen, wenden
sich Bitte an folgende Personen:
Helmut Weidner Hauptstr.45 08485 Lengenfeld Tel.: 037606 2688,
Markus R&#65533;mer Adresse folgt noch,
Andreas Magenheimer 06243 8476 Do ab 1900
Raimond Altmayer 06501 3678
Torsten Schall 06241 53070 e-mail schallt@worms.fh-rpl.de

Torsten Schall 23.02.96 German Version

Second Part (i hope easy to understand) English Version.

The Atari 8 Bit Trade show on Sa. 03.23.96 in Schreiersgruen/Germany
On the 03.23.96 will be a new Trade Show for Atari 8 Bit coputers in Schreiersgruen/germany held, Schreiersgruen is in Germany between the two cities Zwickau and Hof (near the border of Bavaria,Polen and the south east of Germany). A map of the city and the way to the show can you get from Markus Roemer and Helmut Weidner Who are making the show. The private and kom. trader pay no money for a place at the show, the entrace prise is the symbolic 1 Mark.
At the show will be many German trader like KE-Soft, AMC , Top Mag Team... Many German Atari ABBUC regional groups like the RAM, Frankfurt, Lengenfeld..., and the trader are happy to see you there. At the show will be new/old Hardware from AMC (Sound Phaser, Multipad), KE-Soft (some)and from many private's to look/talk at and natural to buy. The AMC, KE-Soft will also show their classic and new Software stock. The Top Mag will there with a own stand, there can you buy and look at the latest Polen Software, also at Helmut Weidners ABBUC regional group Lengenfeld. A lot more ARG's, Highlaender Soft (ST/PC Xformer Info group, Demo Coder , Distrebuter of Turbo Basic) and many more private trader will be there. Like the last German Atari 8 BIT Shows, will there be the Jaguar, Jag CD and Lynx with the latest gammes showed. Also a Dsikusssion about Atari in the Internet, how to use the ST/PC Xformer with XL-ST-PC. You can get here many informations about connecting ST's and PC's with a Atari 8 Bit computer. Interested people, Trader who want to have their own stand at the show or if you need other info's about the show like the city map and how to drive to the show, please call folowing person. Important call first because you are then sure that there is enough space for traders, visitors can't come enough!

Helmut Weidner Hauptstr. 45 08485 Lengenfeld/Germany 0049 37606 2688
or E-Mail me schallt@worms.fh-rpl.de

W I C H T I G -- D A N G E R -- SA. the 23 of March is the Show held in Schreiersgruen.

Call Helmut Weidner for a detailled city map of schreiersgruen, so that you can find the show. Bitte Helmut Weidner f&#65533;r eine Stadtkarte ansprechen.

Torsten Schall
ST org Version 1.3 FR. 23.02.96

1014. Atari 8 bit show date

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-23 00:00:00 UTC
From: schallt@worms.fh-rpl.de
Message-ID: <4gk7je$5bp@widukind.worms.fh-rpl.de>
Source record: 85781

Hallo out there,

i hope you have looked at my Atari 8 Bit Show txt. No ok
you`ve nothing made false because there was a fault in the date.
The right date for the show is the Sa. 23 of March 1996 . Please call
Helmut Weidner in Germany for the Rout and the beginning of the show.
I hope i have killed the last fault in the lettre.

Mit atarianischen Gruessen

Torsten Schall
ST org
Stand 23.02.96 Version 1.0

1015. Web Page: Bravo's Atari Store: On-Line Catalogs. Check this out!

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-23 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <4gm13k$jm7@julie.teleport.com>
Source record: 85782
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,fr.comp.sys.atari,de.comp.sys.st,fido.ger.atari,ger.atari,ka.comp.sys.atari

Check out my Web Page for Bravo Sierra Computers. Where you can find Both
Classic Atari 8 Bit & Atari ST. HardWare, SoftWare, Books & Accessories. My
Web Address is below. On-Line Catalogs that you can View and Contact me via
my Web Page! Or Request Catalogs in E-Mail. Specify Classic 8 Bit or ST.
E-Mail: bensmith@teleport.com

http://www.teleport.com/~bensmith/bscomputers.shtml

==Thanx==
===Ben===
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. Mon - Thurs 3
PM - Midnight. Friday 3 PM - 6 PM PST Call above # these Hours.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Catalogs are FREE & updated monthly. Reply in E-Mail to bensmith@teleport.com
http://www.teleport.com/~bensmith/bscomputers.shtml Bravo Sierra Atari Store

1016. Re: The Undying Copyrights Issue... (LONG)

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-23 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.167.002486FA@mindspring.com>
Source record: 85783

In article <4gkb94$27m@news.tcd.net> BobKlaas <bobkla19@mail.tcd.net> writes:
>From: BobKlaas <bobkla19@mail.tcd.net>
>Subject: Re: The Undying Copyrights Issue... (LONG)
>Date: 23 Feb 1996 12:17:40 GMT

>The last information I have which may have been changed states
>that a work that is created on or after January 1, 1978 is
>automatically protected from the moment of its creation, and is
>ordinarily given a term enduring the author's life, plus an
>additional 50 years after the author's death. In the case of a
>"joint work prepared by two or more authors who did not work for
>hire", the term last for 50 years after the last surviving
>author's death. For works made for hire, and for anonymous and
>pseudonymous works (unless author's identity is revealed in
>Copyright Office records), the duration of a copyright will be 75
>years from publication or 100years from creation, whichever is
>shorter.

>Many copyright owners have either invested many hours or as in my
>case thousands of dollars in obtaining copyrights. Copyrights
>are to protect the owners investment either in time or dollars
>expended to obtain those rights. If our works are placed on the
>Internet without compensation then who is going to pay the
>Programers, Engineers,ect to keep on producing products?

>Suposidly the software developers left the Atari market totaly
>due to what they said at the time, more copies of their product
>were pirated by the Atari 8bit user makeing it a loosing market,
>when a Company can not generate cash from a market they can not
>pay their help, no pay no work..same thing no pay no new products
>not only in this area but any area..No one buys TV's how many new
>TV products are going to be produced?

I don't think at this point there is a question of how copyright law works. I believe what everyone is saying is that at this late point in time, if these programs are not archived, some of them may be lost forever. Also, there is no intent to deprive the programmer of his investment, as it is highly unlikely he would profit at this point from the sale of the program. He received whatever compensation he was going to after his software was released. The fact that he is no longer receiving compensation is that he, or his company, is no longer distributing the software.

I think the archive is a good idea, with the provision that an author, or agent of the author, has the right to have his products removed from the archive on request.

Bruce Willard bwillard@mindspring.com

1017. ALL Computer & Electronics SwapMeet: Pacific NorthWest!

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-23 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <4gm1up$knj@julie.teleport.com>
Source record: 85784
Cross-posted to: alt.forsale,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.mac.wanted,comp.sys.tandy,comp.sys.ti,or.forsale

The next SwapMeet is Monday, March 4th, 1996.

ACE of America, an All Computers and Electronics User Group, with a special emphasis on Atari. At ACE Swap Meets you might find Atari, Apple, Macintosh, Commodore, Amiga, IBM & Clones, Nintendo, SNES, Sega Genesis, Jaguar, Game Boy, Game Gear and Lynx. You could also find the following items to go with your system, such as Printers, MoDeMs, Monitors, Hard Drives, Disk Drives, Power Supplies, MIDI Devices, Mice, Joysticks, CD Roms, Cables, supplies and Accessories.

ALL COMPUTERS, GAME MACHINES AND ELECTRONICS ARE WELCOME!!

ACE Is currently holding Monthly Swap Meets on the First Monday of each Month from 7 PM, except on certain Holidays that we must reschedule due to our facility being closed. Swap Meets are Held at 1819 NW Everett at the NW Service Center 3 Blocks North of the corner of 18th and W Burnside in Portland, Oregon. USA! Table space is $10. Tables provided as long as they last. Show up early to get a good table, like 6:30 PM.

FREE ADMISSIONFREE ADMISSION**FREE ADMISSION**FREE ADMISSION**

At the March SwapMeet we have a Panasonic 9 Pin Printer offered as a Door Prize! Just show up for the drawing and if you have the Luck of the Irish. You might come away the Lucky Winner!

PLENTY OF FREE PARKINGEVERYONE WELCOME**PLENTY OF FREE PARKING**

FOR INFO CALL OUR SWAPMEET HOTLINE WITH 24 HOUR RECORDED INFO, CALL: (503)650-7196 OR FOR FURTHER INFO FROM BEN, INCLUDING TABLES: CALL FROM 3 PM - MIDNIGHT / MON-THU, FRI 3 PM - 6 PM: CALL BEN AT (503)256-9974!! IF BEN IS AWAY FROM THE PHONE, PLEASE LEAVE YOUR HOME NUMBER AND HE'LL TRY TO RETURN YOUR MESSAGE! THESE SWAP MEET SPONSORED BY ACE OF AMERICA!!

This Message is distributed throughout the Pacific NorthWest, everyone reading and their Brother is welcome to come and Attend!!

Please Direct all Replies to bensmith@teleport.com in E-Mail or call (503)650-7196 anytime.

The next SwapMeet is Monday, March 4th, 1996.
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Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. Mon - Thurs 3 PM - Midnight. Friday 3 PM - 6 PM PST Call above # these Hours.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.

Catalogs are FREE & updated monthly. Reply in E-Mail to bensmith@teleport.com
http://www.teleport.com/~bensmith/bscomputers.shtml Bravo Sierra Atari Store

1018. WANTED: Dealers for SwapMeet: Pacific NorthWest!

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-23 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <4gm1n2$kcu@julie.teleport.com>
Source record: 85785
Cross-posted to: alt.forsale,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.mac.wanted,comp.sys.tandy,comp.sys.ti,or.forsale

The next SwapMeet is Monday, March 4th, 1996.

WANTED: Dealers to sell at Upcoming Swap Meets. Dealerships sought fall into such Categories as Computer Dealers, all kinds. All kinds of Computer HardWare, SoftWare, Peripherals & Accessories for ALL Computer Makes and Types.

Also Sought are Dealers in Video Gaming Equipment, such as Video Game Consoles, Cartidges, Video Game CD Players and Video Game CDs. ALL Video Game Makes and Types. ALL Video Game Consoles, Cartridges, CDs, Peripherals & Accessories.

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Recruiting New Dealers with Membership for Dealer Value. You could setup at a full year of swapmeets, 12 Monthly swapmeets at $10 a Meet, for $120 a year, or join our group and setup ***FREE*** for a year for ONLY $50! Greater than a 50% Savings!

Also Wanted are Dealers in ALL Types of Electronics.

WANTED are Dealers in Ham Radio, CB Radio, Music CDs and other Recorded Music. Stereo Equipment also Wanted.

Also Wanted are VCR's, Video Tapes, TVs and Satelite Gear.

This is an ALL Computers, Game Machine and Electronics Swap Meet!!

Small Businesses, and Dealers Welcome and Wanted!!

NO ADMISSION CHARGE!!! PLENTY OF FREE PARKING!!! NO ADMISSION CHARGE!!!

TABLES $10! TABLES, FIRST COME, FIRST SERVE!

Swap Meet Location in Portland, Oregon. USA. At 1819 N.W. Everett St. at the NorthWest Service Center On the First Monday of each Month.

To find out about more about the Swap Meet call our 24 Hour Recorded info line at (503)650-7196 or for Live info, call from 3 PM - Midnight, Monday - Thursday, Friday 3 PM - 6 PM. Please call, especially dealers at: (503)256-9974 (VOICE/VOICE MESSAGING), leave your home number if Ben is not answering!

Reply in E-Mail to bensmith@teleport.com. Or Call Ben Anytime at

Please Direct all replies to bensmith@teleport.com in E-Mail or Call
Our 24 Hour Recorded Info Line at (503)650-7196

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Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. Mon - Thurs 3 PM - Midnight. Friday 3 PM - 6 PM PST Call above # these Hours.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Catalogs are FREE & updated monthly. Reply in E-Mail to bensmith@teleport.com
http://www.teleport.com/~bensmith/bscomputers.shtml Bravo Sierra Atari Store

1019. BREAK key question.

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-23 00:00:00 UTC
From: "Jack H. Lee" <102337.2577@CompuServe.COM>
Message-ID: <4gk49q$b1i$1@mhadf.production.compuserve.com>
Source record: 85786

Does anyone know why the BREAK key is activated when you type "C" and ")" in rapid succession? (Without the parenthesis, of course.) I had discovered this quirk thirteen years ago when I first got my 800, and thought my machine might have had some problem to it. However, when I got my 130XE a few years later, I noticed it had the same problem.

I came across this back in the "old days" when I used to enjoy typing in computer programs. Many times, when I had to type stuff in like "10 COPYRIGHT (C) 1983," there would be a cut-off point to the screen. Meaning, I'd end up with something looking like:

10 COPYRIGHT (C
) 1983

Of course, hitting thes said keys also would interrupt programs, unless the BREAK key was disabled. No other key combination I've tried produced the same results.

Any ideas? I've been asking this question now and again for >quite< some time now, but no one still has an answer!

1020. "Atari800" emulator works here!

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-23 00:00:00 UTC
From: xetwnk@shell.portal.com
Message-ID: <4gkpbj$8fp@jobe.shell.portal.com>
Source record: 85787

Hello, all...

I thought I'd share a progress report with the c.s.a.8 readership.

Recently you may remember seeing messages here announcing first the existence, then an update, of an Atari 800 emulator (cleverly named "atari800") for Unix and Amiga. I've been interested, myself, in these postings and this emulator, because I don't have a PC capable of running "PC Transformer," or a Macintosh capable of running "Rainbow," but DO have access to two Amigas. I also have access to several Digital Equipment Corporation (Open)VMS workstations, a fact which will become relevant shortly.

I obtained v0.2.1 of "atari800" awhile back, downloaded it first to one of the VMS systems at work, intending to eventually download it to the Amiga at home and work with it there. However, early last week my curiosity became too great to bear, and so I unpacked the emulator files on the VMS system and started poking around. I discovered that the Unix support relies on the Xwindows windowing system, and that the Amiga support uses Amiga's own facilities -- but that, to my surprise, there was ALSO PC (Super VGA) support, AND a "text-only" mode using the Unix "curses" text-terminal "screen painting" library. The documentation and source code mentioned that this "text-only" mode provided a limited form of VMS support, but that ONLY this mode was available in VMS. Unfortunately, "limited" was the key word here: in the "text-only" mode, one might run Atari BASIC, write BASIC programs, run text adventure games, etc., but could do NOTHING "graphical," i.e. nothing requiring a graphics mode more exciting than Antic Mode 2 (GRAPHICS 0 for you BASIC programmers). I was disappointed, naturally.

On the other hand, I couldn't see any GOOD REASON for limiting VMS to "text only" mode! Often, a Unix, Xwindows programmer writes a nifty application, goes to great pains to use only features that are "portable" across a wide variety of Xwindows platforms -- then seems to assume that VMS isn't one of them and that therefore there's no point in even TRYING. This is an error, however, because today's VMS workstations come equipped with "DECwindows," which is nothing more nor less than Digital's implementation of Xwindows! If a program is written "portably," as "atari800" is certainly intended to be, then with just a few small changes the Xwindows features can be supported in the VMS environment.

So, to make a long story short, that's what I did. I am pleased to announce that for the past week I have been happily running "atari800" v0.2.1 on an OpenVMS Alpha (V1.5-1H1 -- old, but serviceable) workstation, under DECwindows/Motif v1.2. (It ought to work just as well under nearly ANY version of (Open)VMS with DECwindows.) I get a nice little fully-functional Atari-800-in-a- window, just as I'd like. It took a few source-code changes here and there, but these are easily summarized if anyone is interested.

Authors, write me!

Now, as to what I've run so far... I had a few Atari programs already on hand -- waiting to be downloaded to my Atari! -- on the VMS system at work, so tried those first: first, of course, the Atari OS and BASIC cartridge "ROMs," then all the contents of the .XFD disk-images included in the PC Transformer v2.5 (XF25.ZIP) distribution, including AtariDOS 2.5 and several BASIC programs. Then John Harris' unreleased, unfinished "Bankster" binaries, Bill Kendrick's "MAKEMAZE.BAS" from a long time ago, and most recently a file copy of Pac-Man that I uploaded from home just last night! The emulator is quite flexible about all of this: you can specify at least two (maybe more; I don't HAVE that many) .XFD files to be used as D1: and D2:, can "change disks in D1:" from within the emulator, and can access individual Atari files from the external environment by specifying "drive" H1: (for "untranslated" file reading/writing) or H2: (automatic ATASCII <--> ASCII translation). It's VERY NICE. Oh, and the external directory which is to correspond to H1:, can be specified either on the command line or by defining (in VMS) a "logical name" (roughly equivalent to Unix "setenv()" symbol). I used THAT capability to load Pac-Man from a remote system's disk, across my in-house DECnet network, directly into the emulated Atari, by doing a L(oad) H1:PACMAN.EXE directly from the Atari DOS menu. :-)

I also uploaded Star Raiders, and had it NOT run. I got a lot of "unrecognized opcode" error messages on "standard output," outside the emulated Atari, upon L(oad)-ing H1:RAIDERS.EXE. To eliminate the possibility of a "bad upload," I'm going to try running that copy of Star Raiders on my "real" Atari (I didn't do this BEFORE I uploaded it), then, if it runs THERE, will try uploading it again. If it STILL doesn't work in the emulator, well, I guess I'll have something to discuss with atari800's author(s), and maybe we'll ALL learn something! (Actually, before that, I'll also download the latest update of atari800 -- if I can get the FTP site to talk to me. I tried a couple of days ago and the site just "went to sleep" for ten or fifteen minutes when I tried to 'get' the file. *Sigh*

Anyway, most things work "as described" -- that is, as described for the *Unix* (Xwindows) version! -- but I have run into a few problems so far:

- I don't seem to be able to give the emulated Atari "Escape" keypress. Pressing the "ESC" key on my keyboard causes the emulator to deliver a diagnostic message to "standard output" (outside the emulated Atari environment): "Pressed Keysym = 60." Pressing F11, which in some circumstances in VMS is mapped to an "Escape" keypress, delivers a similar diagnostic: "Pressed Keysym = ffc8." Finally, typing "ctrl-[" (right-bracket), which, in ASCII, is the *same* character as "Escape," causes the emulator to receive a "[" (right-bracket) character; apparently the physical keypress is passed to the emulator for interpretation, and the emulator declines to apply "CTRL" to "[" to get "Escape." Uhm, what does a "real" Atari do when you type "ctrl-[" ? I don't have one here at the moment to check... :-)

- I don't see F7 acting as a "BREAK" keypress, as the documentation says it "should." However, the documentation does note that this particular

feature "doesn't work under OpenWindows," so maybe it ALSO doesn't work under DECwindows. Uhm, does anybody know WHY it "doesn't work?" Maybe "BREAK" could be mapped elsewhere?

- I find it just the tiniest bit awkward to use ALT as the "Atari key," for switching back and forth between normal and inverse characters. DECwindows (and many other environments, these days) uses the Motif window manager, which intercepts certain ALT key combinations in order to raise, lower, resize, move, iconify, restore, and close windows. When I go to "lower" the Atari800 window to look at something else (for instance, the "usage" document in a text editor, for reference), I have to press and hold ALT, then type "3". This lowers the window (places it behind all others), but ALSO toggles the emulated Atari between "normal" and "inverse" video... Could any OTHER mapping be used for the "Atari key," perhaps?

- Even less serious -- have any of you actually tried to play a video game on this emulator? One joystick is available, emulated by the position of the mouse pointer relative to the center of the emulation window, and believe me, this makes playing Pac-Man VERY "different!" It can be done, but it takes a lot of getting used to... And what in the world are we going to do for SECOND, THIRD, and FOURTH joysticks, if this truly IS an "Atari 800" (note: not (yet) XL or XE) we're emulating? Hey, how does PC Transformer do it (if at all)?

Ah well.

These very SLIGHT difficulties notwithstanding, "atari800" is a mighty impressive piece of work. It is a thrill -- no, it goes beyond "thrill," it is COMPLETELY INCREDIBLE and MINDBLOWING -- to see Atari Pac-Man running on the screen of my VMS workstation! Among other things, I will no longer have to worry about "what will happen when my Atari disk drives finally give up the ghost!" Also, I will have something to do between real projects... :-)

Looking forward to grabbing the next update of atari800,

Chris Chiesa
Chris_F_Chiesa@cup.portal.com / xetwnk@shell.portal.com

1021. Re: The Undying Copyrights Issue... (LONG)

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-23 00:00:00 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <96054.104134STIRRE31@MAINE.MAINE.EDU>
Source record: 85788

I think that Escom (German clone maker) owns the rights to the C=64.
They are currently making Amiga machines. I think that their plans
were to release cheap 64s in Eastern Europe and Asia. I really don't
know if that will happen, though.
-scott tirrell
Hopefully someone will pick up the rights to the Atari 8-bit line
and we'll see some clones ;-).

1022. Re: "Atari800" emulator works here!

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-23 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <4gkqk1$svp@charm.magnus.acs.ohio-state.edu>
Source record: 85789

In article <4gkpbj$8fp@jobe.shell.portal.com>,
Chris F Chiesa <xetwnk@shell.portal.com> wrote:
> (Actually, before that,
>I'll also download the latest update of atari800 -- if I can get the FTP site
>to talk to me. I tried a couple of days ago and the site just "went to
>sleep" for ten or fifteen minutes when I tried to 'get' the file. *Sigh*

I had the same problem for two weeks on various machines around here.
Then I finally downloaded 0.3.0 successfully and put it on my Atari
web page. You might have better luck getting it from there.
http://er4www.eng.ohio-state.edu/~funkr/Atari/
(I haven't had time to look at this new version yet, though.)

> Among other things, I will no longer have
>to worry about "what will happen when my Atari disk drives finally give up
>the ghost!"

Funny, a friend of mine is having the opposite problem: trying to get
her files from an ancient PDP-11 running a variant of VMS (which
neither of us has a clue about using anyway).
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

1023. Re: The Undying Copyrights Issue... (LONG)

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-23 00:00:00 UTC
From: Archiver@comp.sys.atari.8bit
Message-ID: <312debbe.14331249@news.cris.com>
Source record: 85790

On 23 Feb 1996 14:57:57 GMT, jcompton@flood.xnet.com (Jason Compton)
wrote:

A panic ensued where everyone shut down their sites, and people
>speculated that Escom had come after them.

This makes no sense anyway. Escom would have no right to go after
these sites no more than Commodore would. They would only be able to
go after the site owners if they owned the copyrights to some of the
software there. Whether they owned the rights to the C64 or not is
irrelevant.

1024. Re: Behind Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-23 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <150576@cup.portal.com>
Source record: 85791

>
>eplicon@aol.com (Eplicon) writes:
>
>> One question: has anybody had one of the purple-helmeted "aces" turn
>> out to be an alien? I've never encountered one but someone out there
>> might...
>
>I doubt that -- as soon as the Ace comes towards your ship, a message
>appears: "It's the Ace!"

Oooh. "Aces?" Something ELSE I don't know about and have never seen!
Is an "Ace" worth more points or does his pickup grant any other special
powers?

(All of this is doubtless the problem with receiving other people's old
games, for which they have long ago lost the docs. Anybody have ROF docs
they could photocopy or otherwise paraphrase for me?)

>One thing I also noticed between "BJL" and "ROF" was that in the latter
>version, you're able to swing your ship around if the pilot isn't
>initially visible in the cockpit screeen. That is, fly away from the
>spot, turn around, and he'd be in view from a new angle. It sort of
>helped out seeing what was coming, but not always.

Hmm, yeah, I'm such a lousy pilot that I take it for granted that I'll
be able to turn around and reapproach if I miss 'em or don't land near
enough to pick 'em up. :-)

The other thing I like to do, incidentally, is occasionall ly wait until a
pilot is running toward me, then turn on the engine and incinerate 'im.
What a blast, hehehehe...

Chris Chiesa
Chris_F_Chiesa@cup.portal.com / xetwnk@shell.portal.com

1025. Re: ATARI controllers notes - updated

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-23 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <150577@cup.portal.com>
Source record: 85792

I'm still using Lynx too.

1026. Re: Atari 8bit CD-Rom..From the IBM..directory

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-23 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <150579@cup.portal.com>
Source record: 85793

John Vogel (jvogel@crl.com) writes:
>Bob Klaas (bobkla19@mail.tcd.net) wrote:
>
>: What should be on a CD-Rom as far as you the 8bit user is
>: conserened? What should be left out?..
>
>Include the freeware Gauntlet game (Donald Lebeau's) :)

Wow, funny you should mention that. I just got it last night from a buddy of mine who downloaded it from CSS "Computer World Jr." BBS recently. It's cute.

Trouble was, I had a bad sector on the disk I downloaded it onto, and part of the intro text was garbled. Had to phone up my buddy and get him to read me the hex codes of that one sector's worth, and patch the disk back into working order. Sheesh... the things I'll do for a videogame fix. Good thing I'm ABLE to do it. :-)

Just thought it was interesting. Feel free to ignore this post.

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

1027. Re: The Undying Copyrights Issue... (LONG)

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-23 00:00:00 UTC
From: omf@rightfax.com
Message-ID: <4gktu2$f91@client1.news.psi.net>
Source record: 85794

In message <4gkb94$27m@news.tcd.net> - BobKlaas <bobkla19@mail.tcd.net> writes:

>
>The last information I have which may have been changed states...

[Details on how copyrights work deleted]

I don't think we need to discuss how copyright law works.
That is well established and not in question. The real
question is whether or not we feel that abiding by copyright law
which is protecting software no longer in distribution is
more important to us than being able to actually use that
software and improving the resources of our community.

>Many copyright owners have either invested many hours or as in my
>case thousands of dollars in obtaining copyrights. Copyrights
>are to protect the owners investment either in time or dollars
>expended to obtain those rights. If our works are placed on the
>Internet without compensation then who is going to pay the
>Programers, Engineers,ect to keep on producing products?

No one is receiving compensation for most of the 8bit software
that is sitting unused due to these copyright issues. No one
is likely to receive any compensation if the situation remains
unchanged. I think that by making this software available, we
are helping many and hurting no one.

I am a programmer also, and live off of my compensation for
programming. I think copyrights are important and necessary,
but they are often taken too far. I don't think Atari still
relies on compensation for the 8bit version of Defender for
its financial well being, and they're fools if they do.

One important point to make here is that we're talking about
making *specific binaries* available to people. We're not
talking about generally disregarding the intellectual
property of the copyright owners. More specifically, if
there is any 'compensation' to be made from these
wonderful old programs, it is in NEW versions or REVISIONS
of the software, either for the 8bit or other platforms.
The copyright owners are not being deprived of this
possibility by our actions, and we are not saying that anyone
else has the right to create such new versions or revisions
without compensation to said owners. If anything, making
the old programs available can only help regenerate interest
in them and in new versions.

I'm really surprised that this is such a big issue.
It seems to me that in the case of defunct software such as
we're talking about, we all (authors included) can
only GAIN from its redistribution.

Oscar

1028. XFD images

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-23 00:00:00 UTC
From: omf@rightfax.com
Message-ID: <4gkugb$f91@client1.news.psi.net>
Source record: 85795

>PLEASE post on this newsgroup or directly ask those guys if they could release
>the copyrights or turn the games into XFD images by themselves.

Although companies MAY be generous enough to release the
copyrights to the Atari 8bit versions of these games (highly
doubtful, actually) - I think it would be difficult to do
so without generally releasing the copyright altogether.
In other words, they would make the software public domain,
and anyone could write Ballblazer for the PC or the Mac.
I wouldn't hold my breath...

Oscar

1029. Re: The Undying Copyrights Issue... (LONG)

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-23 00:00:00 UTC
From: followel@cris.com
Message-ID: <312e056f.20909438@news.cris.com>
Source record: 85796

On 23 Feb 1996 07:49:13 GMT, oscar@primenet.com (Oscar Fowler) wrote:

>
>That's what I'm counting on, too... I think we could see a lot
>of interesting stuff from European users, but I'm not sure if they
>get the ALT groups.
>
I just noticed the first posts on the
alt.binaries.warez.atari8bit newsgroup! Check it out. Add more!

Sincerely,
- Byron Followell
followel@cris.com

1030. Re: Were these ever released for the a-8bit?

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-23 00:00:00 UTC
From: slackey@slackey-sun.lightstream.com
Message-ID: <SLACKEY.96Feb23135326@slackey-sun.lightstream.com>
Source record: 85797

In article <4ggb2e$ksv@cletus.bright.net> tomhunt@bright.net (Tom Hunt) writes:

>I'm not sure if Fooblisky used an interpreter, or if it used a special
>custom type of program.

I'm pretty sure Fooblitsky does not use the text adventure
interpreter. It is an entirely different kind of game. It is more
like a computerized board game where you move your token around the
gameboard. Maybe a little like _Clue_ where you gather information
about which items are the "chosen" ones. As I recall the display is
colorful and interesting-looking.

I have a copy for sale, if anyone's interested. I am asking $20.

-Stan

1031. Re: "Atari800" emulator works here!

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-23 00:00:00 UTC
From: nlshipp@dictator.uwaterloo.ca
Message-ID: <Dn8tMt.17r@novice.uwaterloo.ca>
Source record: 85798

In article <4gkqk1$svp@charm.magnus.acs.ohio-state.edu>,
Rob Funk <rfunk@magnus.acs.ohio-state.edu> wrote:
>In article <4gkpbj$8fp@jobe.shell.portal.com>,
>Chris F Chiesa <xetwnk@shell.portal.com> wrote:
>> (Actually, before that,
>>I'll also download the latest update of atari800 -- if I can get the FTP site
>>to talk to me. I tried a couple of days ago and the site just "went to
>>sleep" for ten or fifteen minutes when I tried to 'get' the file. *Sigh*
>
>I had the same problem for two weeks on various machines around here.
>Then I finally downloaded 0.3.0 successfully and put it on my Atari
>web page. You might have better luck getting it from there.
> http://er4www.eng.ohio-state.edu/~funkr/Atari/
>(I haven't had time to look at this new version yet, though.)

I also had this problem with downloading from ftp.demon.co.uk. I tried
every half hour for two days to download it and no success.
I found the best way was to use netscape and set the ftp proxy to
rs501.th.physik.uni-frankfurt.de port 8080. This way the request gets
routed through Germany and then to England. I ftp'ed it in under 2 minutes
this way.

--
Neil Shipp -- nlshipp@dictator.uwaterloo.ca
"Have you ever had a dream about dwarves? I've never dreamed about dwarves!"
- Tito the dwarf from the dream sequence in Living in Oblivion

1032. Re: Can anyone ID these games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-23 00:00:00 UTC
From: "Jack H. Lee" <102337.2577@CompuServe.COM>
Message-ID: <4glaupqln1@mhafn.production.compuserve.com>
Source record: 85799

The real "Jawbreaker" is the one that has the Pac Man-like maze. There's a very interesting story concerning that in Steven Levy's "Hackers." John Harris originally was intending to do the best Pac Man game there was for the Atari computer, but was forced to make changes due to copyright problems (and Atari giving him and Sierra a hard time about; Atari had just bought the home rights for it).

Anyway, Sierra clumsily tried to cash-in on the success of "Jawbreaker" and made the sequel without Harris. It was absolutely terrible, IMHO. Big, clunky graphics, but absolutely a big retread without much variation over the original.

1033. Re: HELP: Need 800/800XL Roms for Rainbow (Mac Emulator)

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-23 00:00:00 UTC
From: eeun@hookup.net
Message-ID: <eeun-2302961734440001@eeun.tor.hookup.net>
Source record: 85800

In article <4fqr85$31l@daily-planet.execpc.com>, Jack Szwergold
<jackgold@execpc.com> wrote:

> Hi,
>
> I just downloaded Rainbow, a Mac Atari 800/800XL emulator, and
> read that I need the 800/800XL ROMS to actually run the
> emulator. <clip>
> Could someone point me to an FTP or WWW site that would have
> these ROM files? Or could someone PLEASE e-mail me a copy?
> Thanks in advance...
>
> Jack
> jackgold@execpc.com

Check out the Umich Atari archive:

http://www.umich.edu/~archive/atari/8bit/Xf2/xf25.zip

This file is an 8-bit emulator for the 1040ST, but it has the 8-bit ROM
images in the archive for both the 400/800 and the XLs.

1034. Re: "Atari800" emulator works here!

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-23 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <Dn8z7K.33@iglou.com>
Source record: 85801

In article <4gkpbj$8fp@jobe.shell.portal.com>,
Chris F Chiesa <xetwnk@shell.portal.com> wrote:
> similar diagnostic: "Pressed Keysym = ffc8." Finally, typing "ctrl-["
> (right-bracket), which, in ASCII, is the *same* character as "Escape,"
> causes the emulator to receive a "[" (right-bracket) character; appar-
> ently the physical keypress is passed to the emulator for interpreta-
> tion, and the emulator declines to apply "CTRL" to "[" to get "Escape."
> Uhm, what does a "real" Atari do when you type "ctrl-[" ? I don't have
> one here at the moment to check... :-)
>
Remember that on a real Atari keyboard the [ ] characters are shift-, and
shift-. . Ctrl-[(ctrl-,) returns an ascii code of 0 (Atascii heart),
which is not the same as ESC. The ESC key is standard ascii 27. (Those
are the numbers you get from OPEN #1,4,0,"K:":GET #1,A).

--
'Family values is a code phrase meaning "supression of minority
lifestyles" just as, say, "law and order" means "pro racial
discrimination".'

1035. Re: The Undying Copyrights Issue... (LONG)

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-23 00:00:00 UTC
From: mstclair@iglou2.iglou.com
Message-ID: <Dn90zK.8Cr@iglou.com>
Source record: 85802

omf@rightfax.com (Oscar Fowler) writes:

>In message <4gkb94$27m@news.tcd.net> - BobKlaas <bobkla19@mail.tcd.net> writes:

>>
>>The last information I have which may have been changed states...

>[Details on how copyrights work deleted]

>I don't think we need to discuss how copyright law works.
>That is well established and not in question. The real
>question is whether or not we feel that abiding by copyright law
>which is protecting software no longer in distribution is
>more important to us than being able to actually use that
>software and improving the resources of our community.

Agreed. I do lots of things that are illegal. Who here has never driven over the speed limit, had a beer underage, smoked a joint in college, etc? Sometimes law and personal ethics are in conflict. I stick with my personal ethics when that happens. Don't most of us?

>>Many copyright owners have either invested many hours or as in my
>>case thousands of dollars in obtaining copyrights. Copyrights
>>are to protect the owners investment either in time or dollars
>>expended to obtain those rights. If our works are placed on the
>>Internet without compensation then who is going to pay the
>>Programers, Engineers,ect to keep on producing products?

>No one is receiving compensation for most of the 8bit software
>that is sitting unused due to these copyright issues. No one
>is likely to receive any compensation if the situation remains
>unchanged. I think that by making this software available, we
>are helping many and hurting no one.

>I am a programmer also, and live off of my compensation for
>programming. I think copyrights are important and necessary,
>but they are often taken too far. I don't think Atari still
>relies on compensation for the 8bit version of Defender for
>its financial well being, and they're fools if they do.

I agree wholeheartedly. I develop applications for a living also. If one of my current projects gets published, and demand dries up for it ten years from now, I would much rather enthusiasts "bootleg" it and keep it alive, than for it to disappear because legitimate copies cannot be located.

>One important point to make here is that we're talking about
>making *specific binaries* available to people. We're not
>talking about generally disregarding the intellectual
>property of the copyright owners. More specifically, if
>there is any 'compensation' to be made from these
>wonderful old programs, it is in NEW versions or REVISIONS
>of the software, either for the 8bit or other platforms.
>The copyright owners are not being deprived of this
>possibility by our actions, and we are not saying that anyone
>else has the right to create such new versions or revisions
>without compensation to said owners. If anything, making
>the old programs available can only help regenerate interest
>in them and in new versions.

Some cool businesses like Smith Engineering (trademark and copyright holder on all Vectrex wares) release them to be freely distributed for non-profit use. Some 8-bit developers who have recovered copyright from their scumbag publishers have stated that they don't really care if anyone bootlegs their 8-bit games today - as long as they don't try to claim the game is public domain or otherwise infringe on the trademark and copyright.

As for any distributers who are holding legit copies of old games - I'm sorry, but it is not *your* intellectual property, and there is no guarantee of continued merchantability of obsolete software.

I'll be waiting for the flames....

--
Mike St. Clairmstclair@iglou.com***irc:SaintMick***

1036. Re: XFD images

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-23 00:00:00 UTC
From: mstclair@iglou2.iglou.com
Message-ID: <Dn91EF.A62@iglou.com>
Source record: 85803

omf@rightfax.com (Oscar Fowler) writes:

>Although companies MAY be generous enough to release the
>copyrights to the Atari 8bit versions of these games (highly
>doubtful, actually) - I think it would be difficult to do
>so without generally releasing the copyright altogether.
>In other words, they would make the software public domain,
>and anyone could write Ballblazer for the PC or the Mac.
>I wouldn't hold my breath...

Smith Engineering has released the rights to *anyone* who wishes to
duplicate any old Vectrex games, if it is *not for profit*.

That does not mean that anybody can write Minestorm 2000 and publish it
for $50 bucks.

I haven't seen their legal statement, but if I held copyright in
"Beneath Craggi Lines", why couldn't issue a legal notice stating
something like: 'I, Mike St. Clair, release to the generall public the
right to freely distribute the Atari 800 and Commodore 64 versions of my
property "Beneath Craggi Lines", as long as the distribution is not for
personal profit. "Beneath Craggi Lines" remains my trademark, and the
visual, auditory, and gameplay elements of "Beneath Craggi Lines"
remain copyrighted, with all other game content.' ?

Obviously the language here is more for the layman, and not true legalese.

--
Mike St. Clairmstclair@iglou.com***irc:SaintMick***

1037. Re: The Undying Copyrights Issue...

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-23 00:00:00 UTC
From: Mark.Androvich@SEN.CA.GOV
Message-ID: <1996Feb23.120124.153@sinet.sen.ca.gov>
Source record: 85804

In article <bwillard.167.002486FA@mindspring.com>, bwillard@mindspring.com (Bruce Willard) writes:
> In article <4gkb94$27m@news.tcd.net> BobKlaas <bobkla19@mail.tcd.net> writes:
>>From: BobKlaas <bobkla19@mail.tcd.net>
>>Subject: Re: The Undying Copyrights Issue... (LONG)
>>Date: 23 Feb 1996 12:17:40 GMT
>
>>The last information I have which may have been changed states
>>that a work that is created on or after January 1, 1978 is
>>automatically protected from the moment of its creation, and is
>>ordinarily given a term enduring the author's life, plus an
>>additional 50 years after the author's death. In the case of a
>>"joint work prepared by two or more authors who did not work for
>>hire", the term last for 50 years after the last surviving
>>author's death. For works made for hire, and for anonymous and
>>pseudonymous works (unless author's identity is revealed in
>>Copyright Office records), the duration of a copyright will be 75
>>years from publication or 100years from creation, whichever is
>>shorter.
>
>>Many copyright owners have either invested many hours or as in my
>>case thousands of dollars in obtaining copyrights. Copyrights
>>are to protect the owners investment either in time or dollars
>>expended to obtain those rights. If our works are placed on the
>>Internet without compensation then who is going to pay the
>>Programers, Engineers,ect to keep on producing products?
>
>>Suposidly the software developers left the Atari market totaly
>>due to what they said at the time, more copies of their product
>>were pirated by the Atari 8bit user makeing it a loosing market,
>>when a Company can not generate cash from a market they can not
>>pay their help, no pay no work..same thing no pay no new products
>>not only in this area but any area..No one buys TV's how many new
>>TV products are going to be produced?
>
> I don't think at this point there is a question of how copyright law works. I
> believe what everyone is saying is that at this late point in time, if these
> programs are not archived, some of them may be lost forever. Also, there is no
> intent to deprive the programmer of his investment, as it is highly unlikely
> he would profit at this point from the sale of the program. He received
> whatever compensation he was going to after his software was released. The
> fact that he is no longer receiving compensation is that he, or his company,
> is no longer distributing the software.
>

> I think the archive is a good idea, with the provision that an author, or
> agent of the author, has the right to have his products removed from the
> archive on request.
>
> Bruce Willard bwillard@mindspring.com

Excuse me, but isnt there another answer we havent considered?

Copyright laws dont come out of thin air. They were created by us, through our elected representatives. We have the power to change them. Why not create some sort of new law which would place computer programs into the public domain if certain factors exist?

* The computer for which the software was created is no longer being manufactured and has not been manufactured for the past (10?) years.

* The company owning the copyrights on the software in question is no longer in business and the owner of the copyrights cannot be located after a diligent search.

* No objection is made by the copyright owner within a reasonable period of time once the software has been placed into the public domain under the provisions of this section.

* The software which loses copyright protection is made available to the public, rather than being sold for a profit (However, companies might need an incentive to copy and distribute software so maybe we do not want to restruct profits).

Obviously, this proposal would need to be more carefully tailored but thats what the legislative process is for. The computer software industry would have the opportunity to consider and respond to our ideas. Who knows? Maybe a concensus could be reached?

Given the option of changing the law after a lot of hard work or going ahead and violating copyright since we are unlikely to be prosecuted, Im sure most people will choose the latter route. But perhaps we shouldnt rule out contacting our Congressional representatives...

Mark Androvich

1038. Re: "Atari800" emulator works here!

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-23 00:00:00 UTC
From: David Firth <david@signus.demon.co.uk>
Message-ID: <1996Feb23.213409.415@signus.demon.co.uk>
Source record: 85805

Chris F Chiesa (xetwnk@shell.portal.com) wrote:

: ties -- but that, to my surprise, there was ALSO PC (Super VGA) support, AND

It should be noted that the PC version requires a PC Un*x.

: I also uploaded Star Raiders, and had it NOT run. I got a lot of
: "unrecognized opcode" error messages on "standard output," outside the
: emulated Atari, upon L(oad)-ing H1:RAIDERS.EXE. To eliminate the possibility

There was an error in earlier versions of the H: device which has now
been fixed. Star Raiders could still be run from an XFD file or as a
ROM image.

: I'll also download the latest update of atari800 -- if I can get the FTP site
: to talk to me. I tried a couple of days ago and the site just "went to
: sleep" for ten or fifteen minutes when I tried to 'get' the file. *Sigh*

Sadly this is not under my control - I just upload the file to my ISP.

: feature "doesn't work under OpenWindows," so maybe it ALSO doesn't work
: under DECwindows. Uhm, does anybody know WHY it "doesn't work?" Maybe
: "BREAK" could be mapped elsewhere?

It doesn't work because some window managers reserve some function keys
for there own purpose.

: between "normal" and "inverse" video... Could any OTHER mapping be
: used for the "Atari key," perhaps?

The CAPSLOCK key seems to cause problems on some systems as well - I
just wish I had these systems here ;-)

: game on this emulator? One joystick is available, emulated by the
: position of the mouse pointer relative to the center of the emulation
: window, and believe me, this makes playing Pac-Man VERY "different!"

Horrible isn't it! It was an experiment because most unix users don't
have access to a joystick but do have access to a mouse. It works
quite well with a few programs like Star Raiders, but for most you're
better off using the numeric keypad or cursor keys.

: if this truly IS an "Atari 800" (note: not (yet) XL or XE) we're emu-

Support for the XL was added in version 0.1.6 and the XE with 128K
was added in version 0.3.0

HTH
--

David Firth <david@signus.demon.co.uk>
--
David Firth <david@signus.demon.co.uk>

1039. Re: For Sale: Atari 800 *accessories*...

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-24 00:00:00 UTC
From: Michael Graves <mcg@grove.net>
Message-ID: <4gloo5$n7n@news2.his.com>
Source record: 85564

What kind of Cartiges to you have?
Ke4est

1040. Re: Behind Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-24 00:00:00 UTC
From: followel@cris.com
Message-ID: <312f1e9f.2991444@news.cris.com>
Source record: 85565

On 19 Feb 1996 09:40:03 -0800, Chris_F_Chiesa@cup.portal.com wrote:

>Hmm. I've been HEARING and READING about the aliens-that-jump-through-(or-
>onto)-your-windshield in Resdcue-on-Fractalus-aka-Behind-Jaggi-Lines, for
>YEARS now. I'e also been PLAYING R-O-F for years now. I've played levels
>that lasted so long that planet Fractalus' sun has set and risen again (those
>9-minute days, eh). I've rescued dozens of pilots. But I've NEVER SEEN AN
>ALIEN JUMP ON MY WINDSHIELD! What do I have to do to see one? About the only
>thing I HAVEN'T done, is worked up to a level above about Level 8 or 9. Does
>it only happen at higher levels?
>
>Waaaaaahhhhh! I wanna see an ALIEN! ....
>
>Chris
> Chris_F_Chiesa@cup.portal.com

Chris,

If I remember correctly, it seems they would only come in and
take over your pilots abandoned ships. If you were one of the type
that efficiently blows up every piolts ship after a rescue, you'll
never see one. I'm not sure if this will even happen on the earlier
levels at all though. It's been looooonnnnggggg time. Anyone else
remember? Does this sound right?

Sincerely,
- Byron Followell
followel@cris.com

1041. Easy replacement for 800XL PS?

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-24 00:00:00 UTC
From: ebrunne@orion.it.luc.edu
Message-ID: <4gn6sh$cj2@artemis.it.luc.edu>
Source record: 85566

I got an 800xl today sans power supply. I know that it has different requirements than my 800, and the plug looks real funky too. Does anyone know of an easy replacement/substitute? Is anyone selling these?

TIA

Ted B

1042. Re: The Undying Copyrights Issue...

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-24 00:00:00 UTC
From: oscar@primenet.com
Message-ID: <4gmbbj$8s3@client1.news.psi.net>
Source record: 85567

In message <1996Feb23.120124.153@sinet.sen.ca.gov> - Mark.Androvich@SEN.CA.GOV
writes:
>Excuse me, but isnt there another answer we havent considered?
..
>Why not
>create some sort of new law which would place computer programs into the
>public domain if certain factors exist?

A good suggestion, and something I hadn't even considered.
I'll definitely ask a couple of lawyer friends of mine what
it takes to get new legislation going. However, even if
we were to be successful, personally, I'm not willing to wait
another 10 years before doing all this becomes legal...

>* The computer for which the software was created is no longer being
>manufactured and has not been manufactured for the past (10?) years.

I don't think it's been 10 years since the 8bit stopped being manufactured.
I'm pretty sure there were XE's being made up until the early 1990's -
anyone know for sure?

>* The company owning the copyrights on the software in question is no
>longer in business and the owner of the copyrights cannot be located after
>a diligent search.

What constitutes a 'diligent search'? I'm sure we could find the
copyright owners to pretty much every piece of software out there
if we tried hard enough. It's not like these people are in hiding.

>* No objection is made by the copyright owner within a reasonable period
>of time once the software has been placed into the public domain under the
>provisions of this section.

I suspect once you tell the copyright owner that you want to place
his/her software in the public domain, suddenly they will have renewed
interest in it and refuse to let you do it. Obviously this wouldn't be
true in ALL cases, but you'd be surprised. For example: remember what
a hard time Darek Mihocka had getting the rights to use the Atari OS
ROM code for the ST version of his XFormer? What possible use would
Atari have for it? Where they making any money off of that code anymore?
Where they afraid Darek would become filthy rich? There didn't seem
to be any logical reason for their refusal. It seemed that XFormer
was something the entire Atari community wanted and it would not hurt
a fly. Despite all this, Atari refused for quite a long time.

>* The software which loses copyright protection is made available to the
>public, rather than being sold for a profit (However, companies might need

>an incentive to copy and distribute software so maybe we do not want to
>restruct profits).

Once someone starts making money *directly* off of your product, then I think
you deserve some compensation.

At any rate, it's a good suggestion, though a great deal of work would
be involved, and frankly, I don't think it would ever pass. The general
trend is for copyright laws to become more restrictive, not less so.

Oscar

1043. Re: XFD images

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-24 00:00:00 UTC
From: oscar@primenet.com
Message-ID: <4gmbvf$8s3@client1.news.psi.net>
Source record: 85568

In message <Dn91EF.A62@iglou.com> - mstclair@iglou2.iglou.com (Mike St. Clair) writes:
>Smith Engineering has released the rights to *anyone* who wishes to
>duplicate any old Vectrex games, if it is *not for profit*.

That's very encouraging. I wish other companies would have
the decency to do likewise.

>I haven't seen their legal statement, but if I held copyright in
>"Beneath Craggi Lines", why couldn't issue a legal notice stating
>something like: 'I, Mike St. Clair, release to the generall public the
>right to freely distribute the Atari 800 and Commodore 64 versions of my
>property "Beneath Craggi Lines", as long as the distribution is not for
>personal profit. "Beneath Craggi Lines" remains my trademark, and the
>visual, auditory, and gameplay elements of "Beneath Craggi Lines"
>remain copyrighted, with all other game content.' ?

Maybe you can, I don't know. The only reason I said it might be
difficult was that it seemed to be a good explanation for why we haven't
seen this already with many classic titles.

Oscar
(Devil's Advocate)

1044. Re: The Undying Copyrights Issue... (LONG)

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-24 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <4gmfb2$7bi@charm.magnus.acs.ohio-state.edu>
Source record: 85569

In article <312e056f.20909438@news.cris.com>,
Byron Followell <followel@cris.com> wrote:
> I just noticed the first posts on the
>alt.binaries.warez.atari8bit newsgroup! Check it out. Add more!

Aside from the copyright issues (I'm not going to touch that)... I thought you wanted to archive this stuff. A newsgroup (especially an alt newsgroup) is the worst medium for archival. Newsgroup posts expire, and alt newsgroups have horrible propagation (i.e. many sites don't get alt, alt.binaries, or alt.binaries.warez newsgroups). If you're going to do it, do it right and set up an ftp site.

If you're using a newsgroup as the medium, you can't logically use archival as justification.
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

1045. Re: HELP: Need 800/800XL Roms for Rainbow (Mac Emulator)

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-24 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <4gmfu5$7d7@charm.magnus.acs.ohio-state.edu>
Source record: 85570

In article <eeun-2302961734440001@eeun.tor.hookup.net>,
Ian Raymond <eeun@hookup.net> wrote:
>http://www.umich.edu/~archive/atari/8bit/Xf2/xf25.zip
>
> This file is an 8-bit emulator for the 1040ST, but it has the 8-bit ROM
>images in the archive for both the 400/800 and the XLs.

Actually xf25 runs in MS-DOS, not the ST, but the point about the ROM
images stands.
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

1046. Re: Atari, JTS Corp. Merger

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-24 00:00:00 UTC
From: jcompton@flood.xnet.com
Message-ID: <4gmk54$f2v@flood.xnet.com>
Source record: 85571

uglmiller@cc.memphis.edu wrote:

: Actually, it said the Atari stock-holders would own JTS, but the merged
: ompany would be named JTS... odd....

Well, I remember it being something involving "60% Atari shareholders"
but if that were the case, why would JTS' management run the new
company? Surely, 60% of the voting stock would be able to keep their own
people in place. Unless they're giving Atari shareholders preferred
stock in the new company but saving the voting rights for JTS.

The fact that Atari didn't seem to bother replacing its CEO (the CFO made
all of the statements for Atari) may suggest that Atari unfortunately
isn't going to be of much importance. Which is really a shame. Hell,
I'd take the job. :)

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine (708) 741-0689 FAX
You know you're on the way out... it's just a matter of time.
AR on Aminet - docs/mags/ar???.lha AR Mailing list - Mail me
WWW - http://www.omnipresence.com/Amiga/News/AR, www.cucug.org/ar/ar.html

1047. Re: Castle Wolfenstein

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-24 00:00:00 UTC
From: jcompton@flood.xnet.com
Message-ID: <4gmk9f$f2v@flood.xnet.com>
Source record: 85572

JTKIRK@urp.edu.pe wrote:
: Hmmm... id Software released its C source code for Castle Wolfenstein 3D.
: Is anyone interested in adapting this code for the ATARI 8-bit?

: BTW, how is id related to MUSE Software? Or are they simply using the name
: Castle Wolfenstein under express permission of the authors of the original
: game?

I don't think they bothered at all. As I remember, the title of id's
game is "Wolfenstein 3D", not to mention the fact that I don't think MUSE
still exists and it probably wouldn't be worth Silas Warner's time to
take them to court.

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine (708) 741-0689 FAX
You know you're on the way out... it's just a matter of time.
AR on Aminet - docs/mags/ar???.lha AR Mailing list - Mail me
WWW - http://www.omnipresence.com/Amiga/News/AR, www.cucug.org/ar/ar.html

1048. Re: The Undying Copyrights Issue... (LONG)

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-24 00:00:00 UTC
From: jcompton@flood.xnet.com
Message-ID: <4gmke7$f2v@flood.xnet.com>
Source record: 85573

8 bit Archiver ! (Archiver@comp.sys.atari.8bit) wrote:
: On 23 Feb 1996 14:57:57 GMT, jcompton@flood.xnet.com (Jason Compton)
: wrote:

: A panic ensued where everyone shut down their sites, and people
: >speculated that Escom had come after them.

: This makes no sense anyway. Escom would have no right to go after
: these sites no more than Commodore would. They would only be able to
: go after the site owners if they owned the copyrights to some of the
: software there. Whether they owned the rights to the C64 or not is
: irrelevant.

An excellent point, and one I'd forgotten about at that! Commodore DID
own the rights to a number of early 80s titles (they had a rather strict
policy on third party publishing. For a time, virtually all C-64
publishing had to go through them, which is why you can still find
Infocom games published by Commodore in the 64 version.)

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine (708) 741-0689 FAX
You know you're on the way out... it's just a matter of time.
AR on Aminet - docs/mags/ar???.lha AR Mailing list - Mail me
WWW - http://www.omnipresence.com/Amiga/News/AR, www.cucug.org/ar/ar.html

1049. Re: XFD images

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-24 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.170.0027C895@mindspring.com>
Source record: 85574

In article <312f18ed.1533708@news.cris.com> followel@cris.com (Byron Followell) writes:
>From: followel@cris.com (Byron Followell)
>Subject: Re: XFD images
>Date: Sat, 24 Feb 1996 13:57:40 GMT

> You can't. When you release something into the public domain,
>it's released and you have no rights to it whatsoever, so, you can
>place no stipulations on what is or is not done with it. Anyone could
>then publish it and sell it or do anything they wanted to with it.

If I'm not mistaken, software can be released as freeware (not PD) and the
copyright owner still retains all rights to it, specifically restrictions as
to selling it for profit and modifications to the original program.

Bruce Willard bwillard@mindspring.com

1050. Re: "Atari800" emulator works here!

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-24 00:00:00 UTC
From: Christopher Brett Strong <strong@cadesm94.eng.utah.edu>
Message-ID: <Pine.SOL.3.91.960224010015.13990C-100000@cadesm94.eng.utah.edu>
Source record: 85575

> I had the same problem for two weeks on various machines around here.
> Then I finally downloaded 0.3.0 successfully and put it on my Atari
> web page. You might have better luck getting it from there.
> http://er4www.eng.ohio-state.edu/~funkr/Atari/
> (I haven't had time to look at this new version yet, though.)

I have been running it on Sun SPARC 5 and 10's, as well as a SPARCcluster
150 and my Linux box at home.

> Funny, a friend of mine is having the opposite problem: trying to get
> her files from an ancient PDP-11 running a variant of VMS (which
> neither of us has a clue about using anyway).

Yikes! And I thought I had the only pdp11 that had not been turned into
a soda can (pdp11/60)

1051. Re: Behind Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-24 00:00:00 UTC
From: smrgoodw@reading.ac.uk
Message-ID: <4gmvhk$sl6@susscsc1.rdg.ac.uk>
Source record: 85576

In article 6l8@News.Dal.Ca, d_pike@Husky1.StMarys.CA (Randy Gray) writes:
>Whats the big deal with this "ace" business? I don't have the instructions to
>the game and would like to hear about its significance.
> Also, is there any difference in the levels of play other than having to save
>more pilots and having more ememy harrassment?
> randy.

Some pilots have purple helmets which the game promptly informs you that
"IT'S THE ACE!" which means you get more score and more energy from a
successful rescue of the pilot.

The only differences in later levels (I know of) are the odd alien yob
punching your windshield and nighttime.

- Joel

1052. Can XF551 read/write double density?

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-24 00:00:00 UTC
From: ach@informatik.uni-kiel.de
Message-ID: <4gn5aq$hjp@gutemine.informatik.uni-kiel.de>
Source record: 85577

Since my Rana 1000 disk drive died away some time ago, I was looking
for a used drive that can read my collection of DD disks. Now someone
offered an Atari XF551 to me, but he was not sure if it could really
read/write DD (i.e. 256 bytes/Sector). Can the XF551 do that or can it
only read/write ED (128 bytes/Sector, but more sectors/track)?

Achim
--
Achim Held, Stephan-Heinzel-Str. 7, D-24103 Kiel, Germany, +49 431 978951
URL: http://www.informatik.uni-kiel.de/~ach
"Das ist eine unsichtbare Schildkroete, falls Du's noch nicht gesehen
hast!" --- Wumme, der Strassensamurai, und die Magie ...

1053. Re: XFD images

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-24 00:00:00 UTC
From: followel@cris.com
Message-ID: <312f18ed.1533708@news.cris.com>
Source record: 85578

On 24 Feb 1996 06:41:51 GMT, oscar@primenet.com (Oscar Fowler) wrote:

>>I haven't seen their legal statement, but if I held copyright in
>>"Beneath Craggi Lines", why couldn't issue a legal notice stating
>>something like: 'I, Mike St. Clair, release to the generall public the
>>right to freely distribute the Atari 800 and Commodore 64 versions of my
>>property "Beneath Craggi Lines", as long as the distribution is not for
>>personal profit. "Beneath Craggi Lines" remains my trademark, and the
>>visual, auditory, and gameplay elements of "Beneath Craggi Lines"
>>remain copyrighted, with all other game content.' ?
>
>Maybe you can, I don't know. The only reason I said it might be
>difficult was that it seemed to be a good explanation for why we haven't
>seen this already with many classic titles.
>

You can't. When you release something into the public domain,
it's released and you have no rights to it whatsoever, so, you can
place no stipulations on what is or is not done with it. Anyone could
then publish it and sell it or do anything they wanted to with it.

Sincerely,
- Byron Followell
followel@cris.com

1054. Re: The Undying Copyrights Issue... (LONG)

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-24 00:00:00 UTC
From: followel@cris.com
Message-ID: <312f19b1.1729301@news.cris.com>
Source record: 85579

On 24 Feb 1996 07:39:14 GMT, rfunk@magnus.acs.ohio-state.edu (Rob Funk) wrote:

>Aside from the copyright issues (I'm not going to touch that)... I
>thought you wanted to archive this stuff. A newsgroup (especially an
>alt newsgroup) is the worst medium for archival. Newsgroup posts
>expire, and alt newsgroups have horrible propagation (i.e. many sites
>don't get alt, alt.binaries, or alt.binaries.warez newsgroups). If
>you're going to do it, do it right and set up an ftp site.
>

I don't have ftp space and I didn't make the post. I'm just glad someone took the first step. Maybe if people will add mote, someone will see that it is a worthwhile endeavor and start up an ftp site.
We can only hope :-)

Sincerely,
- Byron Followell
followel@cris.com

1055. Re: Behind Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-24 00:00:00 UTC
From: followel@cris.com
Message-ID: <312f20a4.3509119@news.cris.com>
Source record: 85580

On Sat, 17 Feb 96 10:32:03 GMT, ads@csl.com wrote:

>Well a few years ago I bought a second-hand 800XL and I have my old floppy
>drives but I don't know how transfer bootable floppies to xf2 and secondly,
>for some insane reason at the end of my time developing on the Atari I started
>using DOS3 but I've lost my DOS3 system disks so I have a bunch of unreadable
>source code disks! I just sort of wanted to reread the source code to those
>games to see if the code was finger lickin' good or arse wiping bad - so to
>speak!

Adam,

I can't help you on the DOS 3 issue, but, it's fairly easy to
copy any non-copy protected disk to an *.xfd file for use with an
emulator.

First, compress the disk into a file with something like DCM.
Second, upload it to your pc with a modem or null modem cable.
Third, using xformer, and running DCM, uncompress the DCM
image back onto a blank disk image.

TADA! Instant bootable disk image. I hope this helps a little.

Sincerely,
- Byron Followell
followel@cris.com

1056. Re: The Undying Copyrights Issue... (LONG)

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-24 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <4gn0vu$6ql@blackice.winternet.com>
Source record: 85581

> Nathan Page <nmp20@hermes.cam.ac.uk> writes:
> On 22 Feb 1996, Oscar Fowler wrote:

> > >because of the a company that is planning to revamp and sell a new
> > >version of the C-64.
(SNIP)
> I believe that the company in question is "Escom", an IBM PC
> manufacturer until it bought the rights to all the Commodore
> machines

Ah, I don't thing it's "Escom". That is a IBM Trademark meaning
"Enterprise Server I/O Connection". It's a Mainframe Fiber Optic I/O
Interface that operates at 20 MegBytes/Sec and from 3KM to 67KM in
length.

Rich Mier

1057. Re: Can XF551 read/write double density?

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-24 00:00:00 UTC
From: followel@cris.com
Message-ID: <312f3646.9047871@news.cris.com>
Source record: 85582

On 24 Feb 1996 13:54:34 GMT, ach@informatik.uni-kiel.de (Achim Held)
wrote:

>Since my Rana 1000 disk drive died away some time ago, I was looking
>for a used drive that can read my collection of DD disks. Now someone
>offered an Atari XF551 to me, but he was not sure if it could really
>read/write DD (i.e. 256 bytes/Sector). Can the XF551 do that or can it
>only read/write ED (128 bytes/Sector, but more sectors/track)?
>
>Achim
>--
>Achim Held, Stephan-Heinzel-Str. 7, D-24103 Kiel, Germany, +49 431 978951
>URL: http://www.informatik.uni-kiel.de/~ach
> "Das ist eine unsichtbare Schildkroete, falls Du's noch nicht gesehen
> hast!" --- Wumme, der Strassensamurai, und die Magie ...

Yes, it can. It does the Rana one better. The XF551 is a DS/DD drive.

Sincerely,
- Byron Followell
followel@cris.com

1058. Re: Castle Wolfenstein

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-24 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <4gni89$312@crl10.crl.com>
Source record: 85583

Jason Compton (jcompton@flood.xnet.com) wrote:

: I don't think they bothered at all. As I remember, the title of id's
: game is "Wolfenstein 3D", not to mention the fact that I don't think MUSE
: still exists and it probably wouldn't be worth Silas Warner's time to
: take them to court.

John Romero has posted messages on how Wolfenstein 3D came to be; he did
have Silas Warner's permission, and even met him.

John
jvogel@crl.com

1059. Re: Castle Wolfenstein

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-24 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <4gnie8$31q@crl10.crl.com>
Source record: 85584

John M. Vogel (jvogel@crl.com) wrote:
: Jason Compton (jcompton@flood.xnet.com) wrote:

: : I don't think they bothered at all. As I remember, the title of id's
: : game is "Wolfenstein 3D", not to mention the fact that I don't think MUSE
: : still exists and it probably wouldn't be worth Silas Warner's time to
: : take them to court.

: John Romero has posted messages on how Wolfenstein 3D came to be; he did
: have Silas Warner's permission, and even met him.

Oh, one other thing - when the ID team realized it was Silas Warner
sitting at the desk, they bowed and did the "We're not worthy, We're not
worthy!" thing :)

: John : jvogel@crl.com

1060. Re: The Undying Copyrights Issue... (LONG)

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-24 00:00:00 UTC
From: oscar@primenet.com
Message-ID: <4gnkhb$n8a@client1.news.psi.net>
Source record: 85585

In message <312f19b1.1729301@news.cris.com> - followel@cris.com (Byron Followel
l) writes:
> I don't have ftp space and I didn't make the post. I'm just
>glad someone took the first step.

By the way, who sees this alleged first posting to a.b.w.a8? My server
sees no such post, though I just posted a test message. What's
in the first post and who posted it?

Oscar

1061. Re: The Undying Copyrights Issue... (LONG)

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-24 00:00:00 UTC
From: oscar@primenet.com
Message-ID: <4gnke1$n8c@client1.news.psi.net>
Source record: 85586

In message <4gmfb2$7bi@charm.magnus.acs.ohio-state.edu> - rfunk@magnus.acs.ohio
-state.edu (Rob Funk) writes:
>Aside from the copyright issues (I'm not going to touch that)... I
>thought you wanted to archive this stuff. A newsgroup (especially an
>alt newsgroup) is the worst medium for archival.

You're right, but setting up an archive requires that someone
devote space for a site. With the copyright issue being such a big
deal for many people, this is very difficult. Until we find someone
willing and able to set-up a site, the newsgroup will serve as a way
to distribute stuff that people don't have.

>If you're using a newsgroup as the medium, you can't logically use
>archival as justification.

The archive 'justification' was brought-up secondarily. It's an excellent
reason, but, you're right in that we can hardly call the newsgroup an
archive.

Oscar

1062. Sega's FROGGER

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-24 00:00:00 UTC
From: oscar@primenet.com
Message-ID: <4gnrcf$qp4@client1.news.psi.net>
Source record: 85587

I just got the cartridge version of Sega's Frogger.
I remember way-back when I had loads of cartridge dumps on
disk, the version of Frogger I had contained lots of
great music that played throughout the entire game.
I was disappointed to find that the cart, being otherwise
identical to what I remember on disk, is missing all the
great music. Does anyone else have the disk file? Why
did it have music and the cartridge not? Inquiring minds
want to know!

Oscar

1063. Re: The Undying Copyrights Issue...

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-24 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1996Feb24.140008.2734@wariat.UUCP>
Source record: 85588

(My $.02 about copyrights, piracy and archiving old titles.)
Two things:
1.) I want to preserve the vendors that are left in the U.S.
(Eurovendors are selling new stuff from Europe. I
definitely don't want to see their stuff pirated. One
U.S. vendor AFAIK, B & C, goes to the trouble of
getting these titles for sale in the U.S. So,
I'm excluding new Eurotitles from this 'freely
distribute' type of concept.)
2.) I want to respect the rights and wishes of the
copyright holders of old titles.
3.) I would like to see free distribution of old titles
via the internet by someone who has the balls to do it.

One thing people may miss, maybe even the vendors
themselves, is that most people, what few there are, are
like collectors. If we see a 'new' title, a cracked,
pirated one, that we've never seen before for the 8-bit,
that we like, we want to see the docs and own a legitimate
copy of it, in many cases even if we don't own the hardware
to actually run it. I would dare say that many people who
want to run classic titles on emulators would like to own an
original. So, what I'm saying is, people who actually want
to run classic games on the computer, and people who just
want to collect the stuff ARE the market for surviving A8
vendors.
In many cases the old A8 titles' copyright holders are
just not going to get any more royalties from these old
tiltes. The vendors who sell the titles are selling stuff
that was produced a long time ago and paid the authors and
copyright holders long ago. I would guess the producers,
and especially the authors, like the idea that people want
to preserve their work.
(My $.02 in a $.69 message.)
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

1064. Re: Why don't they make cool games anymore

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-24 00:00:00 UTC
From: chambera@cs.pdx.edu
Message-ID: <4gnv25$ln9@sirius.cs.pdx.edu>
Source record: 85589

Cliff Friedel <cfriedel@cencom.net> wrote:
> Have programmers given up on good
> gameplay for good graphics or am I just getting too old to recognize
> what is fun (I am only 21 now so the latter would scare me.)

Don't worry, it's the former... This has been discussed repeatedly in this group and in the VCS-related ones, but it still bears repeating. Too many games now are more like movies with hardly any interaction, or if there is a significant amount of interaction it's just tacked on as an afterthought. In the old days there were such stringent limits to the graphics that a game had to be _fun_ first and cool-looking second.

> Why don't aliens smash your winshield in Descent?

he heh... that would would be cool! (Beavis voice)

> Long live the 8 bit and the members
> of CSA8 who keep the days of great games and programs alive and let us
> remember the days when Pong was actually fun.

Amen to that--I still think the best multiplayer game on any system is not M.U.L.E. but Warlords on the 2600. The amount of competition, backstabbing, and trickery that four people can put into that game is amazing--and it's basically just a variation on Breakout.

FWIW, though, there are some people currently making games who seem to care about play value as well as graphics. I just bought a 10-pack of CDs for my Mac including several games on it from Bullfrog Software. I've been playing Syndicate and Theme Park like mad. I wish those had come out for the 8-bit 10 years ago (with simpler graphics of course, but the game mechanics could have been pretty much the same...)

---Alex Chamberlain
chambera@cs.pdx.edu

1065. Re: Sega's FROGGER

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-24 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.171.00203F4D@mindspring.com>
Source record: 85590

In article <4gnrcf$qp4@client1.news.psi.net> oscar@primenet.com (Oscar Fowler) writes:
>From: oscar@primenet.com (Oscar Fowler)
>Subject: Sega's FROGGER
>Date: 24 Feb 1996 20:10:55 GMT

>I just got the cartridge version of Sega's Frogger.
>I remember way-back when I had loads of cartridge dumps on
>disk, the version of Frogger I had contained lots of
>great music that played throughout the entire game.
>I was disappointed to find that the cart, being otherwise
>identical to what I remember on disk, is missing all the
>great music. Does anyone else have the disk file? Why
>did it have music and the cartridge not? Inquiring minds
>want to know!

>Oscar

If I remember right, it was a matter of space. The disks had about 88K, where
carts were limited usually to 8 or 16K. Seems like Zaxxon was the same way.

Bruce Willard bwillard@mindspring.com

1066. Re: Can anyone ID these games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-24 00:00:00 UTC
From: classics@nacs.net
Message-ID: <4gnrjh$720@wariat.wariat.org>
Source record: 85591

C.J. Herr (cjherr@flood.xnet.com) writes:
: So, I'm going through a large number of disks a friend bequethed me with
: *really* descriptive titles like 'Games 19', and I came across a couple
: of curiosities...
:
: #1 On one disk, there are several copies of John Harris' game
: "Jawbreaker" with two 'wrap' tunnels, one horizontal, and one vertical.
: On another disk is another copy of Jawbreaker with a different maze
: layout, and only one wrap tunnel, at the top and bottom. Anybody know
: what the story is here? Why two different versions, and which one is the
: 'real' Jawbreaker?

I believe the maze layout was changed due to a infringment lawsuit
by Atari over Pac-Man.

Steve

1067. Re: NEW 8 bit SOFTWARE

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-24 00:00:00 UTC
From: bernard@twilight.xs4all.nl
Message-ID: <bernard.08ef@twilight.xs4all.nl>
Source record: 85592

Hello Derek,

In a message of 03 Nov 95 Derek wrote to All:

DF> From: derek fern <derek@dfern.demon.co.uk>

DF> Hello to all Atari 8 bit Users.

DF> New Software in from Poland
DF> Wloczkkij translates to VAGABOND.
DF> Produced by AVALON
DF> Music by Tomasz Liebich.
DF> Story Line : Vagabond comes home after a big adventure. He only wants
DF> to rest So he decides to settle in his big comfy chair, then the door
DF> bell rings. Its an alien, his space ship has crashed on entering the
DF> earths atmosphere. None of his passengers are hurt but they are
DF> scattered across the Earth and have to be found before they are
DF> discovered by the Earth people. You have to cope with flying witches,
DF> Indians from the big head tribe, pirartes, fire and evil sharp toothed
DF> pacmans.

DF> Recent reviews from Holland details in Twaug mag give this game a 9 out
DF> of 10 the graphics are brilliant "Sega Quality. This game will be on
DF> display with many other new Polish titles at the AMS Computer Show at
DF> Stafford Bingley Hall on Sat 11 th November.
DF> --
DF> derek fern

It is very nice to see that you completely have type in my translation
of the manual. Did you sell a lot of them. Here in <Holland it sells
quite good! But eh, next time create your own manual.

Greetings,
Fred Meijer ('Pokey foundation')

_
/_) |/
/_)ernard |\ok ////
(o o)
+-------------------------oOO--(_)--OOo-------------------------+
| PMN : 17:200/100.3 DAN : 55:100/121.3 WARP : 137:8/103.3 |
| NLA : 14:102/100.3 GFX : 98:101/100.3 FIDO : 2:280/315.3 |
| ERO : 68:311/416.3 AMY : 39:150/200.3 AGA : 171:103/200.3 |
| Internet : bernard@twilight.xs4all.nl |
+---+
.---.
| -=> The TWiLiGHT Zone BBS <=- -=> +31-(0)-20-6764584 <=- -=> 24 Hrs <=- |

```
| -=> Modules Heaven! <=- -=> 9600 to 28800 Baud <=- -=> /\MIG/\ Only <=- |
`-------------------------------------------------------------------------'
-- Via Xenolink 1.981, XenolinkUUCP 1.1
```

1068. Re: Were these ever released for the a-8bit?

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-24 00:00:00 UTC
From: tomhunt@bright.net
Message-ID: <4gohnf$fmh@cletus.bright.net>
Source record: 85593

-----BEGIN PGP SIGNED MESSAGE-----

First of all, let me appologize for my article being posted several times. I guess something must have gotten messed up a few times.

lashower@netcom.com (Steven Lashower) wrote:

>tomhunt@bright.net (Tom Hunt) wrote:

>>In order for the Atari 8bit to play the new games being produced by the Inform
>>game compiler, it has to have an Infocom version 5 interpreter. Can anyone
>>please tell me if Infocom ever released any of the following games for the
>>Atari 8bit?

>Tom -

>I've written a text adventure in Inform. So, I'll try to answer some
>of your questions.

>As far as I know, Infocom never made anything other than a Version 3
>Z machine for the Atari 8 bits. Graham Nelson author of Inform, wrote
>an excellent article on the Specifications of the Infocom Z Machine,
>which you can download from FTP.GMD.DE (sowhere in the "IfArchive"
>directory, I belive).

>It is true that most of the games made with Inform are assembled for
>a Version 5 Z Machine (or more recently, a Version 8). However, it is
>likely that most of the games do not take full advantage of Z5.

>My game was compiled for Z5 to take advantage of the increased number
>of synomyms that Z5 has to offer over Z3. It could easily have been
>compiled into Z3 just by chaging an option on the compiler.

>So, if you want to get some of these games on the old 8-bit, your best
>bet is to e-mail the author and ask if it is possible for him to
>compile his game for Z3. As far as converting a PC .Z3 or .Z5 file
>over to an Atari 8-bit goes, I'm not sure but.... for the two sided
>games, the first side probably was the Z Machine and the second side
>was probably the .Z3 file.

Now, comes the GOOD news! I now have about 4 inform games for the 8bit, available on my bbs for downloading. These are: Alice3, Oedius, Toyshop, and Adventure. I'm working on the mst3k detective adventure right now. While playing these games, I kept thinking that the "Golden Age Of Text Adventures" in reality, is right here and now! Indeed, it appears that we can expect a resurgence of quality text adventure games, of the same quality of the best Infocom games.

What is the name of your inform game? Would you care to compile it to v3, for the purpose of allowing atari 8bit owners the pleasure of playing your game? I would be willing to do it myself, if you are too busy.

Also, thanks for the reply!

-----BEGIN PGP SIGNATURE-----
Version: 2.6.2

iQCVAwUBMS8gRZE8W2AK/tGNAQFfzwP+NDOUx0cxhnq766SzelpYV/bT1XU7ek2J
IkhRujqfewYJmO9wjlwr7yLQE4d2RJXyMOYMdjkeZubUhZCn0UOQNBNuxZVGi1Ga
Q+NCiK/QyfP5gf/e372IrUC7ZBLXP/fbDM2oHrXsiJ+ag4oWGSco6e33W4Q7Afvo
EiLhSOPNOno=
=ZIdf
-----END PGP SIGNATURE-----

Tom Hunt, Closer To Home Enterprises. | PGP key available on keyservers, or
Developer of CTH Shareware. | Finger tomhunt@brutus.bright.net
Sysop of The Closer To Home BBS, 419-368-4413, 3-14.4, USR.
Key Fingerprint = 98 43 51 AD AA 85 69 07 42 51 A9 A0 65 4F 21 44

1069. Re: Can anyone ID these games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-25 00:00:00 UTC
From: cjherr@flood.xnet.com
Message-ID: <4goe7t$72p@flood.xnet.com>
Source record: 85594

Jack H. Lee (102337.2577@CompuServe.COM) wrote:

: The real "Jawbreaker" is the one that has the Pac Man-like maze.
: There's a very interesting story concerning that in Steven Levy's
: "Hackers." John Harris originally was intending to do the best Pac
: Man game there was for the Atari computer, but was forced to make
: changes due to copyright problems (and Atari giving him and Sierra
: a hard time about; Atari had just bought the home rights for it).

I've read Hackers. Repeatedly. It's a great book, and makes you really
feel like you were there.

: Anyway, Sierra clumsily tried to cash-in on the success of
: "Jawbreaker" and made the sequel without Harris. It was absolutely
: terrible, IMHO. Big, clunky graphics, but absolutely a big retread
: without much variation over the original.

I think I've seen it. Four horizontal rows, each with a smiley face
patroling it? It certainly doesn't live up to it's namesake.

-CJ

C.J. Herr |
cjherr@xnet.com | "Reply hazy, ask again later."

1070. Re: Atari 8 Bit Messe Wichtig

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-25 00:00:00 UTC
From: bernard@twilight.xs4all.nl
Message-ID: <bernard.08el@twilight.xs4all.nl>
Source record: 85595

Hello Torsten and Markus,

In a message of 21 Feb 96 wrote to All:

> From: schallt@worms.fh-rpl.de ()

> First Part German second Part for English readers follows under Ger.
> Version

> Hier nun der fehlende Teil meiner ersten E-MAIL zur Atari 8 Bit Messe.

I have recieved your invitation to the show and also ANG has received
your invitation. We are sorry to say that we will not come to the
show. It is simply too far for us. Why do you organise a show only a
few kilometers from Czechie?

Maybe next time!

P.S. the address of Stichting Pokey has changed, I am living now in
Schiedam. You can send any letters or invitations to: Stichting Pokey,
P.O. Box 798, 3100 AT Schiedam, The Netherlands.

Greetings, Fred Meijer

Thanx Bernard for letting me use your account!

```
_
/_) |/
/_)ernard |\ok ////
( o o )
+-------------------------oOO--(_)--OOo-------------------------+
| PMN : 17:200/100.3 DAN : 55:100/121.3 WARP : 137:8/103.3 |
| NLA : 14:102/100.3 GFX : 98:101/100.3 FIDO : 2:280/315.3 |
| ERO : 68:311/416.3 AMY : 39:150/200.3 AGA : 171:103/200.3 |
| Internet : bernard@twilight.xs4all.nl |
+-----------------------------------------------------------------+
.-------------------------------------------------------------------------.
| -=> The TWiLiGHT Zone BBS <=- -=> +31-(0)-20-6764584 <=- -=> 24 Hrs <=- |
| -=> Modules Heaven! <=- -=> 9600 to 28800 Baud <=- -=> /\MIG/\ Only <=- |
`-------------------------------------------------------------------------'
-- Via Xenolink 1.981, XenolinkUUCP 1.1
```

1071. Re: Diamond, Percom, Maze and 256XL for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-25 00:00:00 UTC
From: mstatz@cei.net
Message-ID: <4gojv3$q92@ren.cei.net>
Source record: 85596

In article <3129E1D2@M130X2.LAAFB.AF.MIL>, REASERRL@m120x1.laafb.af.mil says...

>
>800XL (w/ps), 256 RAMBO upgrade, Super Video Upgrade - $60 including
>shipping
>

>Rick Reaser
>rick_reaser@msn.com
>(310) 643-8626

Would it be possible to get a copy of the install docs for your Rambo? I have one in an old machine that has beem modified within an inch of it's life, that I now have to move to another machine.

If you can scan it, or at least give me a pin-to-pin list, I would be thankful....

Statz

Email - mstatz@cei.net
WWW - http://www.cei.net/mstatz/statz.html
Hoosier (n) - One who believes that the family car should go no faster than the family tractor.
Hoosier (adj) - The American pronunciation of the Canadian word `hoser'.
<narf>

1072. Re: BREAK key question.

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-25 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4gok9i$g42@nuke.csu.net>
Source record: 85597

Jack H. Lee (102337.2577@CompuServe.COM) wrote:
: Does anyone know why the BREAK key is activated when you type "C"
: and ")" in rapid succession? (Without the parenthesis, of

Whoa! I just tried it and it worked! Hmm.. I guess I just don't type
(c) often enough in my BASIC software to have noticed that! :)

Cool! WIERD.. but cool!

-bill!
kendrick@zippy.sonoma.edu ||| kendrick@vax.sonoma.edu Hail Unix!
** New Breed Software ** / | \ ** William Kendrick ** Viven las Ataris
http://zippy.sonoma.edu/~kendrick/
"Oh yeah! Well my Apple II doesn't break out of programs when I type (c)!!!"

1073. Joyride!

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-25 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4gol7g$g42@nuke.csu.net>
Source record: 85598

Just a reminder to folks who haven't yet seen Hard Software's "Joyride"
demo. GO GET IT! Even if you have an NTSC 64K 800XL, it'll work 99.9% fine!

And it's EXCELLENT. I hope to have a review of it (with screenshots (which,
although better than a text-only review, is nothing without the awesome
animation)) and some other demos and stuff on my Web page some time soon.

You'll hear about it when I do. :)

-bill!
kendrick@zippy.sonoma.edu ||| kendrick@vax.sonoma.edu Hail Unix!
** New Breed Software ** / | \ ** William Kendrick ** Viven las Ataris
http://zippy.sonoma.edu/~kendrick/

1074. Re: Atari 800 games on disk images??

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-25 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4golcr$g42@nuke.csu.net>
Source record: 85599

Log's Engineer (g8p3@unb.ca) wrote:
: I was not one of the fortunate few to have had an Atari computer way
: back when, but now I have a PC with PC Xformer on it, and am in need of
: disk images to use with it. Can anyone point me towards any of these
: that are available to the public??

You can download games and disks (in DCM format, the official standard)
from Univ. of Michigan's FTP site:

atari.archive.umich.edu [or one of it's mirrors]

My favorite way in is via Gopher:

gopher.archive.umich.edu [select "Merit Software Archives"]

Go into the "atari" directory, and then into the "8bit" directory. If FTPing,
remember to switch to BINary mode!

If you need to convert a DCM disk image into an ATR (SIO2PC) disk image for
use with PC Xformer (or SIO2PC or APE or Rainbow or Atari800), then simply get
DCM2DSK for MSDOS, or DCM2ATR for Unix/MSDOS. I'm not sure what there is in
the ways of DCM->ATR for the Mac.

-bill!
kendrick@zippy.sonoma.edu ||| kendrick@vax.sonoma.edu Hail Unix!
** New Breed Software ** / | \ ** William Kendrick ** Viven las Ataris
http://zippy.sonoma.edu/~kendrick/

1075. (no subject)

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-25 00:00:00 UTC
From: Michael Graves <mcg@grove.net>
Message-ID: <4gottm$fei@news2.his.com>
Source record: 85600

Does anyone know how to turn off the key click sound
on the old Atari 8-bit machines.
(Besides turning down the volume)
I'm sure there is an address to poke with a zero
some where.
thanks
Michael
mcg@grove.net

1076. 8-bit keyclick sound

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-25 00:00:00 UTC
From: Michael Graves <mcg@grove.net>
Message-ID: <4gouln$g6i@news2.his.com>
Source record: 85601

```
Does anyone know how to turn off the keyclick
sound on the 8-bit machines.
(besides turning down the volume) :-)
I'm sure there is probaly an address to poke with
a zero somewhere
thanks
Michael
```

1077. Re: XFD images

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-25 00:00:00 UTC
From: jcompton@flood.xnet.com
Message-ID: <4gp5rl$2gf@flood.xnet.com>
Source record: 85602

Byron Followell (followel@cris.com) wrote:

: You can't. When you release something into the public domain,
: it's released and you have no rights to it whatsoever, so, you can
: place no stipulations on what is or is not done with it. Anyone could
: then publish it and sell it or do anything they wanted to with it.

It's not being suggested that these be released into the public domain.
Amstrad didn't release the Sinclair Spectrum ROM into public domain, it
released it as what is commonly known for software as freeware--copyright
remains property of the owner, but the data itself may be freely
redistributed provided that nobody's making money on it. Very simple,
really, and not entirely uncommon.

The two major reasons this doesn't happen much with old software are:

1. The copyright holder feels they can squeeze a few extra bucks out of
it. Topping this category would be Activision, who is finding that by
simply throwing a bunch of Infocom games on a CD-ROM or finding an
emulator and digging up cracked images (no joke) of old 64 software, they
can turn a good profit. I'd imagine Electronic Arts won't be releasing
much, but that's not always such a problem since many of EA's 8-bit
titles were copyright to the author.

2. The copyright holder, quite simply, doesn't know there's an actual
demand for his/her software. If there's an 8-bit game you're dying to
see again but can't find it to save your life, that may be news to the
author or owner who thinks the work was forgotten with the end of the Reagan
era.

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine (708) 741-0689 FAX
You know you're on the way out... it's just a matter of time.
AR on Aminet - docs/mags/ar???.lha AR Mailing list - Mail me
WWW - http://www.omnipresence.com/Amiga/News/AR, www.cucug.org/ar/ar.html

1078. Re: The Undying Copyrights Issue... (LONG)

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-25 00:00:00 UTC
From: jcompton@flood.xnet.com
Message-ID: <4gp603$2gf@flood.xnet.com>
Source record: 85603

Rich Mier (rbmier@winternet.com) wrote:
: > I believe that the company in question is "Escom", an IBM PC
: > manufacturer until it bought the rights to all the Commodore
: > machines

: Ah, I don't thing it's "Escom". That is a IBM Trademark meaning
: "Enterprise Server I/O Connection". It's a Mainframe Fiber Optic I/O
: Interface that operates at 20 MegBytes/Sec and from 3KM to 67KM in
: length.

Well, I guess that's an issue for IBM Legal to transmit to Escom legal at
20 megabytes/sec, because yes, there is a German company named Escom AG,
they're not ashamed of the name, and they really did purchase the bulk of
the assets and holdings of Commodore in early 1995.

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine (708) 741-0689 FAX
You know you're on the way out... it's just a matter of time.
AR on Aminet - docs/mags/ar???.lha AR Mailing list - Mail me
WWW - http://www.omnipresence.com/Amiga/News/AR, www.cucug.org/ar/ar.html

1079. Re: 8-bit keyclick sound

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-25 00:00:00 UTC
From: etxansk@garbo.ericsson.se
Message-ID: <4gpdao$ovd@erinews.ericsson.se>
Source record: 85604

Michael Graves <mcg@grove.net> writes:

>Does anyone know how to turn off the keyclick
>sound on the 8-bit machines.
>(besides turning down the volume) :-)
>I'm sure there is probaly an address to poke with
>a zero somewhere

I believe you can execute the command

POKE 731,1 (disable)
POKE 731,0 (enable)

on an XL/XE computer, I am not sure about the 400/800 models.

Also, the delay before the repetition starts is stored in
address 729, the repetition speed is stored in address 730.

The "reset" button restores all values if you are using Atari
BASIC.

Anders Skelander

1080. Re: The Undying Copyrights Issue...

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-25 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <4gpkhv$e1s@news.tcd.net>
Source record: 85605

Well, Copyright owners are readily available most are too lazy to look in the right place to find them. They can be found in the Library of Congress where the product is registered.

What you were saying about changing the law is without merit. How would you like it if I came along and said I wanted your girlfriend or wife and took her just because I wanted her? You left he dormant for a while so therefore I want her..!! You don't like it so I'll get a group together and get the law changed so I can have her..??? Sounds good to me?

1081. Re: The Undying Copyrights Issue... (LONG)

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-25 00:00:00 UTC
From: followel@cris.com
Message-ID: <3130621d.627069@news.cris.com>
Source record: 85656

On 24 Feb 1996 18:14:03 GMT, oscar@primenet.com (Oscar Fowler) wrote:

>By the way, who sees this alleged first posting to a.b.w.a8? My server
>sees no such post, though I just posted a test message. What's
>in the first post and who posted it?
>
>Oscar

Must be something wrong with your server. The first several
posts compose the 4 disks of the original Scott Adams text adventure
set. They were posted by someone calling himself the 8 bit Archiver! I
just checked again and those are the only posts. No test message like
you mentioned as of 8:30am EST 2/25/96.

Sincerely,
- Byron Followell
followel@cris.com

1082. FS: Atari Computers, 1200XL and 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-25 00:00:00 UTC
From: jap5r@virginia.edu
Message-ID: <DnB9wL.A1v@murdoch.acc.Virginia.EDU>
Source record: 85657

Atari 1200XL with power supply and Basic cartridge, $20.

Atari 130XE with power supply, $30, must sell demo cart either before
or with system

Atari XE Demo Cartridge, includes Flight Sim, Ms Pac-Man, One-on-One,
Joust, may works on XE's may also work on 400/800/1200 (except flight
sim), $20

Cassette Tapes, $1/each (or two free with each system purchased, unless
they are sold first) (untested)
Black Jack, (2) Graph It, and Space Invaders

Shipping will be added to all orders.
Please see http://watt.seas.virginia.edu/~jap5r

Thanks
Joe
jap5r@virginia.edu

1083. The Undying Copyrights Issue... (LONG)

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-25 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <3130cdc8@pianosa.demon.co.uk>
Source record: 85658

Whilst reading the usual rubbish I find here, Rich Mier wrote something
interesting to All about The Undying Copyrights Issue... (LONG):

Hello Rich,

RM> Ah, I don't thing it's "Escom". That is a IBM Trademark
RM> meaning "Enterprise Server I/O Connection". It's a Mainframe Fiber
RM> Optic I/O Interface that operates at 20 MegBytes/Sec and from 3KM to
RM> 67KM in length.

Escom is a European based PC clone manufacturer. They bought the intellectual
rights to Commodore and their products, and now manufacture the Amiga (in
various guises) and C-64.

Surely, your abbreviation would be Escon, not Escom? Anyhow, it's all academic
really, since none of this has anything to do with Atari 8-bits.

_
Regards, /_) 2:251/40.1 39:134/11.1
/ _)rad brad@pianosa.demon.co.uk

... He said he wanted to be a great soldier. He said he wanted to fight
like his hero. - New Recruit; Penetration

1084. keyclick

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-25 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <3130d19e@pianosa.demon.co.uk>
Source record: 85659

Whilst reading the usual rubbish I find here, Michael Graves wrote something
interesting to All about (no subject):

Hello Michael,

MG> Does anyone know how to turn off the key click sound on the old Atari
MG> 8-bit machines.
MG> (Besides turning down the volume)

POKE 731,1 will turn key click off, and POKE 731,0 will turn it on again. This
doesn't apply to the old 400/800, which had a separate keyboard speaker. The
only way to disable /them/ is to pull the plug!

_
Regards, /_) 2:251/40.1 39:134/11.1
/ _)rad brad@pianosa.demon.co.uk

... They'll suck you in, and spit you out, without a thought of being
late. - Challenge; Penetration

1085. Can XF551 read/write double density?

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-25 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <3130cfa1@pianosa.demon.co.uk>
Source record: 85660

Whilst reading the usual rubbish I find here, Achim Held wrote something
interesting to All about Can XF551 read/write double density?:

Hello Achim,

AH> offered an Atari XF551 to me, but he was not sure if it could really
AH> read/write DD (i.e. 256 bytes/Sector). Can the XF551 do that or can it
AH> only read/write ED (128 bytes/Sector, but more sectors/track)?

The XF551 can do SD, ED, and DD. Not only that, it's double sided too.
Obviously, it won't do DS/DD under DOS 2.5, but there are various other DOSes
that do support it. I use SpartaDOS X, myself.

Be aware of one of the peculiarites of the XF551: Unlike the 1050/810, it's
not possible to format the back of a disk to use as a 'flippy', unless you cut
indexing holes in the jacket, over and above the extra write-protect notch. I
believe it was possible to buy such floppies at one time, but probably not any
longer.

_
Regards, /_) 2:251/40.1 39:134/11.1
/ _)rad brad@pianosa.demon.co.uk

... You're father's a megalomaniac, you've got an insane brother.
Pure Mania; The Vibrators

1086. Re: Easy replacement for 800XL PS?

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-25 00:00:00 UTC
From: swallace@dmv.com
Message-ID: <4gq2u0$gtq@eagle.dmv.com>
Source record: 85661

Edward A. Brunner (ebrunne@orion.it.luc.edu) wrote:

: I got an 800xl today sans power supply. I know that it has different
: requirements than my 800, and the plug looks real funky too. Does anyone
: know of an easy replacement/substitute? Is anyone selling these?

: TIA

: Ted B

Ted,

Your 800XL requires 5 volts DC at an amp or so. B & C ComputerVisions'
catalog lists two power supplies for Atari XL and XE computers. The
catalog numbers for these items are: PRA053 for a 1 amp supply, $15.00,
and PRA006 for a 1.5 amp unit, $20.00. B & C's phone is 408-986-9960.
Hope they still have power supplies left.

Steve

1087. Re: The Undying Copyrights Issue... (LONG)

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-25 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <4gpsia$od4@blackice.winternet.com>
Source record: 85662

> jcompton@flood.xnet.com (Jason Compton) writes:
> Rich Mier (rbmier@winternet.com) wrote:
> : > I believe that the company in question is "Escom",
> : Ah, I don't thing it's "Escom". That is a IBM Trademark meaning
> : "Enterprise Server I/O Connection".

> Well, I guess that's an issue for IBM Legal to transmit to Escom legal at
> 20 megabytes/sec, because yes, there is a German company named Escom AG,
> they're not ashamed of the name, and they really did purchase the bulk of
> the assets and holdings of Commodore in early 1995.
>
>>>>
Oops, you are correct, I'm wrong. I went out and located Escom. They
do exist. Sorry.

Rich Mier

1088. Re: Can XF551 read/write double density?

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-25 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <DnCCrs.AzH@iglou.com>
Source record: 85663

Before Atari DOS XE was finished, a lot of XF551's were sold with DOS 2.5, and the manuals that came with the disk drive didn't mention that it could do DSDD, but it can.

--
'Family values is a code phrase meaning "supression of minority lifestyles" just as, say, "law and order" means "pro racial discrimination".'

1089. FREE Atari 2600/5200/7800/Lynx and 8-BIT computer Catalog

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-25 00:00:00 UTC
From: ice@skypoint.com
Message-ID: <4gq72s$o6i@stratus.skypoint.net>
Source record: 85664

```
**************************************************************************
* Have you ever thought there was no place on earth to get hardware and *
* software for your 2600/5200/7800/Lynx and Atari 8-Bit computers? *
* *
* Well look no further! *
* *
* To receive a FREE catalog of all Atari 8-bit and game machine products, *
* email your full name and postal mailing address to: ice@skypoint.com *
**************************************************************************
```

1090. Thompson ProBurner

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-25 00:00:00 UTC
From: ice@skypoint.com
Message-ID: <4gq7bu$o6i@stratus.skypoint.net>
Source record: 85665

Does anyone have any information or an instruction manual for the Thomson ProBurner (an eprom burner for 8-bit computers that plugs into the cartridge slot.) ?

Thank you!

1091. Re: The old days, and why Atari lost

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-25 00:00:00 UTC
From: landon@netcom.com
Message-ID: <landonDnCG2w.EKD@netcom.com>
Source record: 85666

Paul Laughton (paul@laughton.com) wrote:
:
: Atari was making so much money
: from the 2600 games that they did not need to be well run, effecient
: or any other damn thing. The money just flowed in huge quantites. Then
: when the money from the game business slowed, there was no good
: business foundation to keep atari going. Atari was following just
: about every bad business practice you could imagine.

a few gems:

o atari manufactured more 2600 ET Phone Home cartridges than
there were 2600s in the world to run them.

[possibly apocryphal -- but not impossible]

o the real problem with ET was that, as a game, it sucked. atari
marketing tried to spin ET as the "world's first emotional video
game." gimme a break...

o i saw a $250K run of Robotron ROMs go into the landfill because
the SQA department and the s/w engineer in question hadn't
tested a particular ROM configuration.

o project Falcon was gonna save the company. it was super-
secret, it was revolutionary, it turned out to be ... essentially
a telephone. they were into double-letter board revs [read
this as: they really didn't know how to design a telephone] before
the project was canned.

o i found this out after the tramiels took over and were going
through the books: there was an office in new york where fifteen
or so paychecks were sent every other week, but apparently no one
actually showed up to *work* there. hmmm....

atari had a *lot* of VPs. when we were ramping up the ST project,
we got to tramp through a warehouse and pick our office furniture.
most of the engineers wound up with VP desks....

--

landon@netcom.com : problems worthy of attack
R1100GS, R100GS, TransAlp : prove their worth by hitting back
DoD #1475 : - <remember the Soma cube?>

1092. Re: Were these ever released for the a-8bit?

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-25 00:00:00 UTC
From: tomhunt@bright.net
Message-ID: <4gqcco$l7u@cletus.bright.net>
Source record: 85667

rfunk@magnus.acs.ohio-state.edu (Rob Funk) wrote:

>Hmmm. Any idea how to convert side 2 of my Hitchhiker's Guide disk
>to a .Z3 file?

There is an archive that's up on ftp.funet.fi, under pub/misc/if-archive. You
can also get to it at ftp.gmd.de. I left the information in a previous post.
But anyways, there's some atari adventure games, plus some C source code to
port atari Infocom disks over to *.z3 file format. Both one and two sided.

Tom Hunt, Closer To Home Enterprises. | PGP key available on keyservers, or
Developer of CTH Shareware. | Finger tomhunt@brutus.bright.net
Sysop of The Closer To Home BBS, 419-368-4413, 3-14.4, USR.
Key Fingerprint = 98 43 51 AD AA 85 69 07 42 51 A9 A0 65 4F 21 44

1093. Re: Were these ever released for the a-8bit?

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-25 00:00:00 UTC
From: tomhunt@bright.net
Message-ID: <4gqcd0$l7u@cletus.bright.net>
Source record: 85668

classics@nacs.net (Steven J Tucker) wrote:

> I recently came across a Atari 8 Bit Infocom Disk -> Pc File converter
> on some finnish archive that allows you to take an ATR image and create
> a file playable on the infocom interpreter.

> I can send it to the umich archive, or put it on my web page if
> it would help you guys out. I think there were some small documents on
> how it worked exactly, something about disk serial numbers, etc.

I appreciate the offer. I've got that already. Lots of good stuff up on
ftp.funet.fi!

Tom Hunt, Closer To Home Enterprises. | PGP key available on keyservers, or
Developer of CTH Shareware. | Finger tomhunt@brutus.bright.net
Sysop of The Closer To Home BBS, 419-368-4413, 3-14.4, USR.
Key Fingerprint = 98 43 51 AD AA 85 69 07 42 51 A9 A0 65 4F 21 44

1094. Re: Were these ever released for the a-8bit?

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-25 00:00:00 UTC
From: tomhunt@bright.net
Message-ID: <4gqcd6$l7u@cletus.bright.net>
Source record: 85669

slackey@slackey-sun.lightstream.com (Stan Lackey) wrote:

>I'm pretty sure Fooblitsky does not use the text adventure
>interpreter. It is an entirely different kind of game. It is more
>like a computerized board game where you move your token around the
>gameboard. Maybe a little like _Clue_ where you gather information
>about which items are the "chosen" ones. As I recall the display is
>colorful and interesting-looking.

>I have a copy for sale, if anyone's interested. I am asking $20.

You might be right, about Fooblitsky not using an Infocom interpreter. But Infocom actually did create interpreters that can handle both graphics and sounds. They also handled mice and "windows". Those interpreters were (I think) version 5 and above.

Unfortunetly, it appears that Infocom never did a version 5 interpreter for the Atari 8bit. From what I've gathered, they used portable c to create versions 5 and above. Cc65 wasn't available back then, though even it probably couldn't easily handle everything in the portable c code.

However, of the various inform source files I've had a chance to port over to the 8bit, I've ran across only <one> that couldn't easily be compiled to a .v3. This was because it used more than 8 attributes for some objects, which requires .v5, or above.

I'll keep working on compiling and porting various Inform games over to the 8bit.

Tom Hunt, Closer To Home Enterprises. | PGP key available on keyservers, or
Developer of CTH Shareware. | Finger tomhunt@brutus.bright.net
Sysop of The Closer To Home BBS, 419-368-4413, 3-14.4, USR.
Key Fingerprint = 98 43 51 AD AA 85 69 07 42 51 A9 A0 65 4F 21 44

1095. Re: The Undying Copyrights Issue...

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-25 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1996Feb25.103313.2037@wariat.UUCP>
Source record: 85670

(Bob K. talks about leaving his wife alone, but not wanting
anyone to take an interest in her.)
Ok, so you leave your wife in California. You're done
making a living selling copies of her, now you move to
Tahiti and start getting more wives to make a living off of.
You maybe think of your old wife from time to time and
wonder how she's doing. You call her up and find out some
other men have taken an interest in her, but these guys want
to respect the rights and wishes of her husband. These guys
want her, but she belongs to you. Ok, so now they put her
up where other people can take a look at her. Some take a
look and want to have a legitimate go at her. But, alas,
she's no longer available through legitimate channels.
Nobody knows how to contact you to see if you'll let them
have a go at her, you're in Tahiti with some new women. I
can't take this much farther, but what's the problem if a
bunch of guys want to play with your wife, I mean take a
look. Nobody's going to take her, duplicate her and start
selling her under their name, they just feel she has value
and want to admire her. Anyways, B. Klass did this analogy
and it don't fit too good.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

1096. Re: Can anyone ID these games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-25 00:00:00 UTC
From: jharris@sierranet.net
Message-ID: <31308637.35034269@news.icinet.net>
Source record: 85671

>#1 On one disk, there are several copies of John Harris' game
>"Jawbreaker" with two 'wrap' tunnels, one horizontal, and one vertical.
>On another disk is another copy of Jawbreaker with a different maze
>layout, and only one wrap tunnel, at the top and bottom. Anybody know
>what the story is here? Why two different versions, and which one is the
>'real' Jawbreaker?

There are actually _three_ versions of Jawbreaker that got shipped by
On-Line Systems, but one of those was an accident.

The first version was the one with the single wrap tunnel, which was a copy
of the original Pac-Man maze. On-Line got sued by Atari for copyright
infringement, and one of the defense strategies was to show that there was
a game prior to Pac-Man that had a similar gameplay of "eat the dots in a
maze while avoiding computer-controlled bad guys". If you remember a game
called "Head-On", which had a car driving around concentric rectangular
tracks with places to change 'lanes', it does fit that description. I had
actually programmed a version of Head-On awhile before I did Jawbreaker,
and what we decided to do, was to create a special Jawbreaker version that
looked somewhat like the rectangular Head-On layout, in an effort to show a
product that theoretically looked like it could be in-between Head-On and
Pac-Man, as opposed to post-Pac-Man. Someone at On-Line liked the dual
wrap tunnels, and decided to ship this game even though it was only meant
as a court prop. This version did not play very well, because the happy
faces tended to get stuck in one 'lane' and would just keep going round and
round. On-Line got complaints about it, but also got publicity about a new
version that had dual wrap tunnels, and so I decided to make a "real" new
version with an original maze layout and two tunnels. The result was the
final version of the product that was shipped.

So in summary, there are three versions, and although they are all
technically "real", only versions 1 and 3 were supposed to be shipped.

1. Original Pac-Man maze with one wrap tunnel.
2. Very rectangular-looking maze and two wrap tunnels. This version won't
have any passageways that twist and turn in different directions.
3. Two wrap tunnels, with an original maze layout more in the style of the
original version.

>On another disk is "Attack of the Mutant Camels". This game plays very
>similarly to the Parker Bros. "The Empire Strikes Back", and is (I
>believe) the 'real' AMC.

That is the real AMC. I haven't seen the other game you described, I don't
think.

John Harris
jharris@cybergate.com

1097. Re: Sega's FROGGER

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-25 00:00:00 UTC
From: jharris@sierranet.net
Message-ID: <3130a3b3.42583186@news.icinet.net>
Source record: 85672

>I was disappointed to find that the cart, being otherwise
>identical to what I remember on disk, is missing all the
>great music.

Yes, it's because of the smaller memory size of the cartridge.

I will pass along your music compliments to my friend who scored them.

Thanks,

John Harris
jharris@cybergate.com

1098. Re: 8-bit keyclick sound

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-25 00:00:00 UTC
From: "Jack H. Lee" <102337.2577@CompuServe.COM>
Message-ID: <4gqmk7$eh8$1@mhadf.production.compuserve.com>
Source record: 85673

And if one needs to remove the clicking sound on the 400/800
series, Antic published a program called "Beat the Beeps!" that
did the trick just fine. It's the 2/85 issue.

1099. Re: Sega's FROGGER

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-25 00:00:00 UTC
From: "Jack H. Lee" <102337.2577@CompuServe.COM>
Message-ID: <4gqn3m$eh8$2@mhadf.production.compuserve.com>
Source record: 85674

The cartridge version of "Frogger" is from Parker Bros. They revamped (watered down, I guess) the graphics somewhat, and omitted the music, save for the "Frogger" themes itself. Other than that, the gameplay and sounds were identical to the original.

The original (and superior version, IMO) was from Sierra On-Line, by John Harris. Considering what happened to him with this game (having it and the only copy of source code stolen from him during some computer show), it was certainly a masterpiece for its day.

1100. Connecting a hard drive to an 800/800XL

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-25 00:00:00 UTC
From: jlendino@panix.com
Message-ID: <jlendino-2502961747260001@jlendino.dialup.access.net>
Source record: 85675

I am looking for a way to connect a hard disk to my 800XL that preferably doesn't cost too much money. I have access to a 170 MB Maxtor IDE hard drive, and I'm sure I could pick up a cheap SCSI drive if necessary.

What is the simplest way to do this? What do I need? I usually use DOS 2.5F, so I know I'd have to get a copy of SpartaDOS or something similar. Can I boot off this drive and load programs? Would I need a memory upgrade as well? I checked the FAQ but I didn't really understand what those devices are or how much they would cost.

Best,
Jamie

1101. Re: little blue-box

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-25 00:00:00 UTC
From: Christopher Brett Strong <strong@cadesm54.eng.utah.edu>
Message-ID: <Pine.SUN.3.91.960225141553.12649A-100000@cadesm54.eng.utah.edu>
Source record: 85676

> I seem to have found out...well sorta...what the little blue-box that i
> found in my closet does....its a weather decoder (FAX ?) from Antic...
> but no-one has made it as far as i can gather... does anyone here
> remember that issue and could they please tell me if any satallite
> tracking programs were made for the 8-bit?
> I would like to have a weather/satallite receiver kit made for this thing
> outta spare parts lying around....

It was September 1986. Volume 5, number 5. The programs should be on
the net somewhere, If not let me know and I can mail you a copy. I don't
remember exactly how it worked, but I think the user attached it to a
shortwave tuned to a rebroadcast of the WEFAX images. It does not
directly tune in signals from "the bird".

\ oo Christopher B. Strong InterNet strong@ee.utah.edu
____|\mm decRAD: CSTRONG CADE: strong@eng.utah.edu
//_//\ _\
/K-9/ \/_/ ||| "Speak 'Friend' and enter"
/___/_____\ / | \ --- Have You Played Atari Today? ---

"If the mean don't get you, the variance will." -- James 1. Rieger

1102. Re: Super Pacman

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-25 00:00:00 UTC
From: Christopher Brett Strong <strong@cadesm54.eng.utah.edu>
Message-ID: <Pine.SUN.3.91.960225142433.12649D-100000@cadesm54.eng.utah.edu>
Source record: 85677

> : > Super Pacman are due to Copy Protection in the cartridge (unless
> : > it was an accident). The problem doesn't occur if the cartridge
> : > area of RAM is able to be write protected.
>
> : It is a bug. Super Pacman was never released, so there was little
> : incentive to "copy protect" it.
(I then went on to mention I have two file versions; one with the
problem, one without. And my ROM version does not have it)

> how do you know that? i stuck the copy-protection code in fairly
> early, as i recall.

I should have made clear that that statement was conjecture, and not
known fact. Please read it as "IMHO, ...".

Okay, back to the point. Are you saying that you are the programmer of
Super Pac-Man? (You are not on my list of known Atari programmers). If
so, congradulations on a wonderful job. Pity Atari never released it.

First question: do you know _why_ this particular cart was lost?

First statement: Many Atari programs floating through the ether of
unreleased products have become modified or corrupted over the years.
Some versions of the groundbreaking Lucasfilm pre-releases lock up halfway
through, and it took me years to get a working Bezerk (finally I now have
the real cart), and the majority of cartridges I have copied were not copy
protected. In particular, Atari brand cartridges. So I had a hard time
with the statement that an unreleased version of a program had an inbuilt
copy protection. How would you test and debug the program if it tried to
write over itself? I can't imagine a developer constantly burning and
testing eproms to check on the status of his software...at least not for
the Atari 800 in the mid 80s.

\ oo Christopher B. Strong InterNet strong@ee.utah.edu
____|\mm (801) 582-6301 CI$: 71777,2331
//_//\ _\ decRAD: CSTRONG CADE: strong@eng.utah.edu
/K-9/ \/_/
/___/_____\

"If the mean don't get you, the variance will." -- James 1. Rieger

1103. Re: Atari, JTS Corp. Merger

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-25 00:00:00 UTC
From: msmith@aol.com
Message-ID: <4gr149$8t7@newsbf02.news.aol.com>
Source record: 85678

Someone previously said:

Actually, it said the Atari stock-holders would own JTS, but the merged
: ompany would be named JTS... odd....

Well, I remember it being something involving "60% Atari shareholders"
but if that were the case, why would JTS' management run the new
company? Surely, 60% of the voting stock would be able to keep their own
people in place. Unless they're giving Atari shareholders preferred
stock in the new company but saving the voting rights for JTS.

The fact that Atari didn't seem to bother replacing its CEO (the CFO made
all of the statements for Atari) may suggest that Atari unfortunately
isn't going to be of much importance. Which is really a shame. Hell,
I'd take the job. :)

Let's face it, the Tramiels sold out and are putting their new found money
in the bank. I must admit, when they first came onboard way back when, I
thought they were going to do some good for Atari. It turns out that they
had no idea how to manage a company. All of the innovation that was
brought to this compnay was brought to them (Tramiels) by outside help.

Additionaly, I find that people are always worried about the perspective
that Atari brought to the marketplace. They seem to go on about peoples
perspectives of Atari as nothing more than a game machine. Remember, that
a vast majority of people either one had no interaction with Atari in
their 8 bit days, or two, are so young (25 and younger) that they are not
aware of the previous accomplishments of this great company. Just keep in
mind, that Atari will forever be known as a games company because of their
fantastic success in this market. This is nothing to be ashamed of from a
coporate point of view. Corporations are in bussiness to make money, any
way they can.

Mark Smith
MSMITH@AOL.COM

1104. Error 130 -- where's the 850 interface?

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-25 00:00:00 UTC
From: jlendino@panix.com
Message-ID: <jlendino-2502962050380001@jlendino.dialup.access.net>
Source record: 85679

A friend and I tried all day yesterday to hook up an 850 interface to an Atari computer. We wanted to try and call my ISP with it; but I couldn't even get the computer to find the interface. I tried Amodem and a few other comm programs, and we even tried copying a text file to R1:, but no matter what we did, we couldn't get it to find the 850. We always received an error 130, or an error 138 to the parallel port. Amodem would shut down and reboot; the other programs just gave the same error.

We put the 850 in different parts of the chain. we also tried two different 850's, two different Atari 800's and an Atari 800XL, to no avail. What simple fact are we missing here? I used to do this all the time to run a BBS back in the mid 80's. I feel like a fool!

Thanks for any help in advance.

Best,
Jamie

1105. Re: The Undying Copyrights Issue...

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-26 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <150646@cup.portal.com>
Source record: 85606

BobKlaas (bobkla19@mail.tcd.net) writes:

>Well, Copyright owners are readily available most are too lazy to
>look in the right place to find them. They can be found in the
>Library of Congress where the product is registered.

Do you consider it "too lazy" of me to not be financially CAPABLE of flying (or otherwise getting) to Washington, DC to visit the Library of Congress every time I want to obtain a piece of software? It is completely unFEASIBLE, at present, for "most" (people) to "look in the right place to find them." Make the information remotely accessible and I think "most" people would jump at the chance to look things up. I know I would!

We're all aware, I think, of laws which are "unenforceable" in practical terms; I submit that there are also laws which are largely "unfollowable" in practice. How many of us ad here to the laws, still on the books, which state that like, "an automobile must be preceded by a man on a horse waving a red flag, and must stop and ring a bell three times before proceeding through an intersection?" There are MANY laws which, while presumably necessary and a good idea at one time, have become unenforced, unenforceable, unfollowed and unfollowable, through changes in the nature of society over time. (Not even the President follows these laws, and you could suggest that he ought to be trying to set a good example for the citizenry.)

>What you were saying about changing the law is without merit.
>How would you like it if I came along and said I wanted your
>girlfriend or wife and took her just because I wanted her? You
>left he dormant for a while so therefore I want her..!! You
>don't like it so I'll get a group together and get the law
>changed so I can have her..??? Sounds good to me?

Actually, yes, you would be within your rights to organize such a group and TRY to get the law changed so that you could have her. Laws are supposed to represent "the will of the people," or rather, in practice, "the will of the majority of those people who bother to participate in the governmental process," and it just so happens that now and then "the people" change their collective minds. Sometimes the attitudes of the existing population change, sometimes the demographics shift so that a different "majority" gains influence. The downside of this is that under "majority rule," the MINORITY gets laws that they DON'T want, but that's the way it goes. They still have the right to TRY to get what they DO want. This system may have flaws, but it's better than just about anything else humans have ever invented and tried to live by.

Personally, I consider not only the letter of the law, but also the feasibility of adhering to it, and it is abundantly clear that most of the rest of the

population feels, and behaves, similarly, whether or not they could actually ARTICULATE their feelings and behaviors... For instance in many states certain sexual acts are illegal even between consenting spouses. Are you able to state that you've never even TRIED to get your spouse to perform any of those acts, JUST BECAUSE THEY'RE ILLEGAL? If you can, you're probably lying. You yourself do what YOU want to, when you feel that the law is unreasonable, as do we all. When enough actual VOTERS come to realize that they feel this way, they may very well act to change the laws to take this into account, whether or NOT *you* approve of it.

I think the suggestion of getting the copyright laws changed is a GOOD one; but I also feel that the existing state of copyright has been more "obstructive
"
than "protective," and that there is nothing wrong with coming to a compromise on the subject. To those hard-liners who insist on following the letter of the law, "right or wrong," I can only say that extremism in ANY form is a danger to society. It is JUST as bad,m in the long run, to unquestioningly obey ALL laws, as it would be to obey NONE of them. It is each citizen's moral responsibility to oppose those laws he considers unjust, and the current state of copyright law is starting to feel like such a case to a lot of us.

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

1106. Re: Thompson ProBurner

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-26 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <4gtb3q$p7i@news.tcd.net>
Source record: 85607

I have one with the manual, what do you want to know about it?

If you transfer to dos to get back you press M and enter the
address of 8000 gets you back to the proburner..I have found that
using it on the XL/XE series sometimes caused problems writing
back to the ROM, have a 48k 400 that does an excellant job with
it..

Bob

1107. Re: The Undying Copyrights Issue...

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-26 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <4gtcee$p7i@news.tcd.net>
Source record: 85608

You turned that one arround pretty well, I like it..!!

But I am not the one leaving the girlfriend or wife dormant use the wife as she should be used. Along with the copyrights I own.

I realize what the users are saying, but had there been user investment in the product several years ago the problem they face today wouldn't even be discussed..

Several years ago, I attempted to get a Supra Hard Drive interface for the Atari 8bit, for a customer. Supra told me that I had to order 100 to get one made, this was from the sales person. Really ticked me off..called him back and put the question to him..how much for the Rights to the damn thing! Totaly., He couldn't answer so told him to go to whoever and find out. I ended up buying those rights from Supra. Have them now and do not feel that they should end up in P/D..we are still working on modifications for the interface. Have an add on board that will let the user select from a menu like the MIO/BB the drives he wishes to use..but, still have not felt comfortable releasing the program. We are also working on moving it totaly on a seperate upgrade to Scsi II only drives. It has taken me several years to get it this far (problems with flaky programers!) 99% of the problem. Lack of purchasing another problem so I do what I can with what I have to work with. I am at this point rather slow, have invested several years and several thousands of dollars into the project, an I as a Copyright owner should wish to see legislation to take those rights away from myself/my children, I don't think I would like it as well as my point on legislation related to girfriend/wife of another would like that much either.

Bob

1108. Re: The Undying Copyrights Issue... (LONG)

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-26 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <4gtcv1$p7i@news.tcd.net>
Source record: 85609

The only reason not to do this is that of letigation. If an old software developer sees fit and wishes to push it the server could end up in court with substantial finincial losses.

I have about 300 original disks, some new in the box never ran have bought out complete stores when they went out of business and have attempted to sell some of the boxed software with all documentation without much success.

Vendor sales are very limited unless they happen to luck out and find a market we all missed. They are not at this point in time loosing much if anything. The only real drawback is the rights of the Copyright holder..

I have been working on contacting some for the purpose of placing their old Atari 8bit wares on CD, with compensation to them from each CD sold. They are still very reluctant to give any permission even with an open book/s option. So figure?

Bob

1109. Re: Is Software FREE?

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-26 00:00:00 UTC
From: bmarcum@iglou2.iglou.com
Message-ID: <DnEM0E.FvJ@iglou.com>
Source record: 85610

In article <4gssv6$hgq@vista.hevanet.com>, Dave <dac@hevanet.com> wrote:
>Is all Atari Software free now? I mean old software that falls out of the
>copyright law by being past the 8 year mark. I had hear this, but wondered if
>it's true.

What 8 year mark? Copyrights last for 50 years after the death of the
author, or even longer if it's work for hire.
--
'Family values is a code phrase meaning "supression of minority
lifestyles" just as, say, "law and order" means "pro racial
discrimination".'

1110. Re: Connecting a hard drive to an 800/800XL

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-26 00:00:00 UTC
From: bmarcum@iglou2.iglou.com
Message-ID: <DnEMCp.G35@iglou.com>
Source record: 85611

Of course, another way to get hard-disk storage on an XL is with an IBM-compatible computer and an SIO2PC cable. You could get a used XT for about the same price as an MIO, and if you're posting on Usenet, chances are you already have some sort of MSDOS computer.

--
'Family values is a code phrase meaning "supression of minority lifestyles" just as, say, "law and order" means "pro racial discrimination".'

1111. Re: SIO Question

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-26 00:00:00 UTC
From: bmarcum@iglou2.iglou.com
Message-ID: <DnEML5.GAs@iglou.com>
Source record: 85612

As far as I know, no Atari devices actually used the clock in and clock out pins. If you run a communication program using an R-verter handler, you should have no difficulty talking to your microcontroller.

--
'Family values is a code phrase meaning "supression of minority lifestyles" just as, say, "law and order" means "pro racial discrimination".'

1112. Re: little blue-box

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-26 00:00:00 UTC
From: dickandlinz@zetnet.co.uk
Message-ID: <4gtgf5$7le@irk.zetnet.co.uk>
Source record: 85613

In message <4grjdp$2ir@B1FF.mindspring.com>
gholder@mindspring.com (Gary Holder) writes:

> I always wished that someone had gone a bit further with these, like
> doing a multiple gray-level FAX circuit/program or doing a RTTY
> decoder program for the Morse circuit.

There is a RTTY decoder available, I used to have one running on my 65xe.
I typed in the basic prog from the back of one of the Atari manuals.
The hardware was simple and just had 1 (or 2) 556 pll chips.

If you're really keen I'll climb up into the attic and see what I can find.

--
>>> Seeya, Dick Leitch.
>>> Oldham, Lancashire.

1113. SynFile (from Synapse Software)

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-26 00:00:00 UTC
From: aj445@cleveland.Freenet.Edu
Message-ID: <4gtgu1$plu@madeline.INS.CWRU.Edu>
Source record: 85614

Hi All,

A friend of mine just called with a desperate request. Seems he
needs to print out the listing of his former classmates which
he did on SynFile over 10 yeasrs ago. He lost his SynFile disk.
I have a "Happy Archived "copy of the SynFile program, but my
Happy 810 died on me, and I don't have the time to troubleshoot it.
I was wondering if anyone out there had a copy of SynFile that
they could send me, which I would forward to my friend. It would
save their Class Reunion party! Please e-mail me at:

aj445@po.cwru.edu or
cooncat@ncweb.com

TIA

Bill

1114. Re: The Undying Copyrights Issue...

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-26 00:00:00 UTC
From: nlshipp@dictator.uwaterloo.ca
Message-ID: <DnEoot.1ss@novice.uwaterloo.ca>
Source record: 85615

In article <1996Feb26.094527.157@sinet.sen.ca.gov>,
<Mark.Androvich@SEN.CA.GOV> wrote:
>
>Except that no law says that your wife becomes public domain after a
>certain period of time. Copyright law already does that. Most classical
>music is beyond copyright protection-- which is why it is so often used in
>cartoons.

Well, not quite. The original music's copyright has expired, but any
recordings done are under copyright by the performers. So you can
copy anything you like, as long as all the performers died over 50
years ago. (The exact number of years may vary with country.)

The same thing with books, if I type in a Shakespeare play from a book
published in 1898 and put it on the net, no one can touch me. If I type
in a copy from an edition published last year and post it on the net the
publishers can have me for breakfast.

--
Neil Shipp -- nlshipp@dictator.uwaterloo.ca
"Have you ever had a dream about dwarves? I've never dreamed about dwarves!"
- Tito the dwarf from the dream sequence in Living in Oblivion

1115. Re: A replacement keyboard for an Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-26 00:00:00 UTC
From: nlshipp@dictator.uwaterloo.ca
Message-ID: <DnEp0z.EEJ@novice.uwaterloo.ca>
Source record: 85616

In article <31326956@pianosa.demon.co.uk>,
Brad Rogers <brad@pianosa.demon.co.uk> wrote:
>Whilst reading the usual rubbish I find here, Stephen Buechler wrote something
>interesting to All about A replacement keyboard for an Atari 800XL:
>
>Hello Stephen,
>
> SB> Anyone know where I can get 2 replacement keyboards for an Atari 800XL
> SB> computer. I have two different ones that have failing keyboards. One
> SB> has keys 1 through 9 not useable at times, and the other has the key
> SB> "W" permenantely stuck down.
>
> SB> I would like to buy two new keyboards, refurbished, or whatever.
>
>Why buy two? Surely one would do. If you cannibalize the one with the U/S
>numeric keys, to repair the one with the broken W.
>
>At least you can fix one at little or no cost, other than time.
> _

Assuming the switches are discrete components and can be replaced at will.
I don't know about the XL's but the XE's used a plastic sheet with
conductive traces printed on one side. The keys had a conductive rubberized
pad at the bottom which would make contact with the conductive traces.
After a while, the traces would crack and keys would stop working. We
repaired it using the paint used for fixing car defogger elements. But
after the nth time, I just built a new keyboard for it in a separate case
and attached it by ribbon cable. The best part was that I wired up keys
for the F1-F4 keys that were only on the 1200XL.

--
Neil Shipp -- nlshipp@dictator.uwaterloo.ca
"Have you ever had a dream about dwarves? I've never dreamed about dwarves!"
- Tito the dwarf from the dream sequence in Living in Oblivion

1116. Re: The old days, and why Atari lost

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-26 00:00:00 UTC
From: tomhunt@bright.net
Message-ID: <4gtjt8$3fn@cletus.bright.net>
Source record: 85617

-----BEGIN PGP SIGNED MESSAGE-----

I was wondering if you could maybe confirm or refute a certain rumor? I've heard from a couple of sources that the early work that Atari did on cd rom publishing, was actually done on an 800xl. Note that this wasn't done to produce a product for the 800xl. It was done with the ST in mind. Supposedly the ST was still in development, and Atari wanted to get an early start on exploring the possibility of creating and marketing a cd rom for the ST. So they used the pbi on the 800xl to connect to some type of host adapter (Supra, perhaps?), and then connected the cd rom drive to it. This might have been in 84 or 85. Do you know of any such project? Thanks.

-----BEGIN PGP SIGNATURE-----
Version: 2.6.2

iQCVAwUBMTBTI5E8W2AK/tGNAQHisgP+P7jpGjRq2dIA/FMI3Y7sGq0AFb2/WFtJ
8BuiOOmTeei0arjcHBiHOIboLnWi82TpBj/rSPG0FA/mglAm1y6lKpVZmqikPT+D
nmRm5iewL9PPEC/y4OFu2dc39oSbUf3d/mhgenrWkukw0xCGHZQXUFObYo6io5ho
RxmPQWcpGhQ=
=BfoR
-----END PGP SIGNATURE-----

Tom Hunt, Closer To Home Enterprises. | PGP key available on keyservers, or
Developer of CTH Shareware. | Finger tomhunt@brutus.bright.net
Sysop of The Closer To Home BBS, 419-368-4413, 3-14.4, USR.
Key Fingerprint = 98 43 51 AD AA 85 69 07 42 51 A9 A0 65 4F 21 44

1117. Re: The Undying Copyrights Issue... (LONG)

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-26 00:00:00 UTC
From: Kit Kimes <kimes@iwtqg.att.com>
Message-ID: <DnED0x.81K@ncrcae.ColumbiaSC.ATTGIS.COM>
Source record: 85618

#==========Byron Followell, 2/23/96==========
#
I just noticed the first posts on the
#alt.binaries.warez.atari8bit newsgroup! Check it out. Add more!

Byron,

The newsgroup has been created here, but I have yet to see
a post. Is there any messages available at your site? If not,
would you post a small test message to see if it shows up
here.

Thanks,

Kit Kimes
AT&T Resource Link (under contract to ATT-GIS)
Naperville, IL USA
kimes@iwtqg.att.com or
KitKimes@AOL.COM
"Patience is waiting without worrying"

1118. Re: new question!

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-26 00:00:00 UTC
From: Kit Kimes <kimes@iwtqg.att.com>
Message-ID: <DnELp3.841@ncrcae.ColumbiaSC.ATTGIS.COM>
Source record: 85619

```
#==========Cliff Friedel, 2/20/96==========
#
#got a new question if anyone is interested. I need to know what the
#old control codes are for atariwriter. If you could send these to me
#I would greatly appreciate it (the copy I had got lost many years ago
#and I need to be able to underline and bold now!). Thanks in advance
#for any help and please send the codes via email as I only get to read
#mail once a week or so. See ya later.

Cliff,

I have a copy of Atariwriter (plus maybe?) cartridge with all the manuals
cue cards, etc. If you are interested in buying it reasonable,
let me know.
If anyone else wants it, email me. I'll give Cliff first chance.

Kit Kimes
AT&T Resource Link (under contract to ATT-GIS)
Naperville, IL USA
kimes@iwtqg.att.com or
KitKimes@AOL.COM
"Patience is waiting without worrying"
```

1119. Re: GTIA help (and CTIA needed)

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-26 00:00:00 UTC
From: Kit Kimes <kimes@iwtqg.att.com>
Message-ID: <DnELtt.8Dw@ncrcae.ColumbiaSC.ATTGIS.COM>
Source record: 85620

```
#==========Christopher Brett Strong, 2/22/96==========
#
#
#Does anybody out there have access to (or know where I can get)
the gate
#fanout of the 8-Bit ASICs (GTIA, PoKey, ANTIC, Freddie)?
#
#Does anybody have a spare CTIA chip? I have a computer with a
dead one,
#and I need to replace it with the exact part (it is an OLD
revision 1979
#800 with OS-A ROMS and odd construction in general). [I am a collector].

That's an odd request. :-) I'll look at home. I think I saved
my old CTIA
chip when I upgraded to GTIA many, many years ago.

Kit Kimes
AT&T Resource Link (under contract to ATT-GIS)
Naperville, IL USA
kimes@iwtqg.att.com or
KitKimes@AOL.COM
"Patience is waiting without worrying"
```

1120. Re: Error 130 -- where's the 850 interface?

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-26 00:00:00 UTC
From: jlendino@panix.com
Message-ID: <jlendino-2602962116390001@jlendino.dialup.access.net>
Source record: 85621

In article <3132681c@pianosa.demon.co.uk>, Brad Rogers
<brad@pianosa.demon.co.uk> wrote:

> Whilst reading the usual rubbish I find here, James R. Lendino wrote something
> interesting to All about Error 130 -- where's the 850 interface?:
>
> Hello James,
>
> JRL> We put the 850 in different parts of the chain. we also tried two
> JRL> different 850's, two different Atari 800's and an Atari 800XL, to no
> JRL> avail. What simple fact are we missing here? I used to do this all
> JRL> the time to run a BBS back in the mid 80's. I feel like a fool!
>
> It shouldn't make any difference wher the 850 is connected in the chain.
>
> Remember to turn on the 850 *before* the computer. Also, you need to load the
> device driver for R: from disk. This is usually done as an AUTORUN.SYS load,
> which explains why you have to turn on the 850 first. Unless you do, the R:
> device loader can't find the 850!
>
> Some software loads the R: handler for you, though. You'll know when the R:
> handler has been loaded, because a high tone is sent to the monitor's audio
> output.
>
> So, make sure the volume is turned up on your monitor. :-)

Brad,

Thanks for the response. This makes sense, though for some reason
I can't remember doing it. It's been a while.

So where do I get the driver for the 850? I have a one sector
AUTORUN.SYS on the disk with the Amodem program; could that be it?
Because it doesn't work even if I boot off that disk.

Best,
Jamie

1121. Re: Interested in Chimera or Universal Hero Solution ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-26 00:00:00 UTC
From: Lawrence Staveley <Lawrence@kwll.demon.co.uk>
Message-ID: <581049889wnr@kwll.demon.co.uk>
Source record: 85622

I always thought it was bugged, cos I remember getting stuck at some point and *knew* it wasn't possible to continue, but I can't remember why! So a solution to Universal Hero would be a ncice memory jogger.

"I can't see the solution - Through this state of confusion....."

Lawrence@kwll.demon.co.uk

1122. Re: GUNSHIP for 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-26 00:00:00 UTC
From: Lawrence Staveley <Lawrence@kwll.demon.co.uk>
Message-ID: <667013991wnr@kwll.demon.co.uk>
Source record: 85623

I have also heard about a 'phantom gunship' and a friend actually had a
copy.... so it does exist somewhere!

"I can't see the solution - Through this state of confusion....."

Lawrence@kwll.demon.co.uk

1123. Re: Happy Drive Documentation

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-26 00:00:00 UTC
From: Lawrence Staveley <Lawrence@kwll.demon.co.uk>
Message-ID: <648074323wnr@kwll.demon.co.uk>
Source record: 85624

> Does anyone have any documentation for a 1050 happy drive and the
> happy v7 software. I have just started using one and I have some
> questions on how to backup some of my software. Some software
> duplicates and other things ie datasoft titles do not. Any advice or
> manuals that can be emailed would be appreciated.

There is a version 7.1 which solves most of this problem, and the reverse side of the disk had a manual, as far as I can remember! I can mail the uue encoded images to you if you like!

>
> Thanks, Brad
>
>
>
--

"I can't see the solution - Through this state of confusion....."

Lawrence@kwll.demon.co.uk

1124. Re: Error 130 -- where's the 850 interface?

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-26 00:00:00 UTC
From: classics@nacs.net
Message-ID: <4gt89i$a3f@wariat.wariat.org>
Source record: 85625

James R. Lendino (jlendino@panix.com) writes:
:
: A friend and I tried all day yesterday to hook up an 850 interface
: to an Atari computer. We wanted to try and call my ISP with it;
: but I couldn't even get the computer to find the interface. I tried
: Amodem and a few other comm programs, and we even tried copying
: a text file to R1:, but no matter what we did, we couldn't get it
: to find the 850. We always received an error 130, or an error 138
: to the parallel port. Amodem would shut down and reboot; the other
: programs just gave the same error.

If you have a printer properly attached, you should have no problems
printing even without the 850 handler loaded.

If you can't print, and the 850 handler wont download when called by
BobTerm or a stand alone 850 loader program, the interface is not
working properly.

Steve

1125. Re: SIO Question

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-26 00:00:00 UTC
From: classics@nacs.net
Message-ID: <4gt8c3$a3f@wariat.wariat.org>
Source record: 85626

Benedict Chong (bluesky@singnet.com.sg) writes:
: I'm trying to interface a microcontroller with the Atari SIO port
: using a UART.
:
: My question is whether the Atari (800XL here) needs a clock in at the
: SIO port (pin 1 of the connector) in order to read in the serial data
: (which is at 19,200 bps).

No.

Steve

1126. Re: Can anyone ID these games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-26 00:00:00 UTC
From: Long Haired Computer Geek <beresr@hazelnut>
Message-ID: <Pine.NXT.3.91.960226111103.1531F-100000@hazelnut>
Source record: 85627

On 23 Feb 1996, C.J. Herr wrote:

> So, I'm going through a large number of disks a friend bequethed me with
> *really* descriptive titles like 'Games 19', and I came across a couple
> of curiosities...
>
> #1 On one disk, there are several copies of John Harris' game
> "Jawbreaker" with two 'wrap' tunnels, one horizontal, and one vertical.
> On another disk is another copy of Jawbreaker with a different maze
> layout, and only one wrap tunnel, at the top and bottom. Anybody know
> what the story is here? Why two different versions, and which one is the
> 'real' Jawbreaker?

I believe the story behind this was that when the first version was
released, they got sued because the maze was too close to the original
Pac-Man maze. So they changed it around a bit on the later version. I
really couldn't tell ya which is which, other than the one that looks
more like the Pac-Man maze is probably the earlier version. :)

```
*---------------<beresr@math.enmu.edu>------------------*
| Richard Beres, "Long Haired Computer Geek", at ENMU |
*-----------------------------------------------------*
| Long Haired Computer Geek (fuzzius geekius): Rarely |
| seen away from a computer, these unusual creatures |
| are known for their unkempt appearance and their |
* love of pizza. Mostly harmless. *
*-----------------------------------------------------*
```

1127. Re: The Undying Copyrights Issue... (LONG)

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-26 00:00:00 UTC
From: oscar@primenet.com
Message-ID: <4gr0oj$74f@client1.news.psi.net>
Source record: 85680

> Must be something wrong with your server. The first several
>posts compose the 4 disks of the original Scott Adams text adventure
>set. They were posted by someone calling himself the 8 bit Archiver! I
>just checked again and those are the only posts. No test message like
>you mentioned as of 8:30am EST 2/25/96.

Hmmmm... wish I'd gotten those. The group a.b.w.a8 has already been
deleted by certain admins. It never went through the "strongly suggested"
phase of comment-collection in alt.config and it didn't include
a statement of purpose. Also, having the word "warez" in the newgroup
name kind of doomed it. At any rate, for these reasons, it is possible
that certain hosts are not propagating the contents of the group, which
would explain why those posts didn't get here and why mine hasn't made
it there.

I'm going to try going through more official channels to get a
group created (though the ALT hierarchy isn't supposed to *have* "official
channels"). I was thinking of simply ALT.BINARIES.ATARI.8BIT - any
suggestions?

Oscar

1128. Re: The Undying Copyrights Issue...

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-26 00:00:00 UTC
From: oscar@primenet.com
Message-ID: <4gr0dt$74f@client1.news.psi.net>
Source record: 85681

..
>can't take this much farther, but what's the problem if a
>bunch of guys want to play with your wife, I mean take a
>look.

ROTFL

It was a pretty poor analogy, true - especially considering
that it was never suggested that she became public domain
simply by not paying attention to her. I think one of the
stipulations was that the machines that run the particular
version of the software in question had to not be manufactured
for a certain amount of time (can't think of a suitable
situation that fits with the analogy...)

Oscar

1129. Re: 8-bit keyclick sound

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-26 00:00:00 UTC
From: harv@ix.netcom.com
Message-ID: <4grbha$14p@cloner3.netcom.com>
Source record: 85682

In <4gouln$g6i@news2.his.com> Michael Graves <mcg@grove.net> writes:
>
>Does anyone know how to turn off the keyclick
>sound on the 8-bit machines.
>(besides turning down the volume) :-)
>I'm sure there is probaly an address to poke with
>a zero somewhere
>thanks
>Michael
>
The keyclick is controled by the register that deals with the
select buttons. It is controled by the operating system that is in
ROM. You can poke a location to produce the click but not to disable
it. I am sure that there is a good reason that you don't like the
click, but the biggest objection to the later units that came out was
that there was no keyboard feedback.

harv@ix.netcom.com

1130. Re: little blue-box

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-26 00:00:00 UTC
From: gholder@mindspring.com
Message-ID: <4grjdp$2ir@B1FF.mindspring.com>
Source record: 85683

kimballk@nevada.edu (KEN KIMBALL) wrote:

>I seem to have found out...well sorta...what the little blue-box that i
>found in my closet does....its a weather decoder (FAX ?) from Antic...
>but no-one has made it as far as i can gather... does anyone here
>remember that issue and could they please tell me if any satallite
>tracking programs were made for the 8-bit?
>I would like to have a weather/satallite receiver kit made for this thing
>outta spare parts lying around....

A buddy in my user group made one and let me borrow it. It was a lot of fun to fool around with. The WEFAX signal could come from any source, of course. It would be neat to get it "right off the bird", but the easiest way (and only way I could) is to get it off shortwave. The gov't rebroadcasts the satellite images at a bunch of frequencies. It was quite easy to learn the audio signature of those signals, especially if it was weather maps (the scan of all the vertical longitute lines makes a distincitve, repetative sound). The setup would have been able to get any image so transmitted, and I was anxious to try to get news agency telephotos. I never found any, so I figured that by that time they had all switched to direct satellite transmission or to the FM bands. There was a faint signal transmitting what appeared to be a Japanese newspaper. The program provided was very adjustable in its parameters for scan speed, and I was able to use it to get slow-scan TV images from the ham band specializing in that, although the scan wasn't perfectly synched and the pictures came out as trapezoids.

Be aware that there was a similar-sized project that came out about the same time for making a Morse code decoder. It was a much simpler and cheaper circuit (about $5, vs. about $25 for the WEFAX). I built it and played with it as well. The Morse code circuit can be used with the WEFAX program, but does a lousy job (it lacked any frequency sensitivity, being only sensitive to audio level).

I always wished that someone had gone a bit further with these, like doing a multiple gray-level FAX circuit/program or doing a RTTY decoder program for the Morse circuit.

Gary Holder

1131. Re: The old days, and why Atari lost

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-26 00:00:00 UTC
From: paul@laughton.com
Message-ID: <4grubg$cb@sun.sirius.com>
Source record: 85684

landon@netcom.com (Landon Dyer) wrote:

>Paul Laughton (paul@laughton.com) wrote:
>:
>: Atari was making so much money
>: from the 2600 games that they did not need to be well run, effecient
>: or any other damn thing. The money just flowed in huge quantites. Then
>: when the money from the game business slowed, there was no good
>: business foundation to keep atari going. Atari was following just
>: about every bad business practice you could imagine.

> a few gems:

> o atari manufactured more 2600 ET Phone Home cartridges than
> there were 2600s in the world to run them.

> [possibly apocryphal -- but not impossible]

> o the real problem with ET was that, as a game, it sucked. atari
> marketing tried to spin ET as the "world's first emotional video
> game." gimme a break...

> o i saw a $250K run of Robotron ROMs go into the landfill because
> the SQA department and the s/w engineer in question hadn't
> tested a particular ROM configuration.

> o project Falcon was gonna save the company. it was super-
> secret, it was revolutionary, it turned out to be ... essentially
> a telephone. they were into double-letter board revs [read
> this as: they really didn't know how to design a telephone] before
> the project was canned.

> o i found this out after the tramiels took over and were going
> through the books: there was an office in new york where fifteen
> or so paychecks were sent every other week, but apparently no one
> actually showed up to *work* there. hmmm....

> atari had a *lot* of VPs. when we were ramping up the ST project,
>we got to tramp through a warehouse and pick our office furniture.
>most of the engineers wound up with VP desks....

>--

>landon@netcom.com : problems worthy of attack
> R1100GS, R100GS, TransAlp : prove their worth by hitting back
> DoD #1475 : - <remember the Soma cube?>

A group of four of us took a business trip to NY to meet with guys at that office (15 paychecks, no people). It was Steve what-his-name-from-grass-valley's operation. We spent an entire week at a hotel where Warner was paying the room bills. We went to plays, dinners, hired cars and lots of other stuff - all charged to the room. No expense accounting required. We did meet with Steve one afternoon when he decided to come into the office. He lived a few hours out in the burbs and did not like to come into the office.

Then there was the 'executive' lunch room at Atari. What a setup! World class chef.

How about those bonuses given to the Falcon group! Tens of thousands of dollars per person for not knowing how to make a telephone.

Then was the fiasco that started Activision. Ray promised the 2600 programmers a bonus if (and only if) Atari made a profit that year. Ray then ordered zillions of 2600s produced for the Xmas season, but not in time to sell for Xmas. Atari did not make a profit 'that year' but sold all of those 2600s by the end of January. Sorry guys, no bonus. Three or four of the better 2600 programmers decided to form their own company. And that was the begining of the end of Atari.

Cheers,
Paul

1132. Re: Why don't they make cool games anymore

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-26 00:00:00 UTC
From: smrgoodw@reading.ac.uk
Message-ID: <4gs0an$5e4@susscsc1.rdg.ac.uk>
Source record: 85685

In article ln9@sirius.cs.pdx.edu, chambera@cs.pdx.edu (Alex Chamberlain) writes:
>Cliff Friedel <cfriedel@cencom.net> wrote:
>> Have programmers given up on good
>> gameplay for good graphics or am I just getting too old to recognize
>> what is fun (I am only 21 now so the latter would scare me.)
>
>Don't worry, it's the former... This has been discussed repeatedly in
>this group and in the VCS-related ones, but it still bears repeating.
>Too many games now are more like movies with hardly any interaction, or
>if there is a significant amount of interaction it's just tacked on as an
>afterthought. In the old days there were such stringent limits to the
>graphics that a game had to be _fun_ first and cool-looking second.

Last year I got myself a Sega Mega Drive/Genesis and was happy with a lot
of the innovation going on in the games. Unfortunately, innovation isn't the
norm on the game consoles; a lot use graphics/sound to be the main thrust
of the game and that's it. There are some really great pieces of software
out there but improved hardware performance has become a liability: there
is too much emphasis on presentation design and the gameplay has been
lost. "Gameplay? I'm sure we've got a little bit behind the stores at
the back if you *really* want it..."

>he heh... that would would be cool! (Beavis voice)
>
>> Long live the 8 bit and the members
>> of CSA8 who keep the days of great games and programs alive and let us
>> remember the days when Pong was actually fun.
>

Let me add that I got hold of a new 2600 a couple of years ago: it was my
first choice before the Sega console.

>FWIW, though, there are some people currently making games who seem to
>care about play value as well as graphics. I just bought a 10-pack of CDs
>for my Mac including several games on it from Bullfrog Software. I've
>been playing Syndicate and Theme Park like mad. I wish those had come out
>for the 8-bit 10 years ago (with simpler graphics of course, but the game
>mechanics could have been pretty much the same...)

Bullfrog are doing some good work on the gameplay front. Some of the
games I find hard to put down on my Sega console are Sonic (the gameplay
is just so effortless and responsive), Mega Bomberman (could easily be
done on the 8-bit Atari), Earthworm Jim (can't decide whether it's the
graphics that do it) and Red Zone (I love this game).

The "next generation" consoles are out now but basically a lot of it seems to be better graphics/sound to me. I'm sure there are going to be some great games on them, but I'll doubt I'll see an Alternate Reality for quite a while.

- Joel

1133. fs: Atari 2600 system

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-26 00:00:00 UTC
From: salimk@bnr.ca
Message-ID: <4gsf74$6jr@bcrkh13.bnr.ca>
Source record: 85686
Cross-posted to: ga.forsale,att.games.video.classic,rec.games.video.marketplace,rec.games.video.misc,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.st,alt.atari.2600

Atari 2600 video game system with joysticks, paddles, power supply,
in orignal box $25 + s & h

Salim Khan
salimk@bnr.ca
NorTel (Northern Telecom). Norcross, Georgia

Standard disclaimer applies ..... My employer has nothing to do
with my opinoins or the matter in this post, or for that matter anywhere.

1134. SIO Question

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-26 00:00:00 UTC
From: bluesky@singnet.com.sg
Message-ID: <31316b7d.502838@news.singnet.com.sg>
Source record: 85687

I'm trying to interface a microcontroller with the Atari SIO port
using a UART.

My question is whether the Atari (800XL here) needs a clock in at the
SIO port (pin 1 of the connector) in order to read in the serial data
(which is at 19,200 bps).

Thanks.

Ben

1135. Special Announcement

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-26 00:00:00 UTC
From: CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK
Message-ID: <77D7F84305E@east-01.novell.leeds.ac.uk>
Source record: 85688

```
ATARI 8-BIT SUPPORT FROM RICHARD GORE
-------------------------------------
SPECIAL ANNOUNCEMENT

As of 15th March 1996 I will no longer have access to e-mail, I will
continue to support the Atari 8-bit machines but any correspondance
will have to be done by letter or telephone. Below is a list of my
current range of 8-bit products, if you want any details by e-mail
this could be your last chance.......

My list of software for sale has now got quite long, so to save space
and bandwidth I will just give a list of what I have got along with
their prices, then if you need any further information you can simply
e-mail me at chmrig@leeds.ac.uk and I will supply the information.

My range of commercial software:-

JAWBREAKER #2.99 ($7) disk only 16k
MOUSEKATTACK #2.99 ($7) disk only 48k
ARENA #2.99 ($7) disk only 64k XL/XE
BUBBLE ZONE #2.99 ($7) disk only 64k XL/XE
SUPER PRINT-LAB XE #6.50 ($15) disk only 128k XL/XE
GTRACKER #6.50 ($15) disk only 64k XL/XE
GTRACKER XL UTILS #6.00 ($13) disk only 64k XL/XE
CLIP TRACKER XE #6.50 ($15) disk only 128k+ XL/XE
BLACK LAMP #4.95 ($11) disk only 64k XL/XE
TUBE BADDIES #4.95 ($11) disk only 64k XL/XE

Special offer (1); buy both Jawbreaker & Mousekattack in one pack for
^^^^^^^^^^^^^^^^^ only #5 ($11).

Special offer (2); buy both Arena & Bubble Zone for only #5 ($11).
^^^^^^^^^^^^^^^^^
Special offer (3); buy both Tube Baddies & Black Lamp on one disk for
^^^^^^^^^^^^^^^^^ only #9.50 ($20).

Special offer (4); buy GTracker and GTracker XL utilities for only
^^^^^^^^^^^^^^^^^ #10 ($21).

Special offer (5); buy all 3 'TRACKER' programs, as offer (3) plus
^^^^^^^^^^^^^^^^^ CLIP TRACKER XE for only #15 ($30).

Ex-stock, shrink wrapped commercial software. Limited stocks. You are
advised to check stock levels before ordering:-

Disks: SUMMERGAMES #5.00 ($10)
----- SOLAR STAR #5.00 ($10) also known as Sun Star.
```

ONE OF EACH ONLY: DROPZONE (disk) #5.00 ($11)
---------- GAUNTLET DEEP'(disk) #2.00 ($5)

Prices in UK pounds (#) include p&p to UK, overseas add #2 for p&p,
payable in pounds sterling or UK cheques, IMO, Postal Orders.
Prices in US dollars ($) include shipping to USA, but payment must be
in US$ cash, sorry no cheques (checks).

For further information or to order contact RICHARD GORE at

79 SPROTBROUGH ROAD, SPROTBROUGH, DONCASTER, DN5 8BW, ENGLAND

Tel. no. (01302) 784642

E-mail: chmrig@leeds.ac.uk (before 15th March 1996)

1136. A replacement keyboard for an Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-26 00:00:00 UTC
From: Roamer@ix.netcom.com
Message-ID: <4gsnpa$54@ixnews2.ix.netcom.com>
Source record: 85689

Hi,

Anyone know where I can get 2 replacement keyboards for an Atari 800XL computer. I have two different ones that
have failing keyboards. One has keys 1 through 9 not useable at times, and the other has the key "W" permenantely
stuck down.

I would like to buy two new keyboards, refurbished, or whatever.

Thanks,

Stephen Buechler

1137. Charley Kormos

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-26 00:00:00 UTC
From: Roamer@ix.netcom.com
Message-ID: <4gsnsh$5c@ixnews2.ix.netcom.com>
Source record: 85690

Does anyone by any chance know a guy named Charley Kormos. I have his email at AOL address, but I can never
reach him. He used to frequent this group. I am trying to reach him.

Thanks,

Stephen Buechler

1138. Re: The Undying Copyrights Issue...

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-26 00:00:00 UTC
From: Mark.Androvich@SEN.CA.GOV
Message-ID: <1996Feb26.094527.157@sinet.sen.ca.gov>
Source record: 85691

In article <4gpkhv$e1s@news.tcd.net>, BobKlaas <bobkla19@mail.tcd.net> writes:
> Well, Copyright owners are readily available most are too lazy to
> look in the right place to find them. They can be found in the
> Library of Congress where the product is registered.
>
> What you were saying about changing the law is without merit.
> How would you like it if I came along and said I wanted your
> girlfriend or wife and took her just because I wanted her? You
> left he dormant for a while so therefore I want her..!! You
> don't like it so I'll get a group together and get the law
> changed so I can have her..??? Sounds good to me?

Except that no law says that your wife becomes public domain after a
certain period of time. Copyright law already does that. Most classical
music is beyond copyright protection-- which is why it is so often used in
cartoons.

I was just suggesting that we reconsider the appropriate period of time that
copyrights should last.

Copyright is not some natural law that the majority of voters cannot or
should not infringe upon.

Bad analogy.

Mark Androvich

1139. Is Software FREE?

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-26 00:00:00 UTC
From: dac@hevanet.com
Message-ID: <4gssv6$hgq@vista.hevanet.com>
Source record: 85692

Is all Atari Software free now? I mean old software that falls out of the copyright law by being past the 8 year mark. I had hear this, but wondered if it's true.

1140. WTB: Basic Compiler & MAPPINGtheATARI book

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-26 00:00:00 UTC
From: dac@hevanet.com
Message-ID: <4gssmt$hgq@vista.hevanet.com>
Source record: 85693

I need a Basic Compiler. So make Basic programs into a Executable file.

Also looking for MAPPING the ATARI book

Email back dac@hevanet.com

1141. The Undying Copyrights Issue... (LONG)

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-26 00:00:00 UTC
From: JTKIRK@urp.edu.pe
Message-ID: <m0tr8K6-000OZMC@rcp.net.pe>
Source record: 85694

Well, basically, the thing is:
-try to convince the copyright holders to release their copyrights on software which is now unavailable from the stores (and only for non-profit purposes)
or:
-have them start selling new copies of their copyrighted software (THEY should be able to make all the copies they wanted, I think)

There's many software which I never could get and would like to get... but if nobody is currently selling copies of it, which alternative would you suggest?

1142. CardPack

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-26 00:00:00 UTC
From: JTKIRK@urp.edu.pe
Message-ID: <m0tr8L2-000OdIC@rcp.net.pe>
Source record: 85695

OK, I'll upload those card games to UMich. I could also post some uuencoded to this list, since they are small enough (less than 5K each). When your first computer has been a ZX81/TS1000 and then you have an ATARI with tape recorder, you learn to do wonders in little space. :-)

1143. Re: 8-bit keyclick sound

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-26 00:00:00 UTC
From: d_pike@Husky1.StMarys.CA
Message-ID: <4gt1k7$eh7@News.Dal.Ca>
Source record: 85696

In article <4grbha$14p@cloner3.netcom.com>, harv@ix.netcom.com(Harvey E. Lentchner) writes:
>In <4gouln$g6i@news2.his.com> Michael Graves <mcg@grove.net> writes:
>>
>>Does anyone know how to turn off the keyclick
>>sound on the 8-bit machines.
>>(besides turning down the volume) :-)
>>I'm sure there is probaly an address to poke with
>>a zero somewhere
>>thanks
>>Michael
>>
> The keyclick is controled by the register that deals with the
>select buttons. It is controled by the operating system that is in
>ROM. You can poke a location to produce the click but not to disable
>it. I am sure that there is a good reason that you don't like the
>click, but the biggest objection to the later units that came out was
>that there was no keyboard feedback.
>
> harv@ix.netcom.com

POKE 731,255 to disablan0 to en the kick.
randy.

1144. WTB 8-bit equipment

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-26 00:00:00 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <96057.143442STIRRE31@MAINE.MAINE.EDU>
Source record: 85697

Yep, I am looking for Atari 8-bit stuff. Can anyone recommend
where I can get some good deals on stuff? I resent all those people
who get complete systems for a $1.25 at a yard sale ;-).
Oh, I am looking for a 65XE, XEGS, 800XL or maybe even a 1200XL.
Also I need a 1050 or equivelent. Any ideas, suggestions?
-scott tirrell
-stirre31@maine.maine.edu

1145. little blue-box

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-26 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <31326637@pianosa.demon.co.uk>
Source record: 85698

Whilst reading the usual rubbish I find here, Gary Holder wrote something
interesting to All about little blue-box:

Hello Gary,

GH> I always wished that someone had gone a bit further with these, like
GH> doing a multiple gray-level FAX circuit/program or doing a RTTY decoder
GH> program for the Morse circuit.

Some years ago, here in the UK, Maplins (a company similar to Radio Shack) used
to sell a WEFAX decoder kit. Sadly, they no longer produce such a beast. It
should be possible to obtain the relevant info, from one of their magazines,
but due to the (relative) complexity of the kit, building it *without* their
PCB, but using prototyping board, would be tedious in the extreme. Which is a
pity really, because it would've been rather fun.

_
Regards, /_) 2:251/40.1 39:134/11.1
/ _)rad brad@pianosa.demon.co.uk

... Your hair style was raked by a gang of stoats.
Grease Your Ralph; The Abs

1146. Error 130 -- where's the 850 interface?

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-26 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <3132681c@pianosa.demon.co.uk>
Source record: 85699

Whilst reading the usual rubbish I find here, James R. Lendino wrote something interesting to All about Error 130 -- where's the 850 interface?:

Hello James,

JRL> We put the 850 in different parts of the chain. we also tried two
JRL> different 850's, two different Atari 800's and an Atari 800XL, to no
JRL> avail. What simple fact are we missing here? I used to do this all
JRL> the time to run a BBS back in the mid 80's. I feel like a fool!

It shouldn't make any difference wher the 850 is connected in the chain.

Remember to turn on the 850 *before* the computer. Also, you need to load the device driver for R: from disk. This is usually done as an AUTORUN.SYS load, which explains why you have to turn on the 850 first. Unless you do, the R: device loader can't find the 850!

Some software loads the R: handler for you, though. You'll know when the R: handler has been loaded, because a high tone is sent to the monitor's audio output.

So, make sure the volume is turned up on your monitor. :-)

_
Regards, /_) 2:251/40.1 39:134/11.1
/ _)rad brad@pianosa.demon.co.uk

... I was sold up the river, to the red slave trade. - Pink Flag; Wire

1147. A replacement keyboard for an Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-26 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <31326956@pianosa.demon.co.uk>
Source record: 85700

Whilst reading the usual rubbish I find here, Stephen Buechler wrote something
interesting to All about A replacement keyboard for an Atari 800XL:

Hello Stephen,

SB> Anyone know where I can get 2 replacement keyboards for an Atari 800XL
SB> computer. I have two different ones that have failing keyboards. One
SB> has keys 1 through 9 not useable at times, and the other has the key
SB> "W" permenantely stuck down.

SB> I would like to buy two new keyboards, refurbished, or whatever.

Why buy two? Surely one would do. If you cannibalize the one with the U/S
numeric keys, to repair the one with the broken W.

At least you can fix one at little or no cost, other than time.

_
Regards, /_) 2:251/40.1 39:134/11.1
/ _)rad brad@pianosa.demon.co.uk

... If I had one wish, it wouldn't be hard to choose.
Seven Sundays; Extreme

1148. Re: Atari 8bit CD-Rom..From the IBM..directory

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-26 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <150644@cup.portal.com>
Source record: 85701

AFAIK, Computer World Jr. is *not* accessible via the Internet. It runs on
an Atari 8-bit and has one phone line, so I doubt it ever WILL be accessible
via the Internet... although I must admit Bob Puff has worked miracles with the
Atari 8-bit before! :-)

The phone number is (716) 247-8355. Enjoy. And drop me some email when
you get there. :-)

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

1149. Re: The Undying Copyrights Issue... (LONG)

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-26 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <150645@cup.portal.com>
Source record: 85702

Speaking as another person making my living from programming, I hereby officially agree with EVERYTHING Oscar Fowler has said recently on this thread and subject. It all needed to be said, and he said it well. I for one heartily endorse the proposition of an archive for materials which will otherwise be lost, and I intend to contribute to it when it appears. (I'll have to ask Portal to add the "...warez..." group here.)

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

1150. Re: Connecting a hard drive to an 800/800XL

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-26 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <4gtb7c$e4s@blackice.winternet.com>
Source record: 85703

> jlendino@panix.com (James R. Lendino) writes:
>
> I am looking for a way to connect a hard disk to my 800XL that
> preferably doesn't cost too much money. I have access to a 170
> MB Maxtor IDE hard drive, and I'm sure I could pick up a cheap
> SCSI drive if necessary.

First, NO IDE. At least not until the MIO II is released.
Second, you will need to find a Black Box, MIO or a SUPRA
Hard Disk Controler. Bob Klass has the rights and sells the SUPRA, if
you hang around here long enough he will speak up. I wonder if he
doesn't sell a 8 Bit HD setup ready to plug in and go.

>
> What is the simplest way to do this? What do I need? I usually
> use DOS 2.5F, so I know I'd have to get a copy of SpartaDOS or
> something similar. Can I boot off this drive and load programs?
> Would I need a memory upgrade as well? I checked the FAQ but I
> didn't really understand what those devices are or how much they
> would cost.

For the non-technician it isn't simple, and, you must use
MYDOS or SpartaDOS, both are now Shareware. Didn't the FAQ's
give names and addresses of the companys that sell the Black Box,
MIO or SUPRA interfaces? Or are you looking for a dirt cheap one,
used? The last I saw 256K MIO's were going for $75 to $100 used.
Haven't seen a 1Meg version for sale. Haven't seen a Black Box or
SUPRA for a long time either.

Rich Mier

1151. Re: A replacement keyboard for an Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-26 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <4gtbh4$e4s@blackice.winternet.com>
Source record: 85704

> Roamer@ix.netcom.com (Stephen Buechler) writes:
> Hi,
>
> Anyone know where I can get 2 replacement keyboards for an Atari 800XL computer. I have two different ones that
> have failing keyboards. One has keys 1 through 9 not useable at times, and the other has the key "W" permenantely
> stuck down.
>
> I would like to buy two new keyboards, refurbished, or whatever.
>
>>>>
Best Electronics, 2021 The Alameda, Suite 290, San Jose, CA, 95126
Phone: 408-243-6950

Rich Mier

1152. Re: Error 130 -- where's the 850 interface?

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-26 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <4gtbrh$e4s@blackice.winternet.com>
Source record: 85705

> jlendino@panix.com (James R. Lendino) writes:
>
> A friend and I tried all day yesterday to hook up an 850 interface
> to an Atari computer. We wanted to try and call my ISP with it;
> but I couldn't even get the computer to find the interface. I tried

>>>>
Was the file "RS232.COM" on the Boot Diskette?
Also, I hope you were not pluging in and unplugging
the 850 on the SIO with power on. If so, you probably have some
bad LM3068's in the 850's. I don't remember which one handles
the SIO interface as there are 5 of them used in the 850.

Rich Mier

1153. NEW LANGUAGE was-Re: Atari, JTS Corp. Merger

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-27 00:00:00 UTC
From: ricortes@Garg.Campbell.CA.US
Message-ID: <qgwyJD4w165w@Garg.Campbell.CA.US>
Source record: 85506

;Bill McBrine (bmcbrine@hakatac.port.island.net) wrote:
;: How about a new or revamped language. This is possible today with
;: existing hardware. Perhaps a new BASIC or SuperBASIC or ACTION!++
;Oh come ON! I've been whining about an upgraded Action! ever since I
;about Operator Overloading (used in C++, for example). And when I
;(and finally got ahold of) the Sweet16, that's one of the things I've
;dreaming for!
;Sure, extended banked memory is fun and all, but how's about 16MB of
;LINEAR
;(NON-banked) memory!?!?!?
;THat reminds me - has ANYONE (John Harris? Mike Hohman? Bob
;Woolley? >>>ANYONE!?!?>>>) written ANY 65816
;software!?!?!??!!?!?!?!?!?!?!?!?!?!
;: something. What I'm thinking is a fast semi-interpreted/compiled
;: that can utilise transparantly the extended memory in the 130XE or
;for games and good apps. Or have VERY good, VERY fast, VERY
;extensive library calls, and then write interpreted apps.
;Yeah!!! I know! So, damnit, SOMEBODY DO IT!!! <cry cry cry sob sob
;sob!>
A long long time ago when ICD offered their 8 bit line, I made an offer on the Action! language. ICD wanted to sell everything in a lump & AFAIK FTE was the only serious bidder (Rumor has it that some offers were on the level of give me everything for free & I'll do *but* I haven't confirmed that. 8 Bitters have got to be the CHEAPEST computer users in the WORLD<g>!). When FTE was in Scott's Valley I offered to revise the language to get rid of a few bugs, a few annoying defaults, whatever. At the time, Mike had already given the project to someone. What seems to be years later, we've yet to see a really updated version of Action!. I don't really blame it on Mike, he just trusted the wrong programmer. Mike had other stuff he wanted me to do that I wasn't interested in. Ended up doing a lot of my silly hacks like the 6551 in a cart, DAC, SIO2PC hacks, clock speed up, etcetera so it wasn't exactly like the experience inhibited me. As far as 65816 code support goes, it's really easy to do it from the Action! language itself. My problem with doing it is I have never run across a book on 65816 assembly language programming & I don't have a 65816<g>. For that matter, none of the local distributers I talk to even know there is such a thing as 65816! Anyway, let's say I gave you Action! code blocks for things like fills, clearing a block of memory, maybe integer math, would it really help? Even if I had an '816, I don't think I would use '816 code for anything. Just aren't enough people that have them. For that matter, on occasion I've even thought about adding things like N dimensional arrays to Action!, but I haven't got an application that could use it so...

Rick

--
ricortes@Garg.Campbell.CA.US (Rick Cortese)
The Land of Garg BBS -- +1 408 378-5108

1154. The Undying Copyrights Issue... (LONG)

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-27 00:00:00 UTC
From: ricortes@Garg.Campbell.CA.US
Message-ID: <NDwyJD1w165w@Garg.Campbell.CA.US>
Source record: 85507

You know, I'm not up for slamming you guys for talking about an FTP site for Copyrighted programs, but you should think about medium you are proposing, the Internet, to use.
i.e. Formula I drivers may be talented drivers without knowing how to tune their cars.
On the most basic level, the Internet was set up by the government. Wait a second! Could this be the same government that grants Copyrights? BINGO! For the most part, the backbone of the Net is still run on either government sponsered or indirectly funded facilities i.e. .edu sites. "OK" you may say, "but I have a private .com site." But where do you think they get their feeds from? Simply put, even if you find a site where you can put up the illegal material, as soon as it is brought to the attention of one of these feeder sysadmins, they well threaten to cut the feed & the local sysadmin will buckle. Most of all, before you try to do anything, check with your local sysadmin! Make sure they know the exact nature of what you are proposing to do with the site. IMO: If you are a student, just forget it. Most of the grad students running around these sites are anal retentive future employees of IBM or MicroSoft types. Believe me, these guys have no qualms about enforcing the Copyright laws. I think they put how many people they get kicked off the school computers for infractions on their resu'me<g>. There's a good chance you well have your Internet access terminated. The only exception to this seems to be foreign countries that don't enforce US Copyright laws.
Rick

--
ricortes@Garg.Campbell.CA.US (Rick Cortese)
The Land of Garg BBS -- +1 408 378-5108

1155. ack! help! both of my 1050's are on the fritz!

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-27 00:00:00 UTC
From: cyrus <cyrus@lagrange.amd.com>
Message-ID: <31334C0B.24E9@lagrange.amd.com>
Source record: 85508

My second, and last 1050 partially died last night and I need your help!
I think the problem lies in two places...the US Doubler chip and the
on-board power circuitry. The drive had a US Doubler installed and was
working beautifully. Then all of the sudden, all I got from the drive
is that annoying bzzzzzt sound when I tried to boot off of it - it would
not even spin. (It does spin for a few seconds after inserting a disk
and closing the latch). I also noticed the drive case was very warm.
So, I took it apart and started exchanging the chips under the metal
shield (I have another 1050 that I exchanged chips with). When I got to
the USDoubler chips and replaced those, I saw some improvement in the
drive, but not much. At least the drive would respond to a boot request
from my 130xe. I got the normal BEEPs, but at a very slow rate, as if
the drive had trouble reading the disk - but I know the disk was fine (I
tried several). The heat sink was scorching hot, so I think there may
be a problem with the power supply/voltage regulators, I just don't know
enought about the circuitry to debug the problem.

So, now I have 2 disk drives, both useless to me, unless someone can
help me fix them! I am dead in the water. HELP!

Anyone know where I can get the USDoubler chips...i'm going to need
these to read all my double density disks...

Cyrus
================== ================== ==================
Opinions expressed aren't necessarily those of my employer.
Actually, they may not be mine either.
cyrus.malek@amd.com

1156. Re: The Undying Copyrights Issue... (LONG)

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-27 00:00:00 UTC
From: oscar@primenet.com
Message-ID: <4gvja7$b5f@client1.news.psi.net>
Source record: 85509

In message <DnFvF6.J4o@iglou.com> - mstclair@iglou.iglou.com (Mike St. Clair) w
rites:

>I would certainly not suggest puting "warez" in the name of the group, as
>many admins are starting to drop those from their feed... :^)

I know. Last Sunday, I proposed a new group called "alt.binaries.atari.8bit"
So far, there's been no opposition.

Keeping my fingers crossed,
Oscar

1157. F/S-Atari 800 system

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-27 00:00:00 UTC
From: zimmeth@aol.com
Message-ID: <4gvr20$2hn@newsbf02.news.aol.com>
Source record: 85510

I have an Atari 800 (in the original box) with 810 floppy drive, cassette drive, Amdak color monitor, joy sticks, assorted software. documentation, books, etc. that I would like to get rid of. Someone make me an offer and you can have it. I live in LA so someone close by would be preferred as I would like not to ship it.

If you are interested email me at zimmeth@aol.com

1158. A replacement keyboard for an Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-27 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <3133904c@pianosa.demon.co.uk>
Source record: 85511

Whilst reading the usual rubbish I find here, Neil Shipp wrote something
interesting to All about A replacement keyboard for an Atari 800XL:

Hello Neil,

>> At least you can fix one at little or no cost, other than time.
NS> Assuming the switches are discrete components and can be replaced at
NS> will. I don't know about the XL's but the XE's used a plastic sheet with

Indeed yes. I was working from memory. It's a *long* time since I've seen an
XL. I thought that they had /real/ keyboards, like the 800 did. But don't
quote me. :-)

_
Regards, /_) 2:251/40.1 39:134/11.1
/ _)rad brad@pianosa.demon.co.uk

... It belongs to them, let's give it back.
Beds Are Burning; Midnight Oil

1159. Error 130 -- where's the 850 interface?

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-27 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <31339315@pianosa.demon.co.uk>
Source record: 85512

Whilst reading the usual rubbish I find here, James R. Lendino wrote something
interesting to All about Error 130 -- where's the 850 interface?:

Hello James,

JRL> So where do I get the driver for the 850? I have a one sector

If you haven't got the driver from the original DOS disks, you'll have to leech
it from somewhere. If you run SpartaDOS, that has it's own RS232 handler
included.

It actually isn't immediately obvious where the RS232 handler is, on a DOS 2.5
disk. If you've still got the Master (i.e. *original*) Disk, run from DOS
option L SETUP.COM, which will set up an RS232 autoloader.

JRL> AUTORUN.SYS on the disk with the Amodem program; could that be it?

I think one sector is too small for it to include the handler. Chances are
that the AUTORUN.SYS runs AMODEM, early versions of which are written in BASIC.

JRL> Because it doesn't work even if I boot off that disk.

Yep, sounds like it's missing. :-(

_
Regards, /_) 2:251/40.1 39:134/11.1
/ _)rad brad@pianosa.demon.co.uk

... We don't give a damn! - One Chord Wonders; The Adverts

1160. little blue-box

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-27 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <31338eea@pianosa.demon.co.uk>
Source record: 85513

Whilst reading the usual rubbish I find here, Gary Holder wrote something
interesting to All about little blue-box:

Hello Gary,

>> Some years ago, here in the UK, Maplins (a company similar to Radio
>> Shack) used to sell a WEFAX decoder kit. Sadly, they no longer produce
GH> You might look up the referenced ANALOG (or was it Antic?). The circuit

The article was in ANTIC, rather than ANALOG, I think. I used to get ANALOG,
but can't find the relevant article.

Having gone through the Maplins magazine, I discovered that the unit they sold
as a kit was, in fact, a full-blown RTTY decoder, not just WEFAX, hence the
cost & complexity. It stuck in my mind because the software (BASIC) listing
they gave for use with it, was written in ATARI BASIC. Something that was
relatively uncommon in the UK. :-(

_
Regards, /_) 2:251/40.1 39:134/11.1
/ _)rad brad@pianosa.demon.co.uk

... What the hell is wrong with me? I'm not who I ought to be.
What's My Name; The Clash

1161. Re: Behind Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-27 00:00:00 UTC
From: David Wyn Davies <101502.651@CompuServe.COM>
Message-ID: <4h00fh$bc3$1@mhadf.production.compuserve.com>
Source record: 85514

I just lurve ROF!

The first time one of the aliens jumped out on me, I nearly had a heart attack and fell off my chair ...

My bedroom light was dimmed, my TV volume on high and I had decided to have a laugh by gassing a 'pilot'. Heck ... nearly cost me my life for real :-)

I still get jittery when I play the game.

BTW: Anyone know why the cassette version of ROF plays better and faster than either the disk or ROM versions? The skill level appears to be set higher. Why is this? Are there fewer than 99 levels on the cassette version? (The highest level I reached on the cassette version was around 52 ... Reached level 68 on the ROM version).

Dave
101502.651@compuserve.com

--
David Wyn Davies
The Atari Classic Programmer's Club

1162. Mega Bomberman & DOOM engine

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-27 00:00:00 UTC
From: David Wyn Davies <101502.651@CompuServe.COM>
Message-ID: <4h043b$367$1@mhafn.production.compuserve.com>
Source record: 85515

Just want to rattle off a couple of quick notes ...

First, as Joel Goodwin mentioned in a previous post, the SEGA game 'Mega Bomberman' would be easy enough to write for the 8-bit (actually, I know it as an ST/Amiga game called Dynablasters).

THE GOOD NEWS: I have started on such a game and even have a joystick port doubler to enable up to four player simultaneous action on a standard XL/XE.

THE BAD NEWS: I haven't been able to do anything with it since last November/December. At the moment, I have some fade in/out routines plus the screen drawing routines (totally random - never the same game twice). However, I could do with some help on the graphics so if there are any artists out there, get in touch.

The second note is in reply to Bill Kendrick's note on a DOOM engine ...

Bill, yes there is a DOOM engine under development. Some Polish guy is working on it I think but is having one or two teething problems. I have been asked to try and locate some DOOM source code to help him out with but I don't think there is any ... or is there? Anyway, it'd be cool to get a version for ADOS? :-)

--
David Wyn Davies
The Atari Classic Programmer's Club
Gamdda Wen, LLanerchymedd
Anglesey. LL71 4AG WALES

1163. What Kind Of Monitor For 800xl?

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-27 00:00:00 UTC
From: hamster@magicnet.net
Message-ID: <hamster-2702962254380001@pm1-13.magicnet.net>
Source record: 85516

Where can I find a monitor to use, and what kind should I get? I recall the Commodore model (#???) being popular. I'm re-introducing myself to programming on it, and using a TV pretty much sucks quality-wise. If anyone can steer me in the right direction, I'd really appreciate it!

Regards,
Scottie

--
Scottie Prince / Kathleen Prince
Party Hamster Productions / Miniature Pinscher Rescue Of Orlando
He Writes Music / She Saves Dogs

They Both Live Here: hamster@magicnet.net

1164. FTe has "new" E-Mail address

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-27 00:00:00 UTC
From: ftooned@crl.com
Message-ID: <4h0un5$nch@crl4.crl.com>
Source record: 85517

Hi All,

I've been having one heck of a time posting to the newsgroup through Delphi for the past 5-6 weeks, and have opted to change the FTe E-Mail address to ftooned@crl.com

If this message gets through OK, I'll be back on-line with an update with what's going on out here in AZ.

Thanks, Mike (ftooned@crl.com)

1165. Re: Atari, JTS Corp. Merger

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-27 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <4gu1mg$k40@ccshst05.cs.uoguelph.ca>
Source record: 85628

```
: Let's face it, the Tramiels sold out and are putting their new found money
: in the bank. I must admit, when they first came onboard way back when, I
: thought they were going to do some good for Atari. It turns out that they
: had no idea how to manage a company. All of the innovation that was
: brought to this compnay was brought to them (Tramiels) by outside help.

Says who? The Tramiels certainly have no idea how to successfully
support products and please customers but they are management aces. Why
do you think Atari has survived through so much. If nothing else, they
are survivors. Most other companies would have folded years earler, under
less pressure. Commodore is a good example.

>> Mark <<

--
-------------------------------------------------------------------------
Mark A Rathwell
-------------------
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

Maintainer of the "Incredible Hulk" television series FAQ.
-------------------------------------------------------------------------
```

1166. Atari - PC

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-27 00:00:00 UTC
From: Jijin Vyacheslav <delan@pluscom.ru>
Message-ID: <31325982.2DD5@pluscom.ru>
Source record: 85629

Can I transfer files between Atari 130XE and PC without using special
hardware, just the cables? I have only 1050 disk drive and a tape drive.
I just need to store my Atari software on the HDD of my PC.
Any ideas?

Slava.

1167. Re: Can anyone ID these games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-27 00:00:00 UTC
From: cjherr@flood.xnet.com
Message-ID: <4gtnhe$5g5@flood.xnet.com>
Source record: 85630

John Harris (jharris@sierranet.net) wrote:

: There are actually _three_ versions of Jawbreaker that got shipped by
: On-Line Systems, but one of those was an accident.

: The first version was the one with the single wrap tunnel, which was a copy
: of the original Pac-Man maze. On-Line got sued by Atari for copyright
: infringement, and one of the defense strategies was to show that there was
: a game prior to Pac-Man that had a similar gameplay of "eat the dots in a
: maze while avoiding computer-controlled bad guys". If you remember a game
: called "Head-On", which had a car driving around concentric rectangular
: tracks with places to change 'lanes', it does fit that description. I had
: actually programmed a version of Head-On awhile before I did Jawbreaker,
: and what we decided to do, was to create a special Jawbreaker version that
: looked somewhat like the rectangular Head-On layout, in an effort to show a
: product that theoretically looked like it could be in-between Head-On and
: Pac-Man, as opposed to post-Pac-Man. Someone at On-Line liked the dual
: wrap tunnels, and decided to ship this game even though it was only meant
: as a court prop. This version did not play very well, because the happy
: faces tended to get stuck in one 'lane' and would just keep going round and
: round. On-Line got complaints about it, but also got publicity about a new
: version that had dual wrap tunnels, and so I decided to make a "real" new
: version with an original maze layout and two tunnels. The result was the
: final version of the product that was shipped.

: So in summary, there are three versions, and although they are all
: technically "real", only versions 1 and 3 were supposed to be shipped.

: 1. Original Pac-Man maze with one wrap tunnel.
: 2. Very rectangular-looking maze and two wrap tunnels. This version won't
: have any passageways that twist and turn in different directions.
: 3. Two wrap tunnels, with an original maze layout more in the style of the
: original version.

John,
Thanks for the input. I thought the story in "Hackers" was
interesting, but this adds yet some more depth to the story. It's wild to
listen to the history behind some of your favorite games. Thanks again.

-CJ

C.J. Herr |
cjherr@xnet.com | "Reply hazy, ask again later."

1168. Re: The Undying Copyrights Issue... (LONG)

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-27 00:00:00 UTC
From: oscar@primenet.com
Message-ID: <4guaqe$qin@client1.news.psi.net>
Source record: 85631

>#alt.binaries.warez.atari8bit newsgroup! Check it out. Add more!

>The newsgroup has been created here, but I have yet to see
>a post. Is there any messages available at your site? If not,
>would you post a small test message to see if it shows up here.

Kit -

The newsgroup was killed at many sites because it was created
rather unofficially. My server hasn't received those posts
either, and test posts I've put in the group have not shown
up on any other server.

I'm in the process of getting a more 'official' group going...

Oscar

1169. used Atari bundle

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-27 00:00:00 UTC
From: talmadge@ix.netcom.com
Message-ID: <4gtshq$c71@cloner3.netcom.com>
Source record: 85632

I have a collection of Atari equipment from my "old" days for sale. The list includes:
2-Atari 800 computers and power supplies
2-Atari 1050 disk drives, cables and power supplies
1-Atari 810 disk drive, cables and power supply
1-Atari 850 I/O box, cables and power supply
1-300 baud modem, cables
1-Star Gemini 10x printer & cables
3-new ribbions
Atari manuals and third party manuals
Almost complete collection of Atari Antic and Analog magazines
Computer club documentation-MACE (Michigan Atari chapter)
Two hundred + 5 1/4 disks full with anything and everything
Game Cartridges-Pac-Man, Ms Pac-Man, Journey to the Planets, Return of the Jedi, Squish-em, Buck Rogers, Pitfall, Pilot programming, Alien Garden.

Make offer: Will sell as bundle. Can be reached at:
talmadge@ix.netcom.com

1170. Re: little blue-box

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-27 00:00:00 UTC
From: gholder@mindspring.com
Message-ID: <4gu03t$8c4@firebrick.mindspring.com>
Source record: 85633

Brad Rogers <brad@pianosa.demon.co.uk> wrote:

>Hello Gary,

> GH> I always wished that someone had gone a bit further with these, like
> GH> doing a multiple gray-level FAX circuit/program or doing a RTTY decoder
> GH> program for the Morse circuit.

>Some years ago, here in the UK, Maplins (a company similar to Radio Shack) used
>to sell a WEFAX decoder kit. Sadly, they no longer produce such a beast. It
>should be possible to obtain the relevant info, from one of their magazines,
>but due to the (relative) complexity of the kit, building it *without* their
>PCB, but using prototyping board, would be tedious in the extreme. Which is a
>pity really, because it would've been rather fun.
> _
You might look up the referenced ANALOG (or was it Antic?). The
circuit was easy and easy to breadboard. It was just a bit steep for
my pocketbook at the time ($25, sad, isn't it?). It was centered on a
$10 or $15 chip, as I recall, which did all the work. the rest looked
to be some filtering to provide the frequency sensitivity (several
caps, etc.). I assume that any fax signal would have produced
interesting results. The only trick would be how to trigger a fax
machine to send and how to synch the display program. Of course, a
single grey level (as it was) might get frustrating pretty soon in
practice.

Nowadays, the thing to do would be to work on fully implementing the
fax capabilities of all those fax modems out there.

Gary Holder

1171. Re: little blue-box

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-27 00:00:00 UTC
From: gholder@mindspring.com
Message-ID: <4gu0hn$8c4@firebrick.mindspring.com>
Source record: 85634

dickandlinz@zetnet.co.uk (Richard Leitch) wrote:

>In message <4grjdp$2ir@B1FF.mindspring.com>
> gholder@mindspring.com (Gary Holder) writes:

>> I always wished that someone had gone a bit further with these, like
>> doing a multiple gray-level FAX circuit/program or doing a RTTY
>> decoder program for the Morse circuit.

>There is a RTTY decoder available, I used to have one running on my 65xe.
>I typed in the basic prog from the back of one of the Atari manuals.
>The hardware was simple and just had 1 (or 2) 556 pll chips.

>If you're really keen I'll climb up into the attic and see what I can find.

I would love to see it. I've got a nearly complete set of manuals
(including Tech. Ref. Notes), so perhaps I have it (in the basement in
my case). The circuit I have pulses the trigger port and clearly has a
response time able to resolve RTTY (it takes a pretty strong Morse
signal to "debounce" the edges of the pulses adequately). I am
surprised that Basic could handle it, as my understanding is that it
is a Baudot code (5 bit?), and I imagined it would take machine
language to handle decoding it on the fly.

Gary Holder

1172. Re: The Undying Copyrights Issue... (LONG)

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-27 00:00:00 UTC
From: sydtech@skypoint.com
Message-ID: <4gu5qp$g0b@stratus.skypoint.net>
Source record: 85635

In article <150645@cup.portal.com>, Chris_F_Chiesa@cup.portal.com wrote:
>
>Speaking as another person making my living from programming, I hereby
>officially agree with EVERYTHING Oscar Fowler has said recently on this
>thread and subject. It all needed to be said, and he said it well. I
>for one heartily endorse the proposition of an archive for materials
>which will otherwise be lost, and I intend to contribute to it when it
>appears. (I'll have to ask Portal to add the "...warez..." group here.)

Well, if it's gonna happen, a "warez" newsgroup is the worst possible way to
go about it. An FTP site would be needed to make a halfway decent archive
site.....

Scott

1173. Re: The Undying Copyrights Issue... (LONG)

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-27 00:00:00 UTC
From: oscar@primenet.com
Message-ID: <4gud4h$qin@client1.news.psi.net>
Source record: 85636

In message <4gu5qp$g0b@stratus.skypoint.net> - sydtech@skypoint.com (Scott Butl
er) writes:
>Well, if it's gonna happen, a "warez" newsgroup is the worst possible way to
>go about it. An FTP site would be needed to make a halfway decent archive
>site.....

Agreed, but we're still in the stage of getting people to agree that this
a good and worthwhile thing to do. Getting someone to put up the goods
for an FTP site will be tough. I would do it myself if I had the
resources. I *may* be able to set-up a site that would be accessible
evenings/weekends, but I'm not even sure about that (and it has nothing
to do with fear of prosecution - I just don't have a full-time internet
link-up). If anyone is willing to set aside some drive space (and bandwidth),
please let us know - it wouldn't take much of either. (I wonder if the
admins of one of the C64 sites would be willing... nah...)

Oscar

1174. Free The Software Foundation, Inc.

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-27 00:00:00 UTC
From: oscar@primenet.com
Message-ID: <4gucns$qin@client1.news.psi.net>
Source record: 85637

I originally started this message as a reply to one of
Bob Klaas's posts under "The Undying Copyrights Issue...",
but it seemed more appropriate and useful to start a new
thread, so here goes...

Here's an idea: Why not start a community group dedicated to
"freeing ancient software"? If we assume that the main reason
why copyright owners are reluctant (read: "unwilling") to make
their software freely available is simple lack of information
(as good an assumption as any), then maybe making some
information readily availabe in an official manner will
help release much of these trapped goods. The information I'm
talking about is the following:

* Users of orphaned computer systems (mostly collectors) still
have an interest in software that is no longer supported
nor commercially available.

* Though such user bases are typically too small to support
software distributed through standard retail channels, making
the software freely available will likely have the following
positive effects: Interest may be generated for revisions or
entirely new versions of the software either on the same or a
currently-supported hardware platform; Excellent PR for the
company/individual holding the copyright. (I know we mentioned
other reasons, but I'm too tired to think of them at the
moment...)

* Software may be made freely available without giving-up the
copyright or putting it in the public domain.

Anyway, you get the picture. Any comments? If we wrote-up some
documentation of this sort, we could then present it to the
copyright owners of our favorite ancient software and maybe
even get a response or two! =) Such an organisation could
serve as a headquarters for this kind of activity, and I'm quite
sure we'd have the cooperation of other orphaned system owners.

I don't know, maybe it's a bit too early in the morning for
me to be typing...

Oscar

>
>Bob
>

1175. Re: The Undying Copyrights Issue... (LONG)

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-27 00:00:00 UTC
From: oscar@primenet.com
Message-ID: <4guc6l$qin@client1.news.psi.net>
Source record: 85638

>The only reason not to do this is that of letigation.

Well, that and the other reasons we've already stated, but
yes, this is the one that brings the greatest personal
risk to the individual or individuals who decide to do
"free the software" in the manner we're discussing.

It seems there are enough of us who consider this to
be a relatively small risk in the face of the larger
rewards of having new ways to enjoy our hobby (Atari Historical
Hardware, that is...) Personally, I'm counting on no one
caring enough to sue anyone over this sort of thing
(seeing as how it happens all the time). However, should
someone take notice, I'm also counting on them giving
us fair warning before taking such drastic action.

>I have about 300 original disks, some new in the box never ran
>have bought out complete stores when they went out of business
>and have attempted to sell some of the boxed software with all
>documentation without much success.

Wow - maybe you should post a list of your holdings to this
group. If it's all Atari 8bit stuff, I know there would be
some interest (at least *I* would be interested...)

>I have been working on contacting some for the purpose of placing
>their old Atari 8bit wares on CD, with compensation to them from
>each CD sold.

I applaud your efforts. The problem with this, though, is that you
end-up giving everyone a piece of a very small pie. In order for
the project to be financially feasible, you'd have to sell many
units, or sell a few at a high price. I think I would go with
trying to make a non-for-profit CD (just cover your costs) and
see if you don't get more people to release their software for free.

>They are still very reluctant to give any
>permission even with an open book/s option. So figure?

Exactly what we're discussing here. Why is it that copyright owners
are so reluctant to make their no longer profitable software freely
available (without losing the copyright or placing the software
in the public domain)? So far, no one has presented a reasonable
answer (other than unreasonable greed).

Please see my post "Free The Software".

Oscar

1176. Re: The Undying Copyrights Issue...

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-27 00:00:00 UTC
From: oscar@primenet.com
Message-ID: <4gueso$qin@client1.news.psi.net>
Source record: 85639

In message <4gtcee$p7i@news.tcd.net> - BobKlaas <bobkla19@mail.tcd.net> writes:
>.. I ended up buying those rights from Supra. Have them now
>and do not feel that they should end up in P/D..we are still
>working on modifications for the interface.

I didn't know you owned the rights to the Supra device.
There are other examples of this sort of thing, of course:
FTe would be one. Does anyone know how much they paid for
the ICD/OSS stuff?

>We are also working on moving it totaly
>on a seperate upgrade to Scsi II only drives. It has taken me
>several years to get it this far...

The most important point here is that that no one is
advocating taking anyone's rights away when those people are
actively working on or supporting their product.

Now, if you were to leave your interface unsupported for years,
and it was no longer possible to obtain it from any dealer,
then we, as the community of users to which you once sold
your product, may want to have a legal course of action
by which we could make your product freely available. This might
mean that we would have to go through some legal course of action,
and assuming certain conditions were met (one of which would probably
be that you could show no intent of supporting the product for our
community again), then we would have access to the product. (Of
course, in your example this doesn't help us much since you're talking
about hardware, and then we'd all have to go out and build our own
interface.) However, the copyright would still be yours, and
no one could sell your product or repackage it as their own.

Please remember that this is all EXTREMELY hypothetical. If we
really were going to go through the process of trying to create
new legislation that would allow anything even remotely like this,
we would have to iron out a great many details. I'm sure it
would take a good many years to get something of this sort done,
and by the time all the proper legal channels were traversed,
we would probably have a totally useless piece of law (ie. something
with such a limited scope as to make it powerless).

Rest assured, I don't think our copyright laws will be getting
any weaker within our lifetimes (they've been getting more and
more stifling throughout history - especially recently), and until
then, everything we're talking about is still quite illegal. =|

>... so I do what I can with what I have to work with. I am
>at this point rather slow, have invested several years and
>several thousands of dollars into the project, an I as a
>Copyright owner should wish to see legislation to take those
>rights away from myself/my children, I don't think I would like
>it as well as my point on legislation related to girfriend/wife
>of another would like that much either.

About your interface: I can understand doing this as a hobby, but
do you expect to make any significant income out of this? Don't
get me wrong, I strongly support and encourage anyone
developing hardware or software for the Atari 8bit, but realistically
speaking, it must always be a labor of love. In other words -
I hope you're not planning on sending your kids to college on
the Supra earnings...

Oscar

1177. Whistler's Bros.

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-27 00:00:00 UTC
From: ulf@antic.cls.de
Message-ID: <63dtAo9mS7B@antic.cls.de>
Source record: 85640

Hi!

Does anybody know where you can still buy WHISTLER#s BROTHERS??? I've been trying to get it for ages but apparently no ATARI store has it anymore :(((. Any ideas?

Ulf

1178. Re: Atari - PC

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-27 00:00:00 UTC
From: Sven Gleich <sgl@hrz.tu-chemnitz.de>
Message-ID: <4gug9q$529@pyrrhus-f.hrz.tu-chemnitz.de>
Source record: 85641

I just used double density disks. If your 1050 is capable
of writing DD disks and your PC got a 5.25 drive
then copy all the atari software on DD disks and use a software
like ATARIO. For further information please read the Atari 8-Bit
Computers FAQ.
There are lots of possibilities for getting atari stuff to the PC.

Bye, Sven.

1179. Re: Interested in Chimera or Universal Hero Solution ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-27 00:00:00 UTC
From: Sven Gleich <sgl@hrz.tu-chemnitz.de>
Message-ID: <4gugpe$529@pyrrhus-f.hrz.tu-chemnitz.de>
Source record: 85642

Hello !

Did you get the solution ? I posted it some days ago but I can't find it
here anymore. So I post it again in case you missed it.

```
----------------------------
-./'-[ Solution for Universal Hero ]-./'-
----------------------------

Level I
-----------------------------------------------------------------------
-go to C1 and take TAP
-use TAP in room H1, now open pipe is closed
-go down to H3 and take the THREE PIN PLUG
-in room H4 take a TWO CORE WIRE
-go now to G2 and grab the REMOTE SWITCH
-go on to room F2 and pick up the A.S.C. I.D. CARD
-in room D2 you take the PLUNGER
-go to room C2, use the REMOTE SWITCH and take the FLOPPY DISC
-drop REMOTE SWITCH
-now go to B4 and get the DYNAMITE STICK
-in C3 use the PLUNGER, TWO CORE WIRE and DYNAMITE
explode and remove the stones
-go on in room E3 and use the THREE PIN PLUG on the computer
-now use FLOPPY DISC too, code is demanded
-type in ASC, identify is correct
-force field on the right side opens, leave the room at the
right side and go on to room G3
-pick up SOME CRUDE OIL
-go with SOME CRUDE OIL to C4 and use it there
-take the produced SPACE SHIP FUEL
-now go to the Space Ship in H4
-check, that you have the A.S.C. I.D. CARD in the inventory,
drop the PLUNGER here
-use SPACE SHIP FUEL, you fly to level II

Level II
-----------------------------------------------------------------------
-drop SPACE SHIP FUEL and A.S.C. I.D. CARD at B1
-in C1 you take the AIR TANK and use it immediately
-in E3 pick up a FLY SWATTER, in B2 you take the POTTING SHED KEY
-use FLY SWATTER in H2, grab now the DEAD COCKROACH and drop
FLY SWATTER
-in D1 use the DEAD COCKROACH -> you feed the plants
-go on to E1 and take WATERCAN
```

-use POTTING SHED KEY in E1 -> the door opens, drop POTTING
SHED KEY here
-in F1 pick up some WEED KILLER and use the WATERING CAN in G1,
then take the PRETTY PINK FLOWER
-in H1 you use WEED KILLER and so you kill the plants
-now take the RUBBER BOOTS in H1
-from G4 you take a MIRROR, in D2 grab a DROID RECALL DEVICE,
and in D3 pick up REPAIR DROID
-use the DROID RECALL DEVICE in E4, droid at LEADER RADIATION
BOX in level I / room E1 disappears
-from C4 you get the SPANNER and in A3 use the MIRROR
-now use the SPANNER in B3, then use the REPAIR DROID and drop both
-in F4 take a TEN PENCE PIECE, in E2 pick up the PASSPORT
-use the TEN PENCE PIECE at the telescope in A2
-go now to B1, take the A.S.C. ID CARD and SPACE SHIP FUEL,
look, that you have RUBBER BOOTS and PASSPORT in the inventory,
drop PRETTY PINK FLOWER here
-use at B1 the PASSPORT -> fly back to level I/ room H4

Level I

-go to F1 and take the ROUGH GLASS
-at E1 you grab the LEADER RADIATION BOX
-at A2 pick up a PIECE OF PLUTONIUM, no death,
because you have a LEADER RADIATION BOX and RUBBER BOOTS
-go back to H4 and use the SPACE SHIP FUEL -> fly back
to level II / room B1 over room A1

Level II

-drop A.S.C. ID CARD, SPACE SHIP FUEL and PASSPORT at B1
-take PRETTY PINK FLOWER
-use in D4 the ROUGH GLASS, you produce a LENS, take LENS
-pick up the STARTING HANDLE in H3 and the CURIOSITY from G3
-use the LENS in A3
-go to A4 and place yourself in the machine, use the STARTING HANDLE
-beam to level III / room A1

Level III

-drop STARTING HANDLE at A1
-take PIPE in C1 and ROPE in E1
-pick up the KNIFE in H3 and LARGE ROCK in H4
-at G4 use the KNIFE, you tie LARGE ROCK with ROPE
on the tree and use this as a catapult,
the LARGE ROCK flies to F4 and slays the plant
-go to F4 and through the entry to E4
-in E4 you take the BENT KEY
-go on to F7 and drop the PRETTY PINK FLOWER, CURIOSITY and KNIFE
-in F7 pick up the SLEDGE HAMMER, get a DIAMOND in G6 and
SOME AXLE GREASE in H5

-use a SLEDGE HAMMER at H7, you produce a STRAIGHT KEY
-take the STRAIGHT KEY in H7
-get a WATER PUMP in E8
-in G8 use the WATER PUMP (you must have the PIPE)
-the water is pumped to F8, drop WATER PUMP and PIPE
in G8, pick up BABBLING FISH
-go on to H8 and take the BRAKE LEVER
-go back to F8, leave the room as a 'fly' upwards
and don't touch the water
-go to E8, place the cursor in the inventory on the STRAIGHT KEY
-fall down before the rock and run fast to the left and reach
the exit
-use the STRAIGHT KEY if you are under the exit sign
(need fast reaction)
-now you are at the carriage in D8
-drop here SOME AXLE GREASE and use the BRAKE LEVER
-the carriage rolls on and breaks the walls, it goes with you to B8
-in B8 drop BRAKE LEVER, SLEDGE HAMMER and STRAIGHT KEY
-in C7 pick up the PENTACLE
-grab a RUBY in B3 and a CRYSTAL in A2
-in E2 you take a TALISMAN
-at A4 drop the BABBLING FISH
-go now to D4 and get the RING
-in D7 jump on the teleporter and use your TALISMAN
-you are beamed to E6, drop RUBBER BOOTS there and take the ORB
-use the RING at E6, beam to G7
-from G7 go to H8 and jump on the teleporter, you lost the ORB and
are beamed to level II / room E2

Level II

-go to room G4
-use RUBY
-YOU PREVENTED A DESASTER.

----END OF GAME----

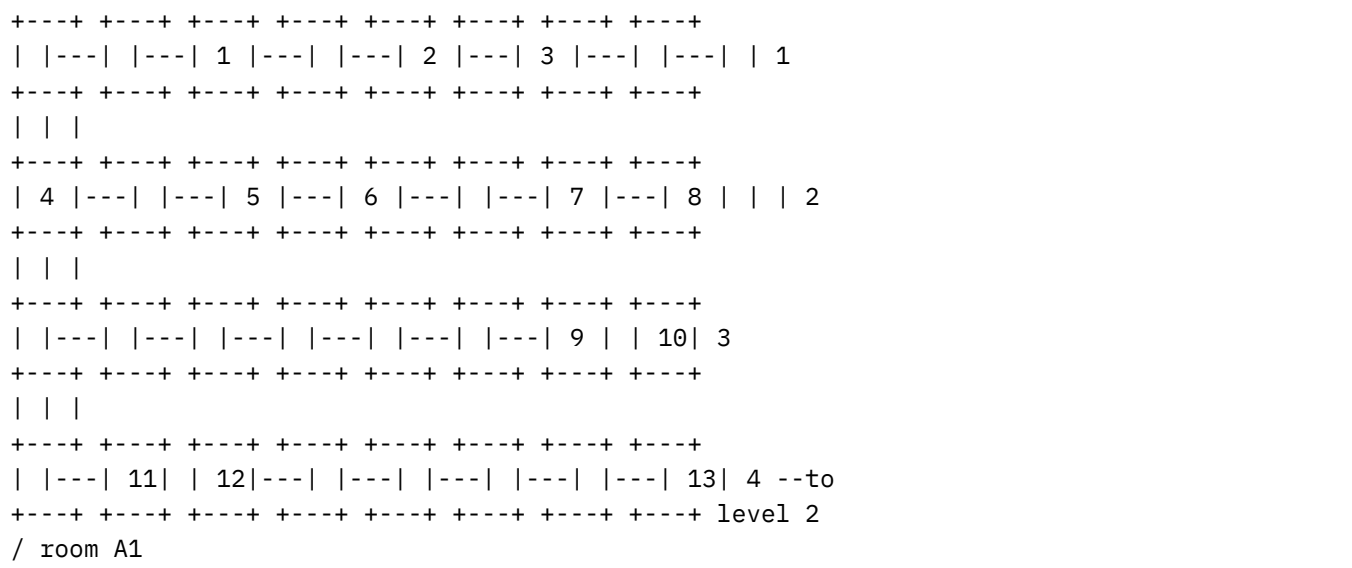
Question:
Do you really need PRETTY PINK FLOWER, RUBY, CRYSTAL, PENTACLE,
CURIOSITY and BABBLING FISH ?

Annotation:
I changed some code of Universal Hero so that I had unlimited
time and air/energy. So I DID NOT try to solve this game with
limited time and air/energy. Maybe you must optimize the ways
you go.
Furthermore I changed some code of the title screen in a way
that after a key in the title screen of the game is pressed
a new room beside the room before is displayed.
(The rooms are numbered from 00 to 7F, this gives 128 rooms.)
So I was able to draw easy a map of the whole game.

[SG]

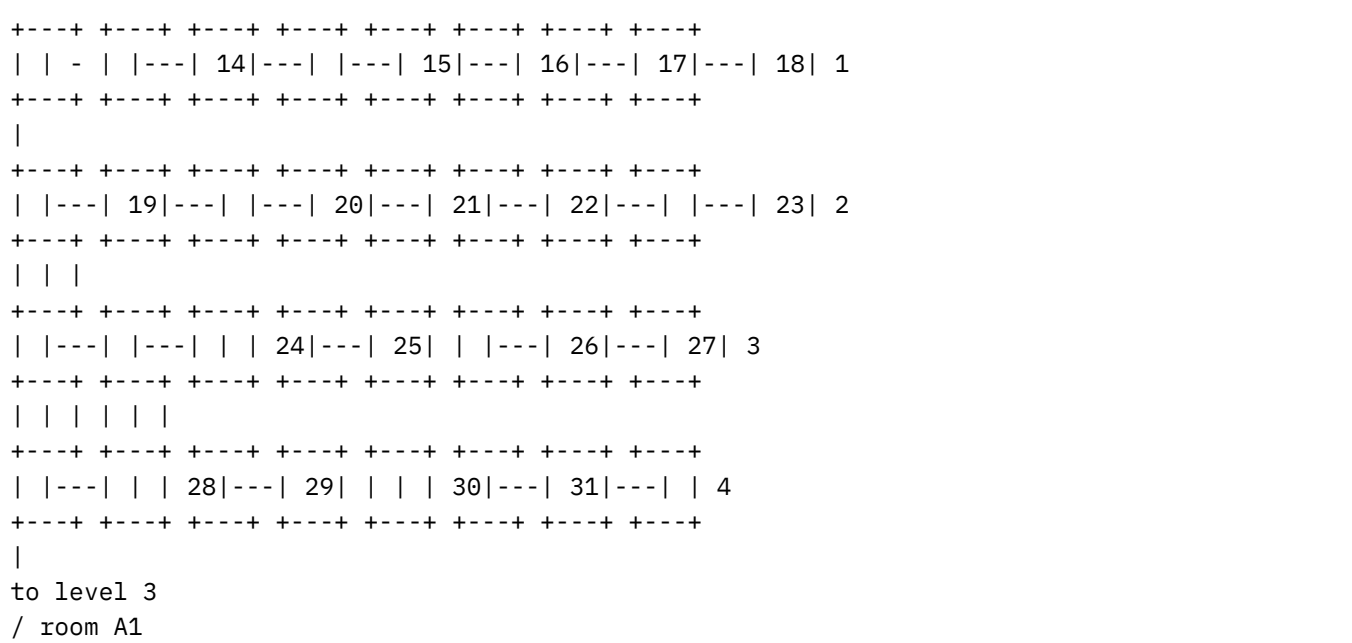
Map Level 1

A B C D E F G H



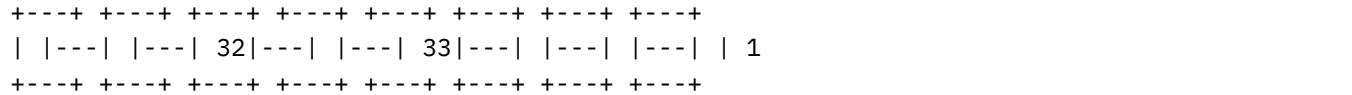
Map Level 2

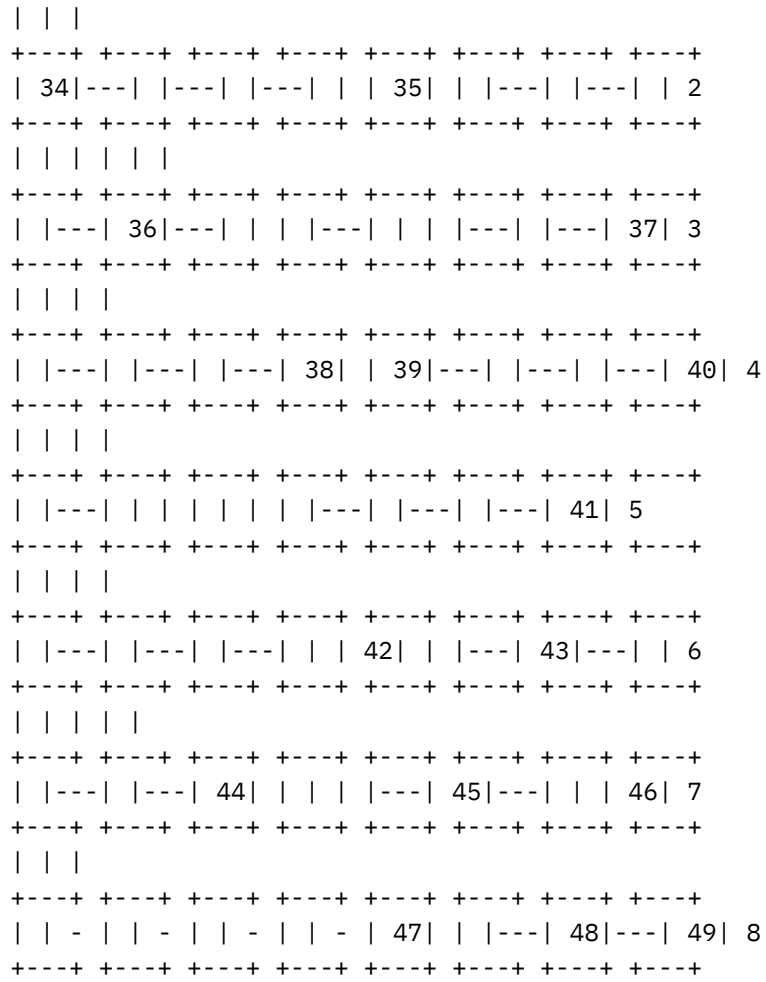
A B C D E F G H



Map Level 3

A B C D E F G H





[SG]

Things In The Levels
[# means, that this one is produced]

Level 1 Location
------- --------
1 TAP C1
2 LEAD RADIATION BOX E1
3 ROUGH GLASS F1
4 PIECE OF PLUTONIUM A2
5 FLOPPY DISC C2
6 PLUNGER D2
7 A.S.C. I.D. CARD F2
8 REMOTE SWITCH G2
9 SOME CRUDE OIL G3
10 THREE PIN PLUG H3
11 STICK OF DYNAMITE B4
12 #SPACE SHIP FUEL C4
13 TWO CORE WIRE H4

```
Level 2
-------
14 AIR TANK C1
15 WATERING CAN E1
16 SOME WEED KILLER F1
17 #PRETTY PINK FLOWER G1
18 RUBBER BOOTS H1
19 POTTING SHED KEY B2
20 DROID RECALL DEVICE D2
21 PASSPORT E2
22 EGG F2
23 DEAD COCKROACH H2
24 REPAIR DROID D3
25 FLY SWATTER E3
26 CURIOSITY G3
27 STARTING HANDLE H3
28 SPANNER C4
29 #LENS D4
30 TEN PENCE PIECE F4
31 MIRROR G4

Level 3
-------
32 PIPE C1
33 SOME ROPE E1
34 CRYSTAL A2
35 TALISMAN E2
36 RUBY B3
37 KNIFE H3
38 RING D4
39 BENT KEY E4
40 LARGE ROCK H4
41 SOME AXLE GREASE H5
42 ORB E6
43 DIAMOND G6
44 PENTACLE C7
45 SLEDGE HAMMER F7
46 #STRAIGHT KEY H7
47 WATER PUMP E8
48 BABBLING FISH G8
49 BRAKE LEVER H8

[SG]
```

1180. Re: Someone Send Me Cracked Alternate Reality PLEASE!

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-27 00:00:00 UTC
From: Robert Hagenstr&#65533;m <hans.hagenstrom@vaterals.mail.telia.com>
Message-ID: <3132D4FD.6477@vaterals.mail.telia.com>
Source record: 85643

Greetings!

I am Robert Hagenstrï¿½m, maker of the AR webpage, and I am, in fact, also
looking for the games!
If anyone has them, please let me know and I'll make them downloadable
from the page right away! :)

Yours Sincerely, Robert Hagenstrï¿½m
(http://www.ksk.sala.se/~sp93rob/dungeon/)

1181. FREE Atari 2600/5200/7800/Lynx and 8-BIT computer Catalog

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-27 00:00:00 UTC
From: ice@skypoint.com
Message-ID: <4gv182$ps9@stratus.skypoint.net>
Source record: 85644
Cross-posted to: comp.sys.atari.8bit,alt.atari,alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs

```
**************************************************************************
* Have you ever thought there was no place on earth to get hardware and *
* software for your 2600/5200/7800/Lynx and Atari 8-Bit computers? *
* *
* Well look no further! *
* *
* To receive a FREE catalog of all Atari 8-bit and game machine products, *
* email your full name and postal mailing address to: ice@skypoint.com *
**************************************************************************
```

1182. RE: ack! help! both of my 1050's are on the fritz!

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-27 00:00:00 UTC
From: stsprengel@aol.com
Message-ID: <4gvpns$24n@newsbf02.news.aol.com>
Source record: 85645

In article <31334C0B.24E9@lagrange.amd.com>, cyrus
<cyrus@lagrange.amd.com> wrote:

>tried several). The heat sink was scorching hot, so I think there may
>be a problem with the power supply/voltage regulators, I just don't know
>enought about the circuitry to debug the problem.

There must be 12V between pins TP14 and TP15 and 5V between TP13 and TP15.
I remember often died the diodes CR15 and/or CR16.

If you have any questions, ask! I have the complete service manuals... ;-)

Greetz, Steffen
==========

1183. Re: 8-bit keyclick sound

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-27 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <4gv4tn$acp@charm.magnus.acs.ohio-state.edu>
Source record: 85646

In article <4grbha$14p@cloner3.netcom.com>,
Harvey E. Lentchner <harv@ix.netcom.com> wrote:
> I am sure that there is a good reason that you don't like the
>click, but the biggest objection to the later units that came out was
>that there was no keyboard feedback.

I have a good reason: It's annoying!
I don't want to hear my keyboard, I want to feel it.

I've always felt lucky that I used a 1200xl -- cntrl-F3 disables the
click, without having to go to basic and do any pokes to 731.
And the 1200xl's keyboard bottoms out firmly, which is enough feedback
for me.
--
------------ R o b F u n k -------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

1184. Re: Connecting a hard drive to an 800/800XL

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-27 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <4gv6fi$amt@charm.magnus.acs.ohio-state.edu>
Source record: 85647

In article <DnEMCp.G35@iglou.com>,
Bill Marcum <bmarcum@iglou2.iglou.com> wrote:
> and if you're posting on Usenet, chances
>are you already have some sort of MSDOS computer.

That'll be news to all the Mac, OS/2, Unix, and VMS people.

I used to use my 1200xl and Kermit-65 to dial into this Unix system
and read news.
--
------------ R o b F u n k ------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

1185. Re: The Undying Copyrights Issue... (LONG)

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-27 00:00:00 UTC
From: mstclair@iglou.iglou.com
Message-ID: <DnFvF6.J4o@iglou.com>
Source record: 85648

oscar@primenet.com (Oscar Fowler) writes:

>>#alt.binaries.warez.atari8bit newsgroup! Check it out. Add more!

>>The newsgroup has been created here, but I have yet to see
>>a post. Is there any messages available at your site? If not,
>>would you post a small test message to see if it shows up here.

>Kit -

>The newsgroup was killed at many sites because it was created
>rather unofficially. My server hasn't received those posts
>either, and test posts I've put in the group have not shown
>up on any other server.

>I'm in the process of getting a more 'official' group going...

I would certainly not suggest puting "warez" in the name of the group, as
many admins are starting to drop those from their feed... :^)

--
Mike St. Clairmstclair@iglou.com***irc:SaintMick***

1186. Pastfinder(Activision)

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-27 00:00:00 UTC
From: d_pike@Husky1.StMarys.CA
Message-ID: <4gv933$l6d@News.Dal.Ca>
Source record: 85649

All this talk about Jaggi Lines caused me to pull out the disk it was on and play it for a bit. Also on the disk was Pastfinder. A very well-done game with lots of colour and neat graphics. But, what is the purpose of this Pastfinder game? I almost make it to the top of the screen(what I assume is the end) but usually croak off before hand. Is there any use for the BeamShield? Scrambler? and that other piece of equipment that I forget its name? The Deradiator is pretty obvious. Thanks,
randy.

1187. Re: A replacement keyboard for an Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-27 00:00:00 UTC
From: d_pike@Husky1.StMarys.CA
Message-ID: <4gv8r9$l6d@News.Dal.Ca>
Source record: 85650

In article <4gtbh4$e4s@blackice.winternet.com>, rbmier@winternet.com (Rich Mier) writes:
>> Roamer@ix.netcom.com (Stephen Buechler) writes:
>> Hi,
>>
>> Anyone know where I can get 2 replacement keyboards for an Atari 800XL computer. I have two different ones that
>> have failing keyboards. One has keys 1 through 9 not useable at times, and the other has the key "W" permenantely
>> stuck down.
>>
>> I would like to buy two new keyboards, refurbished, or whatever.
>>

Stuck keys are easy to fix. My 5 key used to stick but doesn't anymore. The
keys that don't work at all may be something different, like dirt or whatever.
Play around with it before you junk it.

1188. ATARI controllers notes - revised

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-27 00:00:00 UTC
From: JTKIRK@urp.edu.pe
Message-ID: <m0trRY3-000OQIC@rcp.net.pe>
Source record: 85651

These are my revised notes on different types of ATARI controllers.
Thanks to Ivo van Poorten for pointing out a silly mistake I had made.
I finally took the time to determine the circuital diagram of the STM1 mouse.
I'd have liked to add also the ATARI Light Pen, but unfortunately my nephews
have thrown it away, although I could rescue the ATARIGRAPHICS cartridge.

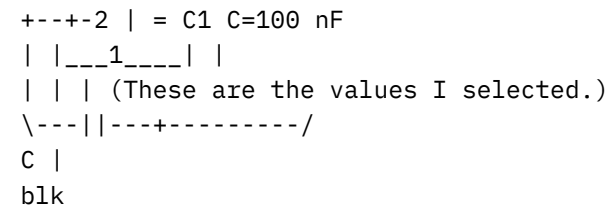
Joysticks
----

circuital diagram pin assignments
---------------- ---------------

```
__________
org blk \5 4 3 2 1/
| | \9_8_7_6/
O-----+
| wht
| | pin wire
+-----O # col function
| -----------------
+-----\ 1 wht ^ (up)
| | 2 blu v (down)
grn -O +-----O- bwn 3 grn < (left)
| 4 bwn > (right)
| 6 org fire
| (7 red +5V) (*)
O 8 blk GND
|
blu (*) only used in joysticks
with autofire switch
```

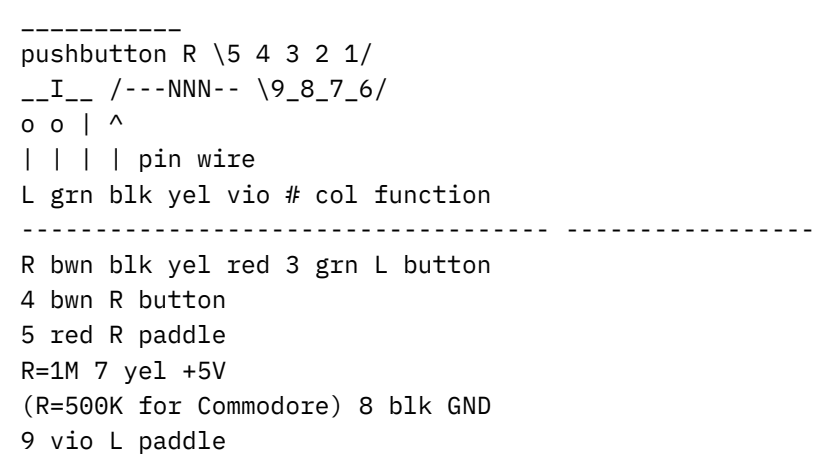
autofire circuit

```
red firing frequency:
|
/----------+ f=1,44/[(R1+2*R2)*C]
| |
Z /--+ ( T=0,694*(R1+2*R2)*C )
R1 Z .__|__|__.
| | 8 4 |
+----7 | typical values:
| | 3----- org
Z | LM 555 | C1=0,42 nF
R2 Z /-6 5----\ R1=10 K
| | | | | R2=10 K
```



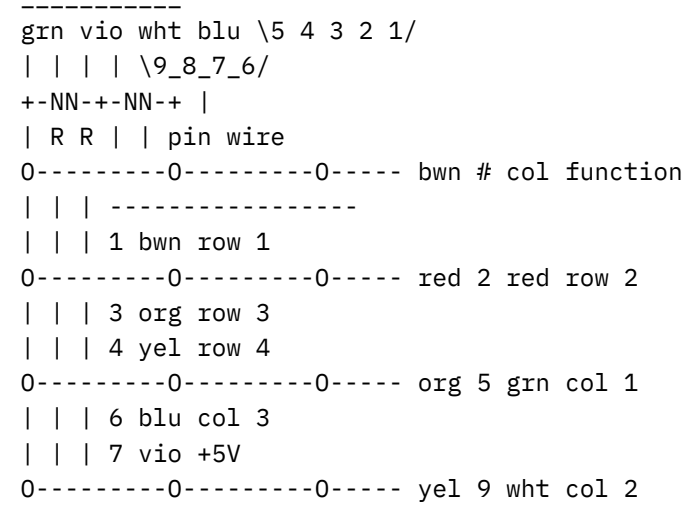
Paddles
----

circuital diagram pin assignments
---------- ----------


____
pushbutton R \5 4 3 2 1/
__I__ /---NNN-- \9_8_7_6/
o o | ^
| | | | pin wire
L grn blk yel vio # col function
---------- ----------
R bwn blk yel red 3 grn L button
4 bwn R button
5 red R paddle
R=1M 7 yel +5V
(R=500K for Commodore) 8 blk GND
9 vio L paddle

Keyboard controllers/Video touch pad
----

circuital diagram pin assignments
---------- ----------


____
grn vio wht blu \5 4 3 2 1/
| | | | \9_8_7_6/
+-NN-+-NN-+ |
| R R | | pin wire
O---------O---------O----- bwn # col function
| | | ----------
| | | 1 bwn row 1
O---------O---------O----- red 2 red row 2
| | | 3 org row 3
| | | 4 yel row 4
O---------O---------O----- org 5 grn col 1
| | | 6 blu col 3
| | | 7 vio +5V
O---------O---------O----- yel 9 wht col 2

R=4,7K

Readings

The following program appeared in COMPUTE!, 2/87, "Readers Feedback" section, page 30. It allows to read a keyboard controller (or video touch pad, since they are internally identical) connected to port 1:

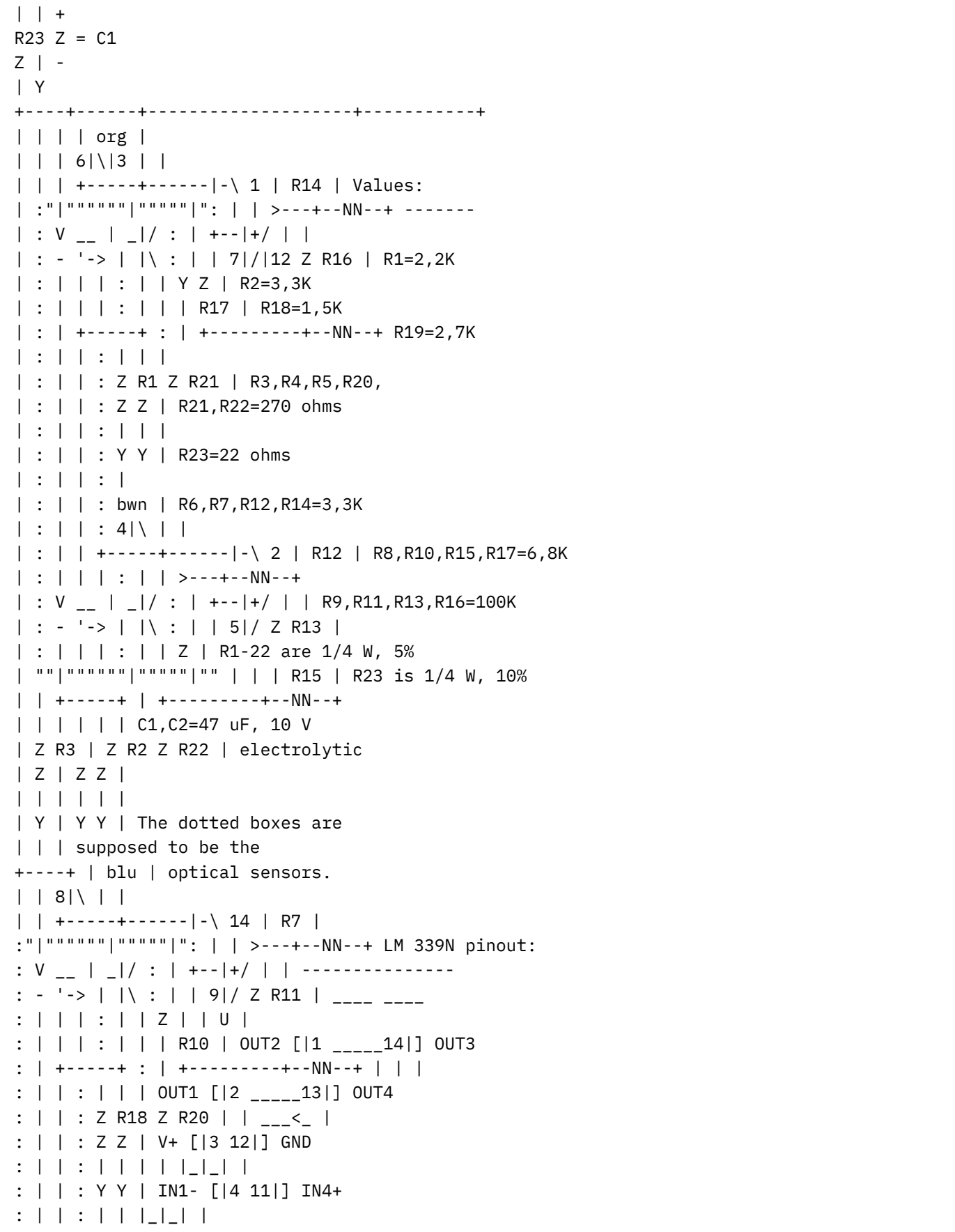
```
1 GRAPHICS 0
10 DIM ROW(3),I$(13),BUTTON$(1)
30 GOSUB 6000
60 POSITION 2,7:PRINT "CONTROLLER #  1:";
80 GOSUB 7000:POSITION 19,7:PRINT BUTTON$;
120 GOTO 80
6000 REM
6010 POKE 54018,48:POKE 54016,255:POKE 54018,52:POKE 54016,221
6030 ROW(0)=238:ROW(1)=221:ROW(2)=187:ROW(3)=119
6040 I$=" 123456789*0#"
6050 RETURN
7000 PORT=54016
7010 P=1:PAD=0
7020 FOR J=0 TO 3
7030 POKE PORT, ROW(J)
7040 FOR I=1 TO 10:NEXT I
7050 IF PADDLE(PAD+1)>10 THEN P=J+J+J+2:GOTO 7090
7060 IF PADDLE(PAD)>10 THEN P=J+J+J+3:GOTO 7090
7070 IF STRIG(0)=0 THEN P=J+J+J+4:GOTO 7090
7080 NEXT J
7090 BUTTON$=I$(P,P)
7100 RETURN
```

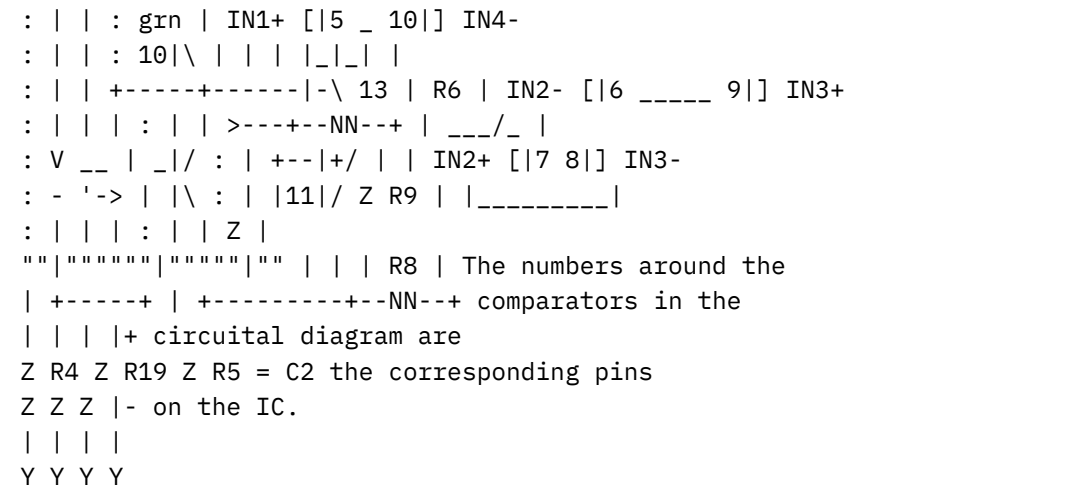
STM1 Mouse
---

circuital diagram pin assignments
---------- ---------- ----------

```
__________
(Are you nuts? It consists of \5 4 3 2 1/
23 resistors, 2 capacitors, \9_8_7_6/
2 movement sensors and an
LM 339N quad-comparator IC!) pin wire
#  col function
Well, at least the buttons: ----------
1 bwn L/R sense
L button R button 2 org L/R reference
__I__ __I__ 3 grn U/D sense
o o o o 4 blu U/D reference
| | | | 6 yel L button
yel blk wht blk 7 red +5V
8 blk GND
9 wht R button
```

Well, here's the rest (at last!):
+5V (red)
[Note: | means GND (blk)] |
Y +----+


R23 Z = C1
Z | -
org
6|\|3
1 | R14 | Values:
R1=2,2K
R2=3,3K
R17 | R18=1,5K
R19=2,7K
R3,R4,R5,R20,
R21,R22=270 ohms
R23=22 ohms
R6,R7,R12,R14=3,3K
2 | R12 | R8,R10,R15,R17=6,8K
R9,R11,R13,R16=100K
R1-22 are 1/4 W, 5%
R15 | R23 is 1/4 W, 10%
C1,C2=47 uF, 10 V
electrolytic
The dotted boxes are
supposed to be the
optical sensors.
14 | R7 |
LM 339N pinout:
R10 | OUT2 [|1 _____14|] OUT3
OUT1 [|2 _____13|] OUT4
V+ [|3 12|] GND
IN1- [|4 11|] IN4+


: | | : grn | IN1+ [|5 _ 10|] IN4-
: | | : 10|\ | | | |_|_| |
: | | +-----+------|-\ 13 | R6 | IN2- [|6 _____ 9|] IN3+
: | | | : | | >---+--NN--+ | ___/_ |
: V __ | _|/ : | +--|+/ | | IN2+ [|7 8|] IN3-
: - '-> | |\ : | |11|/ Z R9 | |_________|
: | | | : | | Z |
""|"""""""|""""""|"" | | | R8 | The numbers around the
| +-----+ | +---------+--NN--+ comparators in the
| | | |+ circuital diagram are
Z R4 Z R19 Z R5 = C2 the corresponding pins
Z Z Z |- on the IC.
| | | |
Y Y Y Y

readings

The STM1 Mouse works as an inverted trackball (which is, in fact, what it is). The left button corresponds to the joystick trigger; the right button must be read in more or less the same way as the keyboard controllers, I guess (I had to return the mouse I borrowed before finishing my analysis).

Mouse rolling forwards (up) Mouse rolling backwards (down)

U/D U/D U/D U/D
REF SNS REF SNS
------- -------
0 1 0 0
1 1 <-\ 1 0 <-\
1 0 | 1 1 |
0 0 | 0 1 |
0 1 --/ 0 0 --/
... ...

Mouse rolling left Mouse rolling right

L/R L/R L/R L/R
REF SNS REF SNS
------- -------
0 1 0 0
1 1 <-\ 1 0 <-\
1 0 | 1 1 |
0 0 | 0 1 |
0 1 --/ 0 0 --/
... ...

I tried to write a resident handler which should convert the mouse readings into joystick values and put them into the shadow register for joystick 2 (remember that on the ATARI XL/XE only joysticks 0 and 1 are in effect, and 2 & 3 just contain repeats of 0 and 1).

Then, if you read STICK(2), you would have the translated values;
STRIG(2) would give you the status of the right mouse button; and
for the left button, you would still use STRIG(0). Unfortunately,
the routine got hanged sooner or later, and I had to return the
borrowed mouse before I could finish debugging it. Maybe I can
borrow another and resume the task...

Light Pen
----

circuital diagram pin assignments
---------------- ---------------

____
Sorry, I couldn't dissect the \5 4 3 2 1/
light pen because it was not \9_8_7_6/
mine while it was still in
working order, and it was lost
later. pin wire
What I can say is that the # col function
circuit is different from the -----------------
Commodore light pens, since I 5 ??? ??? (pot B) (*)
tried one with the ATARIGRAPHICS 6 ??? pushbutton
cartridge and it didn't sync 7 ??? +5V
properly. 8 ??? GND
The circuits aren't inside the 9 ??? ??? (pot A) (*)
pen, but inside the little black
box around the connector. (*) pot A, pot B probably
used for H/V sync

Marco Antonio Checa Funcke
Botoneros 270
Lima 33
Peru

reachable at jtkirk@urp.edu.pe

1189. ATARI joysticks misc. - new update

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-27 00:00:00 UTC
From: JTKIRK@urp.edu.pe
Message-ID: <m0trRYJ-000ORNC@rcp.net.pe>
Source record: 85652

```
Joystick miscellany - updated on February 13, 1996
--------------------------------------------------

1- Analog joysticks
-------------------
Have you ever considered the fact that an IBM-PC-type analog joystick
consists of two potentiometers (one each for the x- and y-axis) and two
pushbuttons, just like a set of ATARI (or Commodore) paddles? Have you
ever thought of connecting such a proportional joystick to your ATARI or
Commodore computer in order to use it with your programs? Well, here's
how to build a 15-pin analog joystick port from 2 9-pin ATARI ports. You
will need a 15-pin and 2 9-pin female connectors and a 15-wire cable.

Internally, the analog joysticks are basically like this:

pb1A
|
O
| Y1
pb1B -O--+ | U
| |
GND Z
/->Z Ry Rx=Ry=200-250 K
| Z
/----\ | |
v | \--+ D
X1 ----NNNNN--+----+----- +5V
L Rx R

The pin assignmet in the 15-pin IBM-connector is the following:

pin _________________________
# function \8 7 6 5 4 3 2 1/
------------ \15_14_13_12_11_10__9/
1 +5V
2 pb1A
3 X1
4 GND
6 Y1
7 pb1B
10 pb2A
11 X2
13 Y2
14 pb2B
```

Similarly, the pin assignment for the DB9 connectors (in the case of paddles) is the following:

```
pin ___________
# function \5 4 3 2 1/
------------ \9_8_7_6/
3 L button
4 R button
5 R paddle
7 +5V
8 GND
9 L paddle
```

Well, let's begin with the connections for 1 analog joystick. Take the cable and use it to connect the following pins on the 15-pin connector to the corresponding pins on one 9-pin connector:

```
15-pin 9-pin
-------------
1 -> 7
2 -> 3
3 -> 9
4 -> 8
6 -> 5
7 -> 4
```

Now, you can try connecting the 9-pin female to joystick port 1 on your computer and the analog joystick into the 15-pin female connector. Then, write and run a subroutine like this and try moving the joystick and pressing the buttons:

```
0 PRINT PADDLE(0), PADDLE(1), PTRIG(0), PTRIG(1):GOTO 0
```

You could also load any program which uses a touch tablet and test the joystick instead (e.g, ATARI ARTIST).

If you have a dual analog joystick ('dual' in the same way that paddles are connected by pairs to a single port), then you can now make the following additional connections from the 15-pin female to the second 9-pin female:

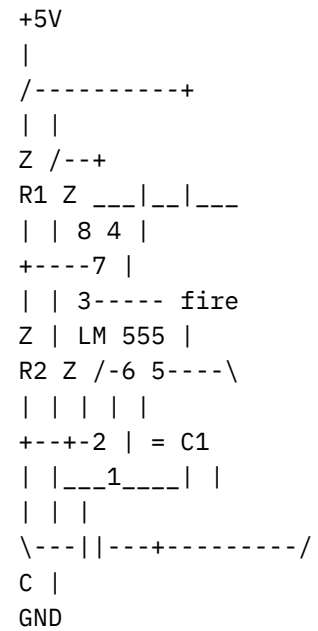
```
15-pin 9-pin
-------------
10 -> 3
11 -> 9
13 -> 5
14 -> 4
```

Now connect the second 9-pin female to joystick port 2 on your computer; the second analog joystick should be readable through PADDLE(2), PADDLE(3), PTRIG(2) and PTRIG(3).

```
2- Portable autofire
--------------------
```

This is a solution for those joysticks which don't have a +5V line (red wire typically, connected to pin 7). You will need a 9-pin female and a 9-pin male connector, an LM 555 timer IC, two resistors (R1=R2=10 K), two capacitors (C=100 nF, C1=0,42 nF), a two-position switch and some wire. Since you will need also an appropiate casing, I would recommend you to use a 9-pin null modem adapter (e.g., Radio Shack #26-264), which will provide you already with the casing, wiring and DB9 connectors.

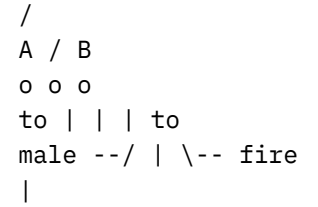
First, build the following autofire circuit in the smallest possible area (less than 0,5"x0,5"):



If you are using the null modem adapter, skip this paragraph and continue with the next. If you aren't and are building the adapter with separate parts, then just connect each pin from the 9-pin female to the same pin on the male connector. Now you've just built what the adapter looks like on the inside.

Now, if you are using the null modem adapter: just open the casing and accomodate the circuit inside. Make sure that all pins on the male are connected to the same pin # on the female (i.e., pin #1 to pin #1, pin #2 to pin #2, etc.) and not cross-connected.

Now for both: Connect the +5V line to pin #7 (either on the male or the female connector, it's the same). Similarly, connect the GND line to pin #8. Cut the wire from pin #6 just in the middle. Now, proceed to make the following connections on the switch:



to female

Now, make the appropiate holes in the casing for the switch. Fix the switch in place and close the casing. Now the portable autofire is ready for use.

Just connect the portable autofire between the joystick port on the computer and the joystick's plug. With the switch in the A position, you will simply bypass the autofire circuit (autofire disconnected); when it is in the B position, the autofire is connected and the joystick's fire button is disabled. The advantage of this design is that you can connect the portable autofire to any joystick you want, without having to make any permanent modification to it.

3- Tank-style levers

Surely you remember BATTLEZONE (tm), don't you? I loved playing that game on the arcades, since it was one of the first games to offer you 3-D graphics and a first-person viewpoint. Then ATARI released it for its 2600 VCS (after many years), with some of the best graphics I've seen on the 2600 VCS. And then came the version for ATARI 8-bit computers... the only one I haven't seen, because somebody stole the last cartridge from the computer fair back in 1989; I assume the controls were like the 2600 VCS version:

```
forward
^
turn left | turn right
rotate \ | /
counterclockwise <----*----> rotate clockwise
/ | \
reverse left | reverse right
v
back
```

The arcade version had real tank-like controls instead:

```
left right
tread tread

forward ^ ^ forward
| |
motionless + + motionless
| |
back v v back
```

The combined motion of both treads gave the same 8 different possible movements for the tank.
Well, if you (like me) aren't happy with using just the joystick and want to have a more 'realistic' feeling, here's how to build your tank levers, including the necessary circuitry to provide the respective joystick signals for each combination.

Let's compare the switch values for the 9 joystick positions and the
9 tank-lever positions:

joystick tank levers

U X Y
SWITCHES L-+-R | |
D Z W

movement RLDU XYZW
---
motionless 1111 1111

forward 1110 0011
back 1101 1100
counterclockwise 1011 1001
clockwise 0111 0110

turn right 0110 0111
turn left 1010 1011
reverse right 0101 1101
reverse left 1001 1110

The functions which map (X,Y,Z,W) to (R,L,D,U) are:

_ ___
R = Y + X.Z + Z+W _
_ ___ = NOT
L = X + Y.W + Z+W
___ . = AND
D = X.Y + Z.W
___ + = OR
U = X.Y + Z.W

You will need:

- 1 74LS04 IC (6xNOT) (IC1)
- 1 74LS08 IC (4xAND-2) (IC2)
- 2 74LS32 ICs (4xOR-2) (IC3 and IC4)
- 4 14-pin IC sockets (optional)
- 1 2"x3" IC PCBoard (like Radio Shack #276-150A)
- lots of jumper wires
- soldering iron and solder wire
- 1 9-wire cable (as long as you like)
- 1 joystick connector (9-pin, female)
- 4 pushbuttons for the lever switches (X, Y, Z and W)
- as much pushbuttons as you want for firebuttons
- 1 board for mounting the switches
- 2 self-centering levers (inverted T form)
- 1 casing for the whole

Connections:

First, solder all wires of the cable to the 9 pins of the joystick
connector. The free ends of the wires will be referred to as joyN,
where N=1-9 is the corresponding pin number at the connector.

```
___________
\5 4 3 2 1/
\9_8_7_6/
```

Mount all 4 lever switches in their board, properly spaced. Remember
that the levers are supposed to press them once in place.

```
X -O O- Y
| |
+-----+--- GND
| |
Z -O O- W
```

Solder the 4 sockets (or the ICs, directly, if you're cheap) in place
in the PCBoard. Pin # of ICx will be referred to as ICx-#, where x=1-4
and #=1-14.

```
_______________________________
|() ..................... ()|
| .:::::::::::::::::::::::. |
| ::|o_IC2__|:::|o_IC3__|:: |
| :::::::::::::::::::::::::: |
| :::::::::::::::::::::::::: |
| :::::::::::::::::::::::::: |
| :::::::::::::::::::::::::: |
| ::|o_IC1__|:::|o_IC4__|:: |
| :::::::::::::::::::::::: |
|()_________________________()|
```

Now use the jumper wires to make the following connections:

+5V: joy7, IC1-14, IC2-14, IC3-14, IC4-14
GND: joy8, IC1-7, IC2-7, IC3-7, IC4-7, ground of all pushbuttons
R: joy4, IC4-6
L: joy3, IC4-8
D: joy2, IC3-3
U: joy1, IC3-6
FIRE: joy6, trigger of (all) firebutton(s)
X: switch X, IC1-11, IC2-2, IC2-4
Y: switch Y, IC1-9, IC2-5, IC2-10
Z: switch Z, IC2-1, IC2-12, IC3-12
W: switch W, IC2-9, IC2-13, IC3-13
IC1-1, IC2-6, IC3-4
IC1-2, IC3-2
IC1-3, IC2-11, IC3-1
IC1-4, IC3-5
IC1-8, IC4-1
IC1-10, IC4-13
IC1-12, IC4-5, IC4-9
IC1-13, IC3-11
IC2-3, IC4-2

IC2-8, IC4-12
IC4-3, IC4-4
IC4-10, IC4-11

Of course, there is a much simpler -though more expensive- way to build
the necessary circuit. If we express R, L, D and U in terms of Maxterms
of (X,Y,Z,W), then we have:

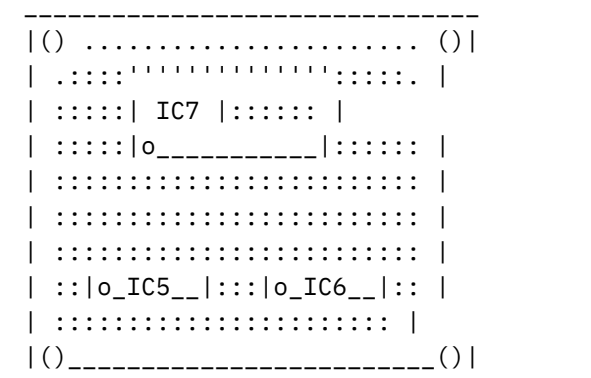
R=M6.M7.M13 L=M9.M11.M14
. = AND
D=M11.M13.M14 U=M3.M7.M11

Look at the table. You will see that the Maxterms correspond to the
4-digit binary numbers XYZW for which the respective variable
(R, L, D or U) is 0.

Now, instead of the 4 ICs (and the optional 14-pin IC sockets) you will
need:

- 2 74LS11 ICs (3xAND-3) (IC5 and IC6)
- 1 74LS154 IC (4-to-16 decoder) (IC7)
- 2 14-pin and 1 24-pin IC sockets (optional)

Now, solder the sockets (or the ICs) on the PCBoard.



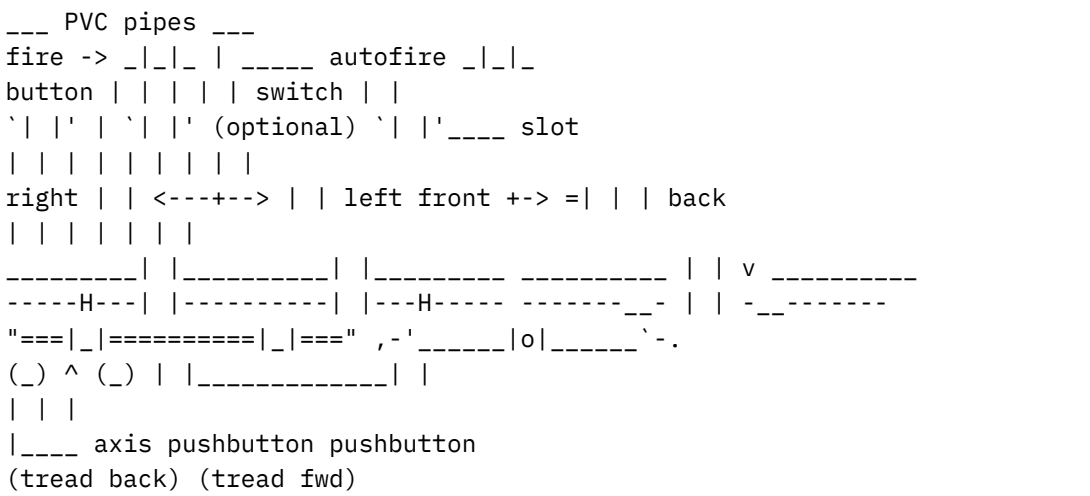
Now, soldering the jumpers, make the following connections:

+5V: joy7, IC5-14, IC6-14, IC7-24
GND: joy8, IC5-7, IC6-7, IC7-12, IC7-18, IC7-19, ground of pushbuttons
R: joy4, IC6-12
L: joy3, IC6-6
D: joy2, IC6-8
U: joy1, IC5-8
FIRE: joy6, trigger of (all) firebutton(s)
X: switch X, IC7-20
Y: switch Y, IC7-21
Z: switch Z, IC7-22
W: switch W, IC7-23
M3: IC7-4, IC5-11
M6: IC7-7, IC6-1

M7: IC7-8, IC6-2, IC5-10
M9: IC7-10, IC6-3
M11: IC7-13, IC6-5, IC5-9
M12: IC7-14, IC6-9
M13: IC7-15, IC6-10, IC6-13
M14: IC7-16, IC6-11, IC6-4

If you're using sockets, then now you can place the ICs on them.
You can include an autofire switch in the design, if you want. You could
also have the two pots (joy5 and joy9) being used for anything you can
imagine.

For the levers, you can use PVC piping. You could also use wood or metal,
but the PVC pipes have the advantage that they are hollow, which allows
you to pass the wiring through them. I would suggest the following
arrangement:


Front view Side view
___ PVC pipes ___
fire -> _|_|_ | _____ autofire _|_|_
button | | | | | switch | |
`| |' | `| |' (optional) `| |'____ slot
| | | | | | | | |
right | | <---+--> | | left front +-> =| | | back
| | | | | | |
_____| |_____| |_____ _____ | | v _____
-----H---| |-----| |---H----- -------__- | | -__-------
"===|_|=====|_|===" ,-'______|o|______`-.
(_) ^ (_) | |_____| |
| | |
|____ axis pushbutton pushbutton
(tread back) (tread fwd)

Make sure the levers will press the pushbuttons when pushed. You will
have to assemble the whole thing inside the casing, making it fit.
Now you're ready to blast those @&%# enemy Automatons!

Marco Antonio Checa Funcke
Botoneros 270
Lima 33
Peru

reachable at jtkirk@urp.edu.pe

1190. CardPack

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-27 00:00:00 UTC
From: JTKIRK@urp.edu.pe
Message-ID: <m0trRYf-000OSHC@rcp.net.pe>
Source record: 85653

Ok, I'm uploading my card games (under the names CARDPAK1.ARC and CARDPAK2.ARC)
Each ARC file is some 10K and contains 3 games, so I wonder if I should also
post the uuencoded ARCs on c.s.a.8 too...

1191. Re: Q: Is the 8-bit Atari ever idle?

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-27 00:00:00 UTC
From: etxansk@garbo.ericsson.se
Message-ID: <4gvehn$li0@erinews.ericsson.se>
Source record: 85654

I probably tried this with a video mode that used
much of the total bandwidth and then I got the impression that the
CPU had no access to the memory.

I remember now that I was able to create a pattern with very stable
bars, but that was when the video DMA was switched off via address
559. The pseudo code probably looked like this.

```
-delay CPU, wait for horizontal synchronization
-set background colour to red
-set background colour to green
-set background colour to red
-set background colour to green
-etc 8-12 times
```

```
RED GRE RED GRE RED GRE RED GRE RED GRE
RED GRE RED GRE RED GRE RED GRE RED GRE
RED GRE RED GRE RED GRE RED GRE RED GRE
RED GRE RED GRE RED GRE RED GRE RED GRE
RED GRE RED GRE RED GRE RED GRE RED GRE
RED GRE RED GRE RED GRE RED GRE RED GRE
RED GRE RED GRE RED GRE RED GRE RED GRE
RED GRE RED GRE RED GRE RED GRE RED GRE
RED GRE RED GRE RED GRE RED GRE RED GRE
RED GRE RED GRE RED GRE RED GRE RED GRE
```

Anders Skelander

1192. Atari, JTS Corp. Merger

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-27 00:00:00 UTC
From: ricortes@Garg.Campbell.CA.US
Message-ID: <6ewyJD2w165w@Garg.Campbell.CA.US>
Source record: 85655

```
;Michael Ellis (michael@anest4.anest.ufl.edu) wrote:
: A most interesting proposition. Wouldn't it be cool if someone
: a new line of updated 8-bit compatibles. I would release the 1600XL
: the 1650XLD. The 1600XL would include:
;What's keeping you from inquiring about licensing rights from JTS,
;than the not-quite-completion of the deal? Stranger licenses have
;granted and stranger projects funded with venture capital.
;Jason Compton jcompton@xnet.com
IMHO: Custom silicon would do you in.
#1) Even a small production run of new [GTIA, POKEY, ...] with the
existing silicon would be tens of $thousands.
& you'd still end up with parts that most consumers, present company
excepted, find unsatisfactory.
#2) Updated silicon
Same cost for a production run + you'd have to pay someone to do the
upgrade. I only know of one person that does this level of design
& from what I understand, she makes something like $80k/year. Good
luck trying to get her away from her current employer to work on a
project like this.
Rick

--
ricortes@Garg.Campbell.CA.US (Rick Cortese)
The Land of Garg BBS -- +1 408 378-5108
```

1193. Re: little blue-box

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-28 00:00:00 UTC
From: wweiss2@norfolk.infi.net
Message-ID: <3133b284.39698581@allnews.infi.net>
Source record: 85518

In comp.sys.atari.8bit Brad Rogers <brad@pianosa.demon.co.uk> wrote:

:>Whilst reading the usual rubbish I find here, Gary Holder wrote something
:>interesting to All about little blue-box:
:>
:>Hello Gary,
:>
:> >> Some years ago, here in the UK, Maplins (a company similar to Radio
:> >> Shack) used to sell a WEFAX decoder kit. Sadly, they no longer produce
:> GH> You might look up the referenced ANALOG (or was it Antic?). The circuit
:>
:>The article was in ANTIC, rather than ANALOG, I think. I used to get ANALOG,
:>but can't find the relevant article.
:>
:>Having gone through the Maplins magazine, I discovered that the unit they sold
:>as a kit was, in fact, a full-blown RTTY decoder, not just WEFAX, hence the
:>cost & complexity. It stuck in my mind because the software (BASIC) listing
:>they gave for use with it, was written in ATARI BASIC. Something that was
:>relatively uncommon in the UK. :-(
:> _
:>Regards, /_) 2:251/40.1 39:134/11.1
:> / _)rad brad@pianosa.demon.co.uk
:>
:>... What the hell is wrong with me? I'm not who I ought to be.
:> What's My Name; The Clash

As a former librarian for the Atari group: MASH from Memphis, TN, I no
longer have the magazines, but I still have a database with most
Analog and Antic files listed by month. WEFAX appeared in Antic,
September 1986. Hope this helps.

Warren W. Weiss
[WWeiss2@norfolk.infi.net]

---- lovin' music - kids - computers - a really dry red ----

1194. Re: Connecting a hard drive to an 800/800XL

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-28 00:00:00 UTC
From: johnh@newberry.microserve.com
Message-ID: <4h0frj$be8@crash.microserve.net>
Source record: 85519

In article <4gv6fi$amt@charm.magnus.acs.ohio-state.edu>, rfunk@magnus.acs.ohio-state.edu (Rob Funk) wrote:
>In article <DnEMCp.G35@iglou.com>,
>Bill Marcum <bmarcum@iglou2.iglou.com> wrote:
>> and if you're posting on Usenet, chances
>>are you already have some sort of MSDOS computer.
>
>That'll be news to all the Mac, OS/2, Unix, and VMS people.
>
>I used to use my 1200xl and Kermit-65 to dial into this Unix system
>and read news.

I know little about Unix, etc, but I do know that I connect with my ISP using PPP. Is there a way I could use my 800 to do this and be able to read the usenet news?

John

johnh@newberry.microserve.com

1195. Re: Atari, JTS Corp. Merger

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-28 00:00:00 UTC
From: johnh@newberry.microserve.com
Message-ID: <4h0fm4$be8@crash.microserve.net>
Source record: 85520

In article <4gu1mg$k40@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) wrote:
>: Let's face it, the Tramiels sold out and are putting their new found money
>: in the bank. I must admit, when they first came onboard way back when, I
>: thought they were going to do some good for Atari. It turns out that they
>: had no idea how to manage a company. All of the innovation that was
>: brought to this compnay was brought to them (Tramiels) by outside help.
>
> Says who? The Tramiels certainly have no idea how to successfully
>support products and please customers but they are management aces. Why
>do you think Atari has survived through so much. If nothing else, they
>are survivors. Most other companies would have folded years earler, under
>less pressure. Commodore is a good example.
>
>
If we think about it, many of Atari's products/ideas/chips or whatever were from outside developers. The Lynx (and I still like mine!) was from the late lamented Epyx, and weren't a number of the 400/800 chips developed outside the company?

I agree, the Tramiel's lost their opportunity to outmarket Nintendo with the 7800 and possible subsequent products. The Jag has largely failed because Atari failed to get any third party support (the Sony Playstation was also a new startup, but with Sony's developer support money, it has taken off and reportedly is outselling the Sega Saturn 4 to 1).

In the end though, Mark's statement above seems correct to me. Atari at least survived.

John

johnh@newberry.microserve.com

1196. FS: Atari 8-bit stuff (a lot of it!)

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-28 00:00:00 UTC
From: smeek@prysm.net
Message-ID: <4h0dmn$4bs@alterdial.UU.NET>
Source record: 85521
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari

```
------------------------------------------------------------------------
Atari 8 bit stuff for sale
------------------------------------------------------------------------
Atari 130XE computer; great condition & working order
320k memory upgrade; power supply
Atari 800 computer; great condition & working order
with power supply
Atari 400 computer; great condition & working order
no power supply
Atari XF551 disk drive; great condition & working order
with power supply
Indus GT disk drive; great condition & working order
with power supply
Atari 1010 tape recorder w/ power supply
Atari 850 interface w/ power supply
ICD P.R. Connection interface
1200 baud external modem (Anchor) w/ power supply
ZOOM 2400 baud external modem w/ power supply
Serial cables (3-5)
Suncom TAC 5 joystick (1)
Atari paddle controllers (set)
RF switchbox & cable
composite video cable
------------------------------------------------------------------------
Misc Hardware
------------------------------------------------------------------------
An extra Ramrod XL upgrade (no instructions)
US Doubler (1 chip only) not sure if this is complete; but I will throw it
in

------------------------------------------------------------------------
Books
------------------------------------------------------------------------
The Atari Assembler
Compute's First Book of Atari
Compute's Second Book of Atari
Compute's Third Book of Atari
Mapping the Atari (2 copies)

------------------------------------------------------------------------
Software included (c-cartridge/t-tape - number indicates # of copies)
------------------------------------------------------------------------
Action! (OSS) c Ms. Pacman (Atari) 2c
Pacman (Atari) 2c Submarine Commander (Thorn EMI) 2c
```

Assembler Editor (Atari) 2c Basketball (Atari) 2c
Star Raiders (Atari) 2c Slime (Synapse) c
Fast Eddie (Sirius) c Defender (Atari) c
Logo (Atari) c Time Bound (CBS) c
Basic (Atari) c Music Composer (Atari) c
Deluxe Invaders (Roklan) c Up n Down (SEGA) c
Serpentine (Broderbund) c Cloudburst (Dana) c
Springer (Tigervision) c Decathlon (Activision) c
KaBoom! (Activision) c MegaMania (Activision) c
River Raid (Activision) c Jumpman Junior (Epyx) c
Atlantis (Imagic) c Demon Attack (Imagic) c
James Bond 007 (Parker Bros) c Millipede (Atari) c
Robotron: 2084 (Atari) c Real Sports Football (Atari) c
Galaxian (Atari) c Centipede (Atari) c
Computer Chess (Atari) c David's Midnight Magic (Atari) c
River Rescue (Thorn EMI) c Space Invaders (Atari) c
Atari Writer (Atari) c Asteroids (Atari) c
Conversational French (Atari) t Conversational Spanish (Atari) t
Introduction to programming t Mailing List/General List t
Starquest: Star Warrior t

Plus 100's disks full of software and a little under 100 blank disks

$275.00 plus shipping

Be sure and reply to:
Sean Meek (smeek@prysm.net)

I will probably not read this newsgroup for replies. Thanks.

Sean Meek
smeek@prysm.net

1197. fs: Atari 2600 popular games

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-28 00:00:00 UTC
From: salimk@bnr.ca
Message-ID: <4h2eh4$krc@bcrkh13.bnr.ca>
Source record: 85522
Cross-posted to: ga.forsale,att.games.video.classic,rec.games.video.marketplace,rec.games.video.misc,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.st,alt.atari.2600

Atari 2600 games (popular & interesting) a box of 50 $35 + s & h

Salim Khan
salimk@bnr.ca
NorTel (Northern Telecom). Norcross, Georgia

Standard disclaimer applies ..... My employer has nothing to do
with my opinoins or the matter in this post, or for that matter anywhere.

1198. Error 130 -- where's the 850 interface?

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-28 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <3134ea5d@pianosa.demon.co.uk>
Source record: 85523

Whilst reading the usual rubbish I find here, Steven J Tucker wrote something
interesting to All about Error 130 -- where's the 850 interface?:

Hello Steven,

SJT> The stage 1 download code for the 850 can be as small as 11 bytes.

Well I never! You learn something every day. :-)

SJT> I dont know if anyone mentioned it, but are you getting the long
SJT> 'beeeeeeeep'

Yep, it was mentioned.

_
Regards, /_) 2:251/40.1 39:134/11.1
/ _)rad brad@pianosa.demon.co.uk

... Everyone around me is a total stranger. Everyone avoids me like a
cyclone ranger. - Turning Japanese; Vapors

1199. Unvelievable mishaps

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-28 00:00:00 UTC
From: JTKIRK@urp.edu.pe
Message-ID: <m0tropH-000OeQC@rcp.net.pe>
Source record: 85524

Something VERY strange happened to me (to my computer, more properly) yesterday night. I returned from work and went to print this digest. So I turned on the drives (I've got 2 XF551s and 1 1050, D1-D3, respectively) and inserted my MyDOS DS/DD boot disk. As I turned the computer on, I expected to hear the familiar sound of a DD disk booting... instead, I heard the also-familiar-but-nasty-to-hear-when-you-do-not-intend-to SD disk formatting sound!!!!!!!
Theoretically, this shouldn't have happened. I lost the first 29 tracks before I could react. Fortunately, my disk was organized in Sub-dirs, so I only lost the DOS files and 2 sub-dirs (one from BASIC programs, the other a BASIC adventure game from Spain, DON QUIJOTE), but I think I can get them back from a friend.
Has anyone had such a problem occur or something worse (and more Unbelievable)?
(I chose the Subject "Unbelievable mishaps" because "Unsolved Mysteries" has been already used :-))
Bye.

M.A.Ch.F.

1200. "FS/OBO: XEGS Outfit & Carts"

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-28 00:00:00 UTC
From: scottw@pxl.com
Message-ID: <4h2i9m$40h@tower.itis.com>
Source record: 85525
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,comp.sys.atari.8bit

"FS/OBO: XEGS Outfit & Carts"

Hi! - I'm taking offers on the following items. Please note the minimum acceptable amounts for each. Offers will be solicited until midnight March 10th (Sunday). At that time I will notify the buyers of their totals and shipping charges.

I am looking to make some quick sales without the hassle of running an auction. In the process, you have the opportunity to buy something you want at a price you are comfortable with.

Please note the conditions of sale following the list of items.

Feel free to call me any time or email with any question... Scott

Scott Williams
717 Engelhart Drive
Madison, WI 53713-4747
608.276.9528

****

Atari XEGS Outfit
includes... XEGS console with p.s.
XEGS keyboard
XEGS joystick
XEGS light gun (missing Atari decals on each side)
($30 minimum OBO - recent light gun sales alone have been running $15!
)

****

Atari 8-bit carts (brown case)
($.50 minimum each OBO)

Basic Computing Language
Pac-Man
Star Raiders

****

The Rules:
****

1. NOTE... These items are USED and may exhibit some degree of wear. If condition is important, ask before making an offer. All items are tested and in working order.

2. When you submit an offer, you must include your full name and mailing address as
well as phone number or the offer will not be considered.

3. Payment: check on amounts under $10.00, money order on amounts over $10.00. I reserve the right to hold shipment on items paid with personal
checks for 14 business days while awaiting clearance. Personal checks sent
in lieu of money orders on amounts over $10.00 will be returned and the item(s) offered to the next highest buyer.

4. Purchasers are expected to pay for their purchases within 7 days of notification of sale results.

5. I will ship within 48 hours of payment reciept if payment is by money order.

6. Ties will be broken by first offer received.

7. I reserve the right to stop this sale or alter the rules for any reason.

--

1201. Re: atari Messe bei lengenfeld 3/96

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-28 00:00:00 UTC
From: bcdinc@aol.com
Message-ID: <4h33tt$a8t@newsbf02.news.aol.com>
Source record: 85526

>>im Maerz wird eine neue 8 Bit Messe von Helmut Weidner und Markus Roemer ausgerichtet. <<

How about dates and details in English? Are you interested in showing new Jaguar games?

- TOM -

1202. Re: FTe has "new" E-Mail address

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-28 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.91.960228184024.24855D-100000@moose.erie.net>
Source record: 85527

On 27 Feb 1996, Mike Hohman wrote:

> If this message gets through OK, I'll be back on-line with an update
> with what's going on out here in AZ.

Yes, let's hear about it, Mike!

1203. Re: Error 130 -- where's the 850 interface?

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-28 00:00:00 UTC
From: classics@nacs.net
Message-ID: <4h12kf$q7p@wariat.wariat.org>
Source record: 85528

Brad Rogers (brad@pianosa.demon.co.uk) writes:
: Whilst reading the usual rubbish I find here, James R. Lendino wrote something
: interesting to All about Error 130 -- where's the 850 interface?:
:
: Hello James,
:
: JRL> So where do I get the driver for the 850? I have a one sector
:
: JRL> AUTORUN.SYS on the disk with the Amodem program; could that be it?
:
: I think one sector is too small for it to include the handler. Chances are
: that the AUTORUN.SYS runs AMODEM, early versions of which are written in BASIC.

The stage 1 download code for the 850 can be as small as 11 bytes. Anything
else is just code to see if the handler actually loaded. The handler itself
resides in the 850 ROM and is downloaded over the SIO bus into main memory.

: JRL> Because it doesn't work even if I boot off that disk.
:
: Yep, sounds like it's missing. :-(

I dont know if anyone mentioned it, but are you getting the long 'beeeeeeeep'
when the handler block 3 downloads?

Steve

1204. Re: XFD images

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-29 00:00:00 UTC
From: lamcw@aston.ac.uk
Message-ID: <DnJn63.1vM@aston.ac.uk>
Source record: 85529

JTKIRK@urp.edu.pe wrote:

;It
;would seem to me that the only way to turn a bootable disk into an XFD image
;would necessarily imply disabling any copy-protection and some disassembly of
;the code, in some cases.

Not necessarily. Some disks have quite simple disk protection. I remmeber Atari's Macro Assembler checked if a certain sector was readable... if it was then it's a fake and it won't run.

You can write a simple program to see which sectors are bad. With Rainbow (8bit emulator for the Mac), I could easily incorporate a 'bad sector table' for each XFD image which will tell Rainbow to return a 'bad sector error' to the software. The above example will then work :)

However, I'm sure that most software protection a great deal more sophisticated and requires more technical disk know-how than I have.

Chris Lam,
Rainbow Keeper.

1205. Re: Mega Bomberman & DOOM engine

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-29 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4h3dvh$2j7@nuke.csu.net>
Source record: 85530

David Wyn Davies (101502.651@CompuServe.COM) wrote:
: Just want to rattle off a couple of quick notes ...

: First, as Joel Goodwin mentioned in a previous post, the SEGA
: game 'Mega Bomberman' would be easy enough to write for the 8-bit
: (actually, I know it as an ST/Amiga game called Dynablasters).

: THE GOOD NEWS: I have started on such a game and even have a
: joystick port doubler to enable up to four player simultaneous
: action on a standard XL/XE.

Please describe "Mega Bomberman". I recall a game on my brother's C=64 where you were some funky dude collecting bombs on platforms on a static screen. I forget what else happened, but they always had famous backgrounds (Paris, New York, etc.) on the levels. And it had COOL music.

Was this "Bomberman"?

: THE BAD NEWS: I haven't been able to do anything with it since
: last November/December. At the moment, I have some fade in/out
: routines plus the screen drawing routines (totally random - never
: the same game twice). However, I could do with some help on the
: graphics so if there are any artists out there, get in touch.

What in graphics do you need? Wanna make this the first 100% ray-traced Atari 8-bit game!? :) (Like DKCountry was for SNES ;^))

: The second note is in reply to Bill Kendrick's note on a DOOM
: engine ...

: Bill, yes there is a DOOM engine under development. Some Polish
: guy is working on it I think but is having one or two teething
: problems.

Who is doing it? ("Some guy" is >ALL< I've heard! Does he have a NAME? Or an alias?!) Nir Dary got in touch with me recently (helps to have a Web page, huh? :)) and said he's seen it. Have you? What's it like?

I remember in the "Drunk Tank" demo there was a 3D "Doom engine" which didn't prove anything to me except that it was SLOW. It did texture-mapping on walls, except you never rotated! You just went straight. And it was just a long hallway (no gaps, etc.) Inotherwords, it was less impressive than Alternate Reality's 3D engine (which is still one of the best, but not when it comes to rotation, like "Capture The Flag" does!)

: I have been asked to try and locate some DOOM source code to help him out
: with but I don't think there is any ... or is there?

ID's Wolfenstein C source is up, and there's a whole FTP site with tons of (mainly PC) programming tricks (3D, demo stuff, etc.). Go for it! :)

Anyway - how far has it come? What can it do? It IS going to be made into a game and NOT a demo, right? And where the hell are the games with good fast 3D filled poly's, huh? HUH!? Oh.. umm .. sorry. :)

Not only are Atari 8-bitters cheap, but we're damned SLOW too! ;)

-bill!
kendrick@zippy.sonoma.edu ||| kendrick@vax.sonoma.edu Hail Unix!
** New Breed Software ** / | \ ** William Kendrick ** Viven las Ataris
http://zippy.sonoma.edu/~kendrick/ http://sterba.com/

1206. Re: Free The Software Foundation, Inc.

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-29 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4h3e4h$2j7@nuke.csu.net>
Source record: 85531

Oscar Fowler (oscar@primenet.com) wrote:

: Here's an idea: Why not start a community group dedicated to
: "freeing ancient software"? If we assume that the main reason

Cool idea! Let's do it!

-bill!
kendrick@zippy.sonoma.edu ||| kendrick@vax.sonoma.edu Hail Unix!
** New Breed Software ** / | \ ** William Kendrick ** Viven las Ataris
http://zippy.sonoma.edu/~kendrick/ http://sterba.com/

1207. * Atari games wanted

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-29 00:00:00 UTC
From: starman@cnj.digex.net
Message-ID: <4h4cc1$3f6@cnj.digex.net>
Source record: 85532

Hi all,
I just picked up two cases of Atari games from a guy for $10. Two
disks 9so far) are bad and they have games on them which I REALLY wanted
to play. Mountain King and Marble Madness. Anyone have these? I'd rather
have the original versions. Questions about these:

Marble Madness was made by Electronic Arts, correct? As people have found
out by now, floppies don't last forever. I have the Archiver/editor. Is
there ANY way to make a backup of an EA disk? I never could figure out how.

I remember Mountain King had background music. Was this the floppy-only
version or did the cart have it too?

Thanks!

Mike
********************** Mike Gaines
* * * * * starman@cnj.digex.net
* * * * * Personal/Star Wars Page at:
* ****** ** http://cnj.digex.net/~starman/
* * * * * New links to Marathon, Babylon 5
* * * * *
********************** Germans love David Hasselhoff

1208. Re: The old days, and why Atari lost

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-29 00:00:00 UTC
From: msinger@griffon.oe.fau.edu
Message-ID: <4h4d0l$gvh@cybernet.cse.fau.edu>
Source record: 85533

Landon...

More stories!

Please...

--

Matthew R. Singer msinger@oe.fau.edu
Systems Engineer Voice: 407-367-2947
Florida Atlantic University Fax : 407-367-3885
Dept of Ocean Engineering

1209. Disk images for PCX

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-29 00:00:00 UTC
From: Log's Engineer <g8p3@unb.ca>
Message-ID: <3135EDC1.7C4B@unb.ca>
Source record: 85534

I've been looking for atari 400/800 disk images to use with my emulator.
(my atari died years ago) I've already got Dethrace, frkfac, and espr.
I would especially like archon (any version). Please help out a fellow
Atari lover!! Thanks!
--
LL OOOOOO GGGGGG '''' SSSSSS
LL OOO OOO GGG GGG ''' SSS SSS
LL OO OO GG GG '' SS SS
LL OO OO GG ' SSS
LL OO OO GG SSSS
LL OO OO GG SSS
LL OO OO GG GGGGG SSS
LL OO OO GG GG SS SS
LL OOO OOO GGG GGG SSS SSS
LLLLLLLLLLL OOOOOO GGGGGG SSSSSS

EEEEEEE NN NN GGGGG IIIIII NN NN EEEEEEE EEEEEEE RRRRR !!!
EE NNNN NN GG II NNNN NN EE EE RR RR !!!
EEEE NN NN NN GG GGG II NN NN NN EEEE EEEE RRRRR !
EE NN NNNN GG GG II NN NNNN EE EE RR RR
EEEEEEE NN NNN GGGGG IIIIII NN NNN EEEEEEE EEEEEEE RR RR !!!

1210. Re: Atari, JTS Corp. Merger

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-29 00:00:00 UTC
From: RLCOLLI@IBM.NET
Message-ID: <60aNxksjYpWP088yn@IBM.NET>
Source record: 85535

In article <4h1muo$j40@flood.xnet.com>,
jcompton@flood.xnet.com (Jason Compton) wrote:
>Mark Rathwell (mrathwel@uoguelph.ca) wrote:
>
>: Says who? The Tramiels certainly have no idea how to successfully
>: support products and please customers but they are management aces. Why
>: do you think Atari has survived through so much. If nothing else, they
>: are survivors. Most other companies would have folded years earler, under
>: less pressure. Commodore is a good example.
>
>The difference with Commodore was that the management actually had an
>incentive to ruin the company.
>
>--
>Jason Compton jcompton@xnet.com

Jason, I don't know about the rest of the people here, but I would like to
hear some horror stories about Commodore's management. (At nothing else,
to compare to Atari's management.)

--

Ryan 'Gozar' Collins rlcolli@IBM.NET

"You can count on others, but its better to use your own fingers and toes"

1211. Re: Sega's FROGGER

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-29 00:00:00 UTC
From: oscar@primenet.com
Message-ID: <4h4ls1$nae@client1.news.psi.net>
Source record: 85536

In message <wxFNxksjY1VF088yn@IBM.NET> - RLCOLLI@IBM.NET (Ryan 'Gozar' Collins) writes:
>Wow, I didn't know they did a version with background music through the
>whole thing, I've only played the cartridge version. Does the disk
>version follow the Arcade music, or is it something else?

I don't remember what the arcade sounded like, but the music on
the disk version for the 8bit was wonderful. If anyone has
a copy, I wouldn't mind hearing it again! =)

Oscar

1212. Re: What Kind Of Monitor For 800xl?

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-29 00:00:00 UTC
From: un55@rzstud1.rz.uni-karlsruhe.de
Message-ID: <4h4pan$11i@rzstud1.rz.uni-karlsruhe.de>
Source record: 85537

In article <DnHr9M.L79@iglou.com>, Bill Marcum <bmarcum@iglou.iglou.com> wrote:
>In article <hamster-2702962254380001@pm1-13.magicnet.net>,
>Scottie Prince <hamster@magicnet.net> wrote:
>>Where can I find a monitor to use, and what kind should I get? I recall
>>the Commodore model (#???) being popular. I'm re-introducing myself to
>Commodore 1701, 1702, any composite monitor, or a TV with direct audio/video
>inputs.

Has anyone tried connecting the Atari to a TV with 100Hz (PAL) or 120Hz (NTSC)
image frequency? How does it look? Is it any good? Sometimes I simply can't
bear those 50 Hz anymore. I wished there was a way to build an interface
converting 50 Hz from the Atari to, say 70 Hz. And then, this interface
should also produce VGA compatible output so you could just hook up
your Atari to any generic VGA monitor.

Maybe this kind of interface wouldn't be complicated at all. All you need
is a PAL/NTSC decoder chip connected to a frame buffer (dual ported). Then
the contents of the frame buffer need to be piped through a video D/A
converter 70 times a second. And we need some sync generators as well
(maybe a GAL/PAL?). Any volunteers for this project? *sigh* probably not.

best wishes,

-Marek

Marek.Tomczyk@stud.uni-karlsruhe.de
Marek Tomczyk

1213. UPDATE: Re: For Sale: Atari 800 *accessories*...

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-29 00:00:00 UTC
From: temp@leper.tamu.edu
Message-ID: <29FEB199616542780@leper.tamu.edu>
Source record: 85538

In article <22FEB199615174210@leper.tamu.edu>, temp@leper.tamu.edu (TIFFANY) writes...
> I have a bunch of old peripherals that used to go with my Atari 800 I
>had a long time ago...I have the 5.25" floppy drive, the data-cassette
>recorder/player, the direct-connect modem (it's only 300bps...), and
>several cartridges for it...
> If anyone's interested, please make an offer including shipping for
>it...otherwise, it's getting trashed...:-)

Funny...I don't remember calling any of this stuff "junk", but...:-)
Ok...I've sold the 835 modem, the 1050 disk drive, and several
cartridges...I still have a monitor left that I didn't post the first time
and just ran across it...It's an Amdek Color-I...there're two people
"thinking" about getting it, but I'm open to bids on it...it works fine...I
even have the cable that goes to it...
I also have the 410 left...I'll sell it for the highest bid over
$10.00 + shipping...Whoever buys it can also have the few cassettes I have
for it...they're not guaranteed to work as the media is pretty old, but if
the tapes work, it's your gain! :-)
I have 2 extra power supplies I'll sell for $5.00 each + shipping...

Thanks!

Tiffany

-=-=-=

1214. Re: What Kind Of Monitor For 800xl?

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-29 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <DnK7H7.KIw@iglou.com>
Source record: 85539

In article <4h4pan$11i@rzstud1.rz.uni-karlsruhe.de>,
Marek Tomczyk <Marek.Tomczyk@stud.uni-karlsruhe.de> wrote:
>Maybe this kind of interface wouldn't be complicated at all. All you need
>is a PAL/NTSC decoder chip connected to a frame buffer (dual ported). Then
>the contents of the frame buffer need to be piped through a video D/A
>converter 70 times a second. And we need some sync generators as well
>(maybe a GAL/PAL?). Any volunteers for this project? *sigh* probably not.
>
>best wishes,
>
I think the cost and difficulty would be at least comparable to building
your own hard disk interface without using an MIO or Black Box. It's a
shame we can't build our own Antic and GTIA chips for faster scan rates,
more characters per line, RGB output, etc.

--
Bill Marcum bmarcum@iglou.com
"They're all lawyers, and think that the laws of physics can be amended with
a voice vote." -- Mary Shafer (shafer@ursa-major.spdcc.com) on Politicians

1215. Re: Is Software FREE?

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-29 00:00:00 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <BHLqLW6.lmcclure@delphi.com>
Source record: 85540

In a message dated 2-26-96, Dave (dac@hevanet.com) said:
|
| "I mean old software that falls out of the
| copyright law by being past the 8 year mark.
| I had hear this, but wondered if it's true.
|
|
Not only not true, but not even close. Since 1978, copyrights have had
a term of the life of the author(s) + 50 years (to allow the author's
estate to benefit) for works copyrighted by individuals. For works-for-hire
(i.e., copyrights held by a corporation), the term is 75 years.

In other words, even if someone wrote a program for the Atari back in
1980, and croaked the next day, it will not fall into public domain
until 2030!

1216. Re: Unvelievable mishaps

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-29 00:00:00 UTC
From: Christopher Brett Strong <strong@cadesm98.eng.utah.edu>
Message-ID: <Pine.SOL.3.91.960229190246.523C-100000@cadesm98.eng.utah.edu>
Source record: 85541

> Something VERY strange happened to me (to my computer, more properly) yesterday
> night. I returned from work and went to print this digest. So I turned on the
> drives (I've got 2 XF551s and 1 1050, D1-D3, respectively) and inserted my
> MyDOS DS/DD boot disk. As I turned the computer on, I expected to hear the
> familiar sound of a DD disk booting... instead, I heard the also-familiar-but-
> nasty-to-hear-when-you-do-not-intend-to SD disk formatting sound!!!!!!!

Wow! I have never had that happen in fifteen years of Atari disk drive use.

Was it an XF551? My experience with them is less in-depth.

\ oo Christopher B. Strong InterNet strong@ee.utah.edu
____|\mm decRAD: CSTRONG CADE: strong@eng.utah.edu
//_//\ _\
/K-9/ \/_/ ||| "Speak 'Friend' and enter"
/___/_____\ / | \ --- Have You Played Atari Today? ---

"If the mean don't get you, the variance will." -- James 1. Rieger

1217. Re: What Kind Of Monitor For 800xl?

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-29 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <4h4het$e4b@charm.magnus.acs.ohio-state.edu>
Source record: 85542

In article <DnHr9M.L79@iglou.com>, Bill Marcum <bmarcum@iglou.iglou.com> wrote:
>In article <hamster-2702962254380001@pm1-13.magicnet.net>,
>Scottie Prince <hamster@magicnet.net> wrote:
>>Where can I find a monitor to use, and what kind should I get? I recall
>>the Commodore model (#???) being popular. I'm re-introducing myself to

>Commodore 1701, 1702, any composite monitor, or a TV with direct audio/video
>inputs.

The 1802 is good, and I think there was a later one with a whole
different numbering scheme too...

I have a 1702 and 1802, and the 1802 seems a lot more sensitive to my
hacked 1200xl's RF noise. But I prefer the 1802's front switch to the
1702's back switch.
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

1218. Re: Connecting a hard drive to an 800/800XL

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-29 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <4h4f0c$b2k@charm.magnus.acs.ohio-state.edu>
Source record: 85543

In article <4h0frj$be8@crash.microserve.net>,
John Hileman <johnh@newberry.microserve.com> wrote:
>I know little about Unix, etc, but I do know that I connect with my ISP using
>PPP. Is there a way I could use my 800 to do this and be able to read the
>usenet news?

No PPP for the Atari 8-bits, but if your account allows a traditional
terminal connection you can connect with your Atari, and use yor
provider's machine to read news.

Wow, have we really reached the point that people are _unaware_ of non
SLIP, non-PPP, dialup terminal connections? I'm too young to feel
this old! :-)
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

1219. FS: UK Atari 800XL.. plus software, and tape decks

Newsgroup: comp.sys.atari.8bit
Date: 1996-02-29 00:00:00 UTC
From: memsom@aladdin.co.uk
Message-ID: <4h2r48$r84@news.aladdin.co.uk>
Source record: 85544

Atari 800xl

about 40-50 cassettes

2 xe tape decks

1 cart ... a classic

Price: £50 ono (for the lot)

email for more details...

Memsom@aladdin.co.uk

want to sell within UK if possable

1220. Re: Connecting a hard drive to an 800/800XL

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-01 00:00:00 UTC
From: jcompton@flood.xnet.com
Message-ID: <4h5k15$8ve@flood.xnet.com>
Source record: 85545

Rob Funk (rfunk@magnus.acs.ohio-state.edu) wrote:
: In article <DnEMCp.G35@iglou.com>,
: Bill Marcum <bmarcum@iglou2.iglou.com> wrote:
: > and if you're posting on Usenet, chances
: >are you already have some sort of MSDOS computer.

: That'll be news to all the Mac, OS/2, Unix, and VMS people.

Me too. Although you might be able to make a case that 51% or more of
the computers used by Usenetters are PCs.

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine (708) 741-0689 FAX
You know you're on the way out... it's just a matter of time.
AR on Aminet - docs/mags/ar???.lha AR Mailing list - Mail me
WWW - http://www.omnipresence.com/Amiga/News/AR, www.cucug.org/ar/ar.html

1221. FS 8 bit stuff

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-01 00:00:00 UTC
From: Jim Treber <jtreber@cris.com>
Message-ID: <4h63n1$jf2@spectator.cris.com>
Source record: 85546

I have an XE130, stock with power supply, with a bad keyboard. Was going to do a Data Que keyboard conversion. Sell $10

2 Indus GT DD drives with manual and Indus software. $40 for both

1050 with US Doubler. $35

Atari CX85 keypad. $5

1050 drive for parts. $5

850 interface. $30

PR Connectors with manual. 2 for $25

2 Atari 1010 recorders with 19 cassettes of software. All for $5

Atari trackball (later design) $5

Printshop Disks and manual in original box $5

Adaptec 4000a controller $30

Atari CLX 4007 Music Composer cart. $5

Text Wizzard w.p. from Data Soft and manual in original package. $5

MIO XE adapter. $5

Books: Inside Atari Basic and Your Atari Computer and Best Atari Software all for $5

Blaster auto-fire module. (hardware game cheat) $5

system:800XL, 1050drive, 1025 printer, SX212 modem, all stock and running for $45

Eastern Front cart
Jewels of Darkness (disk) in original box
Turtle Tracks in original box
Fraction Fever in original box (cart)
Story Machine in original box
D-Bug in original box by Electronic Arts. An interesting piece of software teaching the younger set about the workings inside a computer and making a game of troubleshooting problems within. I learned some myself from this!

1222. FS 8 bit stuff

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-01 00:00:00 UTC
From: Jim Treber <jtreber@cris.com>
Message-ID: <4h63p7$jf2@spectator.cris.com>
Source record: 85547

I have an XE130, stock with power supply, with a bad keyboard. Was going to do a Data Que keyboard conversion. Sell $10

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1050 with US Doubler. $35

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1223. Re: FTe has "new" E-Mail address

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-01 00:00:00 UTC
From: mcmahon@inil.com
Message-ID: <317cc$03928.26f@news.inil.com>
Source record: 85548

Dennis McGuire <mcguired@moose.erie.net> wrote:

>On 27 Feb 1996, Mike Hohman wrote:

>> If this message gets through OK, I'll be back on-line with an update
>> with what's going on out here in AZ.

> Yes, let's hear about it, Mike!

I think he mean OK ...er Oklahoma.... ;)

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,
* Rory McMahon Atari Fanatic by CHOICE! Falcon030/4/85/SyQuest EZ135 *
# mcmahon@inil.com 8 bits and above! Pentium 90 Xformer! #
'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'

1224. Re: Atari 800 games on disk images??

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-01 00:00:00 UTC
From: lamcw@aston.ac.uk
Message-ID: <DnL4xJ.J1z@aston.ac.uk>
Source record: 85549

Bill Kendrick wrote:

;I'm not sure what there is in
;the ways of DCM->ATR for the Mac.

You're not paying attention, Bill, sit up straight! :)

At Rainbow's website you'll find 2 solutions

a) use Disk Comm 3 under emulation to decode the DCM file
b) use Mike White's DCMTOATR utility.

The site is

http://www.aston.ac.uk/~lamcw/emulators.html

Chris Lam,
Rainbow Keeper.

1225. Re: Mega Bomberman & DOOM engine

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-01 00:00:00 UTC
From: johny@central.susx.ac.uk
Message-ID: <4h6p25$3uq@infa.central.susx.ac.uk>
Source record: 85550

In article <4h3dvh$2j7@nuke.csu.net>,
William Kendrick <kendrick@zippy.sonoma.edu> wrote:
>Please describe "Mega Bomberman". I recall a game on my brother's C=64 where
>you were some funky dude collecting bombs on platforms on a static screen.
>I forget what else happened, but they always had famous backgrounds (Paris,
>New York, etc.) on the levels. And it had COOL music.
>
>Was this "Bomberman"?

That was Bombjack.

[As for what else happened, various monsters ran around, either walking
along the platforms and falling off to lower ones, or just flying about.
Bonus balls popped up to either increase a score multiplier or freeze
monsters and let you kill them for a bit. If you defused the bombs in
order (look for the fizzing fuse) you got a large bonus.]

-- John Yeates (J.Yeates@susx.ac.uk) ------- http://www.susx.ac.uk/~johny/ --
PGP Public Key available, send mail with subject "send pgp key".
Volcanoes are just the Earth's way of dumping core.

1226. Atari 8-bit carts wanted!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-01 00:00:00 UTC
From: Stephen Buechler <roamer@ix.netcom.com>
Message-ID: <31374710.7C5B@ix.netcom.com>
Source record: 85551

Hi,

Does anyone have the following carts for sale?

Qbert
centipede

If so, I would be interested in purchasing them. Drop me a line at
roamer@ix.netcom.com

Thanks,

Stephen Buechler

1227. What was the Atari XE system?

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-01 00:00:00 UTC
From: sternig@gate.net
Message-ID: <4h82le$2a66@news.gate.net>
Source record: 85552

What is an Atari XE system.

I saw a tan colored console at a thrift shop.

Looks like it accepted some type of cartidge on the top
and had audio jacks, a monitor jack, a TV jack and a Peripheral
jack on the reverse.

Was this a failed game system or part of a computer system????

thanks

Sternig@gate.net

Jack Lawrence

1228. MIST Atari Show

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-01 00:00:00 UTC
From: david.moeser@ccc-bbs.com
Message-ID: <8BBE084.111C000740.uuout@ccc-bbs.com>
Source record: 85553

Word has come in that the 8th annual MIST Atari computer show will be held on July 13 at the Best Western Waterfront Plaza motel In Indianapolis, Indiana. This show is for all Atarians and all types of Atari products.

Vendors interested in obtaining tables should contact Charlie Sears at voice number 317-535-4829, or snailmail at 551 Mooreland, New Whiteland, IN 46184-1263. Another show organizer you can contact is Stu Huffman, voice 812-988-7558, or email at: shuffman@ideanet.doe.state.in.us.

Sleeping rooms at the Best Western should be reserved far in advance! A rate of $55 single, $61 double, is available by calling the motel at 317-299-8400, extension 393, and talking to the conference manager. To get this rate you must call by June 12.

The MIST show is sponsored by three Atari user groups in Indiana. Specific hours for the show are expected to be announced later.

1229. Re: Sega's FROGGER

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-01 00:00:00 UTC
From: "Jack H. Lee" <102337.2577@CompuServe.COM>
Message-ID: <4h5t6igen1@mhade.production.compuserve.com>
Source record: 85554

Re: "Frogger" music

The original Sierra disk/cassette version featured popular tunes interpolated throughout, like "Camptown Races," "Yankee Doodle Dandy," and a few others that I couldn't identify. A couple sounded like some foreign folk tunes, but I could be wrong about that. I think the music was programmed by some customized POKEY software, which was a reason why it sounded really good.

1230. Special Deal !

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-02 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <4h8hb5$onq@news.tcd.net>
Source record: 85456

I have just come across a good deal and will pass it on to the users..

5ea XF 551 disk drives used in good condition, may have a school district engraved in the case..$41.00 ea shipped.

at least 6ea 130XE stock..same as above but relitave clean $35.00ea shipped.

at least 6 850 interfaces, comes with power supply you furnish cables..$15.00 ea shipped

1050 Disk Drives stock same as above may have school dist engraved in top..but drive is fine..with sio and power supply $15.00 ea shipped..

800xl's..some have school engraved in top but functon properly..with video cable and power supply..$15.00 shipped. If you want them cleaned up and engraving sanded off add $8.00.

Have 1 XM 301 direct connect modem..make offer limited use..like new but 300b...!

2 1000 MPP modems..direct connect..

SIO cables at $1.50 pluss shipping..

If you need a chip, can furnish Used Atari parts...at a resonable price..plus shipping..

41256k Ram chips for upgrades used pull guranteed working will test prior to shipping $.75 ea..

Need something else? send e-mail may have it collecting dust?

Bob

1231. Re: FTe has "new" E-Mail address

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-02 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <4h8hkn$onq@news.tcd.net>
Source record: 85457

He should be back online shortly.....Received a couple test
messages from him within the past two days.

Said he would call me voice..so if he doesn't get back online
will relay his intentions..which at this time are good!

I have know Mike for quite a while. He has a few problems but
definatly means well as far as the Atari 8bit comunity is
concerned. Like everyone else prority at the time takes
president.

Wish the hell I had his patience!! Unlike yours or mine which is
very short!!

Bob

1232. Re: Atari, JTS Corp. Merger

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-02 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <4h8hv1$onq@news.tcd.net>
Source record: 85458

Doesn't matter what is going on..as an original stock holder I
see an increase in the Stock price, due to this interaction.
When it hits what I originaly paid for the stock before it split
I for one will bail out! Recouping my losses at a 1 for
1..better than what has happened in the past..

So don't expect much from the new unit..I don't..

1233. Re: little blue-box

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-02 00:00:00 UTC
From: gholder@mindspring.com
Message-ID: <4hbj7u$9mu@firebrick.mindspring.com>
Source record: 85459

dickandlinz@zetnet.co.uk (Richard Leitch) wrote:

>> The circuit I have pulses the trigger port and clearly has a
>> response time able to resolve RTTY (it takes a pretty strong Morse
>> signal to "debounce" the edges of the pulses adequately). I am
>> surprised that Basic could handle it, as my understanding is that it
>> is a Baudot code (5 bit?), and I imagined it would take machine
>> language to handle decoding it on the fly.

>The software IS a basic proggy, I've just been up to the attic to check.
>You can find it on pages 69-73 of the Atari 850 interface operators manual.

>All the details of BAUDOT are there. One of the ports on the 850 is
>designed to work as a teletype system using current loop signalling,
>I just used the output of a tone decoder to switch a tranny that
>controlled this current loop.

Holy cow! I've always been amazed at what a capable device the 850 is.
Once I got over being annoyed at having to buy a separate interface
for printing in the first place, that is. That's one manual I don't
think I have. But I will check the Tech Ref Notes, as it duplicated a
lot of stuff in the separate manuals. Thanks!

Gary Holder

1234. Re: Coprighted Material for Atari 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-02 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <4h9t4q$l7d@news.xmission.com>
Source record: 85460

BobKlaas (bobkla19@mail.tcd.net) wrote:

:
: Simply stating that I am going to set up a sight, and if you do
: not want your software there then advise me to remove it..

What!?! Is this a forged message? Are you publically condoing copyright
infringements!?

Hmm. As I live and breath.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

1235. Get em while they're hot! systems FS

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-02 00:00:00 UTC
From: ebrunne@orion.it.luc.edu
Message-ID: <4ha1qv$e6o@artemis.it.luc.edu>
Source record: 85461
Cross-posted to: rec.games.video.classic,rec.games.video.atari,rec.games.video.marketplace,comp.sys.atari.8bit

Ok, i got enough extra systems around to force me to have a sale to make space. Prices are low enough that they'll sell quickly, I hope. All systems are in good working condition unless otherwise noted, you will have to supply your own rf boxes in most cases and sometimes an RCA cable (both available cheaply at Radio Shack)...

1. Intellivision systems, work great. power supply, two good pads (some have rf cable). First two buyers get free cart! my choice.

price: $10 plus shipping.

1a. Sears Super Video Arcade (sears Intellivision knock off) w/ powersupply rca cable and two detachable controllers (work)

price: $15 plus shipping.

2. Colecovision systems. w/ps, 2 good controllers and rca cable if you're lucky. I will also throw in a donkey kong cart.

price: $20 plus shipping.

2a. colecovision system w/loose rca plug. can be taped in place, resoldered, or you can just be very careful not to shake it when you play :) w/ps, two good controllers and donkey kong.

price: $10 plus shipping.

3. 5200 system (4 port) w/ special switchbox. no ps, or joysticks. Works great!

price: $10 plus shipping (heavy)

3a. 5200 system (2 port) w/ flakey video (probably loose connection). no ps, or joysticks.

price: $5 plus shipping (heavy)

4. Odyssey 2 system w/ power supply, 2 sticks and modified video cable (now uses standard RCA type plug). comes with waterdamaged box. this baby wants to work, only needs a good cleaning. but since i got another O^2 in better shape, i haven't bothered.

price: $5 plus shipping (big)

5. 5200 trak ball plus 5200 centipede cart. works, ball needs a cleaning tho'.

price: $15 plus shipping.

6. C64 computer system, w/1541 disk drive, dusk cover and box of assorted disks. all powersupplies and video hookups included, 'cept switchbox. (everything works)

price: $20 plus shipping.

7. Turbo Grafx 16 system, w/out ps, video cable or controller. untested.

price: $5 plus shipping.

8. Atari 1050 disk drive, non-working. no ps, no sio cable.

price: $??? plus shipping.

Ted B
email if interested.

1236. Re: Where are they now ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-02 00:00:00 UTC
From: oscar@primenet.com
Message-ID: <4ha4aq$90t@nnrp1.news.primenet.com>
Source record: 85462

In article <825761760snz@dfern.demon.co.uk>,
derek fern <derek@dfern.demon.co.uk> wrote:
> Jeff Minter from LamaSoft : originaly based at 49. Mount Pleasant Tadley.
> Hants.

Jeff was, until recently, working for Atari in California. His web
page is: http://www.magicnet.net/~yak
You can probably find him if you query on rec.games.video.atari

1237. Re: The Undying Copyrights Issue... (LONG)

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-02 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <4h8in8$onq@news.tcd.net>
Source record: 85463

I just came accross a MAG, today from England..
NET..gives all the good bad and indifferent about the Internet
relates to 98% of the users on the internet today are violating
one law or another, and the ramifications of those violation both
within the US and Europe.

I will subscribe to this publication, as it deals in depth with
Liable, defimation of character, who is sueing who for what ect
related to internet traffic..

What most users do not realize is that Copyrigths belong to the
author from conseption, unless sold out to corporatons for hire.

Any message posted on the internet..(like this one) is actually
copyrighted at the time I post it..If I do not give my permission
for you to download it to your hard drive you sir! are in violat
on of the Copyright law within the US and Internationaly as the
Copyright Law is recoginsed by both..While not many authors press
the issue it is still there and the law covers them within the
U.S and Internationaly..

You get out of line and call a person a Thief/ect..you are
actually legaly liable for you actions and they can sue for
liable/defanitaion of character ect..

1238. Re: Error 130 -- where's the 850 interface?

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-02 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <4h8k57$onq@news.tcd.net>
Source record: 85464

You usually have to do nothing to have the 850 interface to come up..just turn it on and boot your computer. Listen to the boot section..turn up your volume..you will hear the 850 kick in..if not then it is not functioning..Replace the lm3086 chips twards the front of the unit..those closest to you..if this doesn't work then I can fix it or send you one that does work for $15.00 with yours in trade?
bob

1239. Re: Error 130 -- where's the 850 interface?

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-02 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <4h8k96$onq@news.tcd.net>
Source record: 85465

If your 850 gives the beeps on booting of your computer then go to any dos disk and get RS-232.com..have this load and your in business..if your 850 doesn't boot on starup..then refer to my previous message..

bob

1240. Big John's Auction

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-02 00:00:00 UTC
From: jhardie@usa.pipeline.com
Message-ID: <4hahpp$jk8@news1.usa.pipeline.com>
Source record: 85555

Welcome to Big John's Auction/Sale.

Basically, this is a case of "I need to get rid of this stuff or my wife will kill me".

Below you'll find a list of items for auction followed by a list of items for sale. This stuff is a conglomeration of common, uncommon and rare, cartridges and other odds and ends. All items are new in the box unless otherwise noted. Please read the rules at the end of this post.

AUCTION SECTION

ATARI 2600

Astroblast
Battlezone
Circus Atari
Codebreaker
Dig Dug
Joust
Jungle Hunt
Kangaroo
Moon Patrol
Ms. Pac-man
Phoenix
Pole Position
Realsports Baseball
Solaris
Space Invaders (red box)
Star Raiders w/ Video Touchpad (used)
Super Football
Venture (Atari)
Yars' Revenge

Supercharger

Phaser Patrol w/ supercharger unit
Dragon Stomper
Fireball
Killer Satellites

Hardware

Roklan Unroller Controller (2 per box)
Game Selex (9 game switcher from Starplex)

VIC-20

Defender (Atarisoft - label imperfections)
Ms. Pac-man (Atarisoft - label imperfections)
Dragonfire (Imagic)
Congo Bongo

TI-994A >>items auctioned as a set<<

Complete system includes console (flaky keyboard), power supply, RF unit, joysticks, cassette interface cable, dual cassette interface cable, and manuals. Software includes:
Cassette: Ghost Town, Adventureland, Pirate's Adventure
Cartridge: Parsec, Tombstone City, A-Maze-Ing, Video Chess, Munchman, Chisolm Trail, Adventure, TI Invaders.

INTELLIVISION >>items auctioned as a set<<

Intellivision 1 unit (brown) with 2 used games: Pitfall (cart, instr. & box), Super Cobra (cart, instr. & box)

COMMODORE 64

Alien Group Voice Box (w/ software)
Tooth Protectors
Assembler
Visible Solar System

APPLE 2

Jungle Hunt (Atarisoft)

IBM

Robotron: 2084 (Atarisoft)
Moon Patrol (Atarisoft)

ATARI 8-BIT

Ballblazer
Barnyard Blaster (light gun)
Buck Rogers
Chicken
Crossfire
Defender
Diamond Mine
Football
Galaxian
Journey to the Planets
Joust
Space Journey
Star Raiders 2 (disk)
Tennis
Wizard of Wor

Atari 400/800 Field Service Manual (schematics)
Atari Hardware Manual
De Re Atari (hardware info)

Versawriter Tracing System

SEGA

Genesis Batter-up Baseball Bat Accessory
Master System 3-D glasses

NINTENDO

Super NES Batter-up Baseball Bat Accessory
Super NES TV Golf Club Accessory

ODDS & ENDS

Timex Sinclair 1000 (computer only, untested)
Tandy 1000 computer w/20 meg HD and RGB Color Monitor (Tandy CM-5)
Disk Drives - One 180K & One 360K (slave) disk drives in case w/ power
supply

FOR SALE

ATARI 2600 $3 each

Defender Pac-man
Star Raiders (no controller)
Football Asteroids
Realsports Football (dented box)
Galaxian Basketball
Realsports Volleyball

ATARI 5200

Pac-man $1
Qix $3
Star Raiders $3
Space Dungeon $7
(w/holder)

ATARI 7800 $5 each

Asteroids Choplifter
Food Fight
Jinks Centipede
Hat Trick
One-on-One Robotron: 2084
Joust
Ballblazer Karateka
Xevious
Galaga

MISC. HARDWARE

Coleco Roller Controller w/Slither (mangled box) $10
Paddle Controllers $4
Keypad Controller $4
Nintendo U-Force $10
Atari 2600 Jr. w/power supply $10
Atari 7800 (console only) $10
Atari CX-85 Numeric Keypad (for computer) $3
Atari ST Trakball $10
Atari PCM124 Monochrome Monitor for the IBM $50

Infocom Hint Books $3 each

Hollywood Hijinx/Bureaucracy
A Mind Forever Voyaging
Planetfall
Trinity
Witness

RULES
****

1. Auction runs until March 14. At that time the bids will go to a
once, twice, sold format.

2. Minimum bid increments are as follows:
-- $1 on items up to $30
-- $2 on items over $30
-- $3 on items over $50
-- $5 on items over $100

3. In the case of a tie, the first person with that bid will
be designated as the high bidder.

4. Payment is to be done by personal check or money order.
Please add $3 for shipping of the first cartridge and $1 for each
additional cart. Hardware items, I will let you know the
shipping rates.
All items will be sent priority mail unless you specify
otherwise.

5. Updates will periodically be posted in rec.games.video.classic
I will automatically put bidders on the mailing list. If you don't
make a bid but would like to be on my mailing list, please let me
know. I will e-mail updates more frequently to those on my
mailing list.

6. I reserve the right to stop this auction, alter the rules, or make other

changes for any reason.

7. If you're interested in trading, let me know. Pre-NES only, please.

8. Send bids to jhardie@usa.pipeline.com.

Thanks for reading, and good luck!

1241. FS: Misc-Atari ST/8-bit software/cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-03 00:00:00 UTC
From: steven@rain.org
Message-ID: <4hb4q3$im9@news.rain.org>
Source record: 85466
Cross-posted to: comp.sys.atari.8bit,misc.forsale.computers.other.software

I am posting this message for a friend without Internet access.

ALL SOFTWARE PACKAGES ARE ORIGINALS WITH COMPLETE DOCS, DISKS, AND
BOXES, unless noted with a * which means there is no box. I will guarantee
all disks and cartridges work or I will refund your money.

Atari ST 3.5" software - $3 each
E-Z Track MIDI Sequencer - new, unopened (2 of them)
Personal Pascal *
ST Key *

Atari 8-bit 5.25" software - $3 each
Atariwriter (cartridge) *
Home Filing Manager (disk) *
Pilot language (cartridge) *
Print Shop (disk) *
Telelink (cartridge) *
Turtle Tracks (disk)

Also looking for Clowns & Balloons game disk -- will trade

The above prices do not include shipping. I'm in California. Depending on
how far away you are, how many items you want, if they have boxes, and how
heavy everything is, the shipping cost usually ranges from $4 to $8 UPS or
priority US mail. I don't have time to deal with lots of small transactions,
so I need to ask a minimum of $12 worth of items. I'll pay all shipping if
you buy (almost) everything.

I will only ship within the continental UNITED STATES. No exceptions.

Thank you,
Randall

Please send e-mail to steven@rain.org and include at the top of the
message or in the subject header: "Forward to Randall". Because these
messages will be hand-carried on floppy disk once per week, it may take
me a little while to respond.

1242. Re: HELP! Need walkthrough for TOUCHE!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-03 00:00:00 UTC
From: ulf@antic.cls.de
Message-ID: <6494-Ud1S7B@antic.cls.de>
Source record: 85467

On 03 Mar 96, ulf@antic.cls.de wrote ...

> Hi!
>
> Does anybody have a complete walkthru for TOUCHE - THE ADVENTURES OF THE
> FITH MUSKETEER??? If so, could you please e-mail it to me? It's URGENT!!!
> Thanks :))))!
>
> Ulf
Ooops :((((! Wrong newsgroup! SORRY!!!

Ulf

1243. HELP! Need walkthrough for TOUCHE!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-03 00:00:00 UTC
From: ulf@antic.cls.de
Message-ID: <6494zL8HS7B@antic.cls.de>
Source record: 85468

Hi!

Does anybody have a complete walkthru for TOUCHE - THE ADVENTURES OF THE
FITH MUSKETEER??? If so, could you please e-mail it to me? It's URGENT!!!
Thanks :))))!

Ulf

1244. Re: The Undying Copyrights Issue...

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-03 00:00:00 UTC
From: followel@cris.com
Message-ID: <3139c27f.6577584@news.cris.com>
Source record: 85469

On Sun, 03 Mar 1996 07:04:36 GMT, mcmahon@inil.com (Rory McMahon)
wrote:

>
>Why not write some games and distribute them any way you'd like...
>Maybe post some code... C'mon folks, it doesnt take a rocket
>scientist to program a 6502... I realize the need to backup this
>software, but the law prohibits it, so there has to be new files
>created and released... It up to you folks to keep the ball rolling,
>and in order for software to be released, there must be some one
>putting it there... So why not take the initiative? There are several
>people here who program/contribute hardware for the 8 bit arena, so I
>dont think theres a problem asking for help with your new software
>title... These folks work hard at keeping the 8 bit afloat, and they
>MUST be commended on their work.... PLEASE take out your ARCHIVER/BIT
>copier out of the slot and slam your nearest ASM/C/BASIC/PILOT/etc
>cart in there and get CODING!!! Remember, it is up to YOU to see
>that 8 bit software survives in to the 21century... We are all here
>for a common cause... lets make the best of it...
>
I agree whole heartedly about the writing new software
comments. Unfortunately, it doesn't help with the original problem we
are trying to rectify. Still a damned good idea though.

Sincerely,
- Byron Followell
followel@cris.com

1245. Re: The Undying Copyrights Issue...

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-03 00:00:00 UTC
From: mcmahon@inil.com
Message-ID: <337cc$151f.3b4@news.inil.com>
Source record: 85470

oscar@primenet.com (Oscar Fowler) wrote:

>In message <1996Feb23.120124.153@sinet.sen.ca.gov> - Mark.Androvich@SEN.CA.GOV
>writes:
>>Excuse me, but isnt there another answer we havent considered?
>..
>>Why not
>>create some sort of new law which would place computer programs into the
>>public domain if certain factors exist?

Better yet...

Why not write some games and distribute them any way you'd like...
Maybe post some code... C'mon folks, it doesnt take a rocket
scientist to program a 6502... I realize the need to backup this
software, but the law prohibits it, so there has to be new files
created and released... It up to you folks to keep the ball rolling,
and in order for software to be released, there must be some one
putting it there... So why not take the initiative? There are several
people here who program/contribute hardware for the 8 bit arena, so I
dont think theres a problem asking for help with your new software
title... These folks work hard at keeping the 8 bit afloat, and they
MUST be commended on their work.... PLEASE take out your ARCHIVER/BIT
copier out of the slot and slam your nearest ASM/C/BASIC/PILOT/etc
cart in there and get CODING!!! Remember, it is up to YOU to see
that 8 bit software survives in to the 21century... We are all here
for a common cause... lets make the best of it...

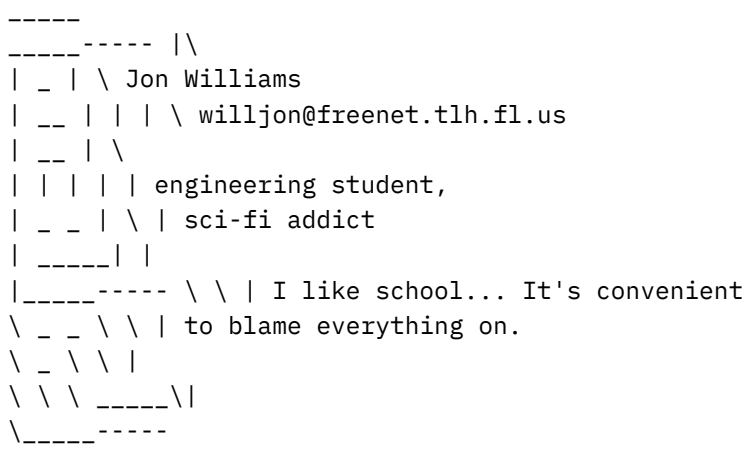
Rory McMahon
<running for US Senate.....NOT ;)>

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,
* Rory McMahon Atari Fanatic by CHOICE! Falcon030/4/85/SyQuest EZ135 *
# mcmahon@inil.com 8 bits and above! Pentium 90 Xformer! #
'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'

1246. Re: fs: Atari 2600 system

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-03 00:00:00 UTC
From: willjon@freenet3.scri.fsu.edu
Message-ID: <4hct6c$n0c@freenet3.scri.fsu.edu>
Source record: 85471
Cross-posted to: ga.forsale,att.games.video.classic,rec.games.video.marketplace,rec.games.video.misc,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.st,alt.atari.2600

Is this the early model in the woodgrain housing or the later
black-box model?
--



1247. Re: FREE Atari 2600/5200/7800/Lynx and 8-BIT computer Catalog

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-04 00:00:00 UTC
From: Charles Rizzo <D001833@interpath.com>
Message-ID: <4hdk74$jr9@news.interpath.net>
Source record: 85472
Cross-posted to: comp.sys.atari.8bit,alt.atari,alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs

Please send me a copy of your catalog. thank you

1248. web site posted aweek ago that had lots of 8-bit stuff for sale?

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-04 00:00:00 UTC
From: miskinis
Message-ID: <3943@epochsys.UUCP>
Source record: 85473

```
Hi,

Our news server doesn't keep things for too long. I was wondering
if someone could post the location of the web site that was mentioned
a week or so ago...

I visited it once, and want to buy some stuff...

Thanks in advance,

_John_
```

1249. Some radio software

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-04 00:00:00 UTC
From: Kay-Uwe Loebel <loebel@e-technik.tu-chemnitz.de>
Message-ID: <313ACFDE.4571@e-technik.tu-chemnitz.de>
Source record: 85474

Hi Atarians,

in the last years I wrote some short radio related programs for
Atari130XE:

RTTY Decoder
Radio FAX Decoder with hardcopy
Control software for YAESU FRG100
Timer

This software is in german language but pretty easy to use.
(Sometime when I have more time I'll translate into english.)
If somebody interested in this package I could uuencode and post
it to this or other news group.

Greetingx
Kay-Uwe Loebel
TU Chemnitz-Zwickau
email: loebel@e-technik.tu-chemnitz.de
http://www.infotech.tu-chemnitz.de/~loebel/loebel.html

1250. Re: SpartaDOS X! technical documentation

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-04 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <4hem7a$95e@news.xmission.com>
Source record: 85475

Nelson Nieves (nkey@ixc.net) wrote:

: BTW: Has anyone heard recently from FTE?
:

Yeah, Mike called me at home last night. Apparently, theres another
excellent "secret project" underway. I dont know when he's going to
announce it publicaly, but i believe he mentioned springtime.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

1251. Re: Need parameters for a RODIME hard-drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-04 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <4hemf2$95e@news.xmission.com>
Source record: 85476

Nelson Nieves (nkey@ixc.net) wrote:
: I need the specs for a RODIME hard-drive I came across. It is a model RO352,

It is an 11meg, 3.5inch, ST506 drive with 306cylinders and 4heads.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

1252. Atari 8-Bit Computers: Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-04 00:00:00 UTC
From: Michael Current <MCURRENT@carleton.edu>
Message-ID: <atari-8-bit/faq_825928754@rtfm.mit.edu>
Source record: 85477
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/faq
Posting-Frequency: monthly

Welcome to the comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group!

Atari 8-Bit Computers

Frequently Asked Questions List

Revised 21-Feb-96

Additions/suggestions/comments/corrections are needed! Please send to:

URL:mailto:mcurrent@carleton.edu
UUCP: ...!umn-cs!ccnfld!mcurrent
Cleveland Free-Net: aa700

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when given.

The Atari 8-Bit Computers Frequently Asked Questions List was created to
provide answers to many commonly asked questions found in the Internet's
comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group. It is in
a constant state of development, and comes with no guarantees. If you
see any problems, I need to hear from you!

--- Where to get the latest copy of the 8-bit Atari FAQ List ---

The home of many FTP archive sites, automatically updated monthly:
URL:ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/faq

The World Wide Web hypertext version, automatically generated monthly:
URL:http://www.smartpages.com/faqs/atari-8-bit/faq/faq.html
URL:http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/faq/faq.html

WWW "flat hypertext" versions, automatically generated monthly:
URL:http://www.cs.ruu.nl/wais/html/na-dir/atari-8-bit/faq.html
URL:http://www.lib.ox.ac.uk/internet/news/faq/archive/atari-8-bit.faq.html

Usenet newsgroups where this FAQ list is automatically posted monthly:
URL:news:comp.sys.atari.8bit URL:news:comp.answers URL:news:news.answers

You can also get the latest version by e-mail.
URL:mailto:mail-server@rtfm.mit.edu , message says:
send usenet/news.answers/atari-8-bit/faq
```

quit

Finally, you can always ask me for a copy at URL:mailto:mcurrent@carleton.edu

---

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0.1) Table of contents

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Subject: 1.1) What is an Atari 8-bit computer?

In order of their release, the Atari 8-bit computers include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, and the XE Game System. The 400/800 models were first shown publicly in November 1978 and first sold in 1979. The final machine, the XE Game System, was released in 1987. Atari Corp. officially dropped all remaining support of their 8-bit computer line on January 1, 1992.

The following text was written by Chris Crawford and appears in De Re Atari (Atari#APX-90008), a book published and copyright by Atari, Inc., 1981-1982. It has been very slightly modified here for generality.

"The internal layout of the Atari 8-bit computer is very different from other systems. It of course has a microprocessor (a 6502), RAM,

ROM, and a (PIA). However, it also has three special-purpose (LSI) chips known as ANTIC, GTIA, and POKEY. These chips were designed by Atari engineers primarily to take much of the burden of housekeeping off of the 6502, thereby freeing the 6502 to concentrate on computations. While they were at it, they designed a great deal of power into these chips. Each of these chips is almost as big (in terms of silicon area) as a 6502, so the three of them together provide a tremendous amount of power. Mastering the Atari 8-bit computers is primarily a matter of mastering these three chips.

ANTIC is a microprocessor dedicated to the television display. It is a true microprocessor; it has an instruction set, a program (called the display list), and data. The display list and the display data are written into RAM by the 6502. ANTIC retrieves this information from RAM using direct memory access (DMA). It processes the higher level instructions in the display list and translates these instructions into a real-time stream of simple instructions to GTIA.

GTIA is a television interface chip. ANTIC directly controls most of GTIA's operations, but the 6502 can be programmed to intercede and control some or all of GTIA's functions. GTIA converts the digital commands from ANTIC (or the 6502) into the signal that goes to the television. GTIA also adds some factors of its own, such as color values, player-missle graphics, and collision detection.

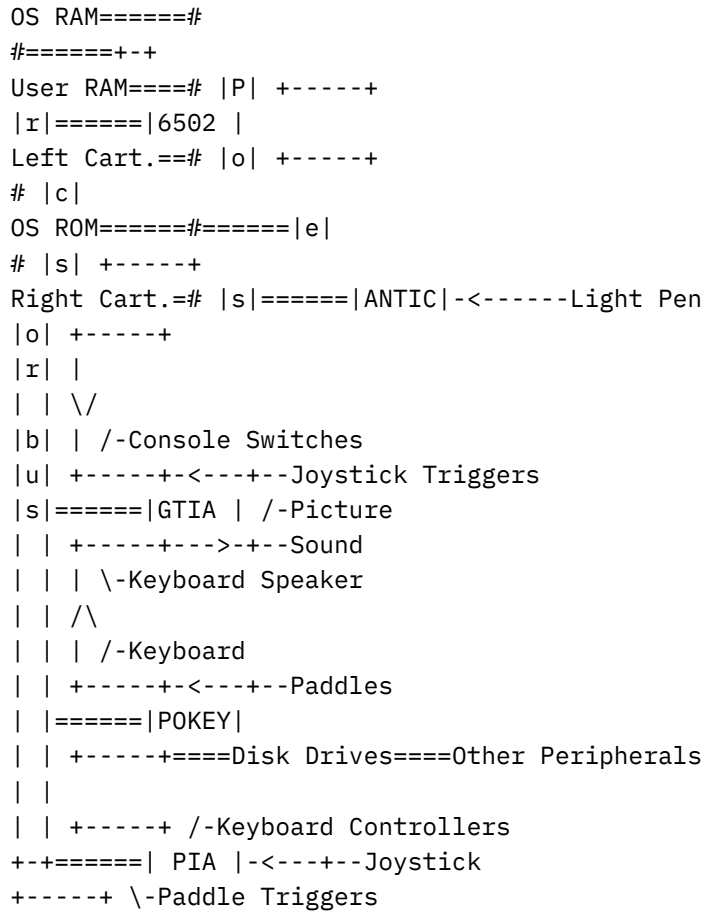
POKEY is a digital input/output (I/O) chip. It handles such disparate tasks as the serial I/O bus, audio generation, keyboard scan, and random number generation. It also digitizes the resistive paddle inputs and controls maskable interrupt (IRQ) requests from peripherals.

All four of these LSI chips function simultaneously. Careful separation of their functions in the design phase has minimized conflicts between the chips. The only hardware level conflict between any two chips in the system occurs when ANTIC needs to use the address and data buses to fetch its display information. To do this, it halts the 6502 and takes control of the buses."

The 130XE and XEGS contain a small additional LSI called FREDDIE, a RAM address multiplexer. According to URL:mailto:sup8pdct@closer.brisnet.org.au (James Bradford), "Freddy is a type of memory controller. It takes the address and clock from the CPU and multiplexes it with the appropriate timings and signals to use DYNAMIC memory. Freddy also buffers the system clock crystal and divides it down then feeds that to GTIA. The XEGS has a freddy but it doesn't have the extended RAM. Even if it did, you would still need the chip that does the REAL bank switching. It is a small 16-pin chip (Atari/Best Electronics catalog number CO25953: rev9/page 42). It gets RAS from freddy, the bank select bits from PIA, A14, A15 and the 6502 halt signal to control which bank of 8 chips RAS goes to. A14 and A15 then go to freddy for the address range of the extra memory bank (or normal address range with no bank switching). The ANTIC/6502 select bits in combination with the 6502 halt line, control the switching of the PIA bank number bits to A14/A15 and which bank of memory RAS goes to. Why people say freddy does the bank switching is

beyond me. An 800XL can look like a 130XE with that 16-pin chip installed
(That's right NO freddy) and an extra 8 RAM chips."

Hardware Arrangement



Beginners at using the 8-bit Atari platform may wish to contact Bill
Kendrick, URL:mailto:kendrick@sonoma.edu , for his Newbie/Emulator FAQ.

The following is taken from Bill's Newbie/Emulator FAQ.
Graphics:
The Atari has maximum resolution of 320 x 192 (standard, non-overscanned
screen) x 2 colors. 160 x 192 x 4, 160 x 192 x 2, 160 x 96 x 4,
160 x 96 x 2, 80 x 48 x 4, 80 x 48 x 2, 40 x 48 x 4 graphics are also
supported. 40 x 24 x 256-character (128 normal, 128 inverse, character
set indirection available) text mode is standard (2 colors).
40 x 24 x 128-multi-colored-character (4 colors per character allowed,
the other 128 characters have 4th changed into a color 5) and
40 x 12 x 128-multi-colored-character screen modes are available.
GTIA graphics support 80 x 192 x 16 shade-only, 80 x 192 x 16 hue-only,
and 80 x 192 x 9 color screen modes.
Graphics Modes Summarized:
Mode Horiz.xVert.xColors text/graphics
0 40 x 24 x 2 text
1 20 x 24 x 5 text

2 20 x 12 x 5 text
3 40 x 24 x 4 graphics
4 80 x 48 x 2 graphics
5 80 x 48 x 4 graphics
6 160 x 96 x 2 graphics
7 160 x 96 x 4 graphics
8 320 x 192 x 2 graphics
9 80 x 192 x 16 luminence-only graphics
10 80 x 192 x 9 graphics
11 80 x 192 x 16 hue-only graphics
12 40 x 24 x 4-colored text
13 40 x 12 x 4-colored text
14 160 x 192 x 2 graphics
15 160 x 192 x 4 graphics
Normal (bordered), narrow (underscanned), and wide (overscanned) screen
modes are available.
Screen modes can be mixed (by lines) down the screen using the Display
List - a program which is executed by the ANTIC graphics chip every
screen refresh:
60 times per second (Hz) on NTSC Ataris
49.86 Hz on PAL machines
Fine scrolling (both vertical and horizontal) can be enabled on any
line on the screen.
All other screen attributes (color, player/missile horizontal position,
screen width, player/missile/playfield priority, etc.) can be ajusted
at any point down the screen via a "Display List Interrupt."
Four 8-bit wide, 128 or 256 byte high single color players, and four
2-bit wide, 128 or 256 byte high single color missiles are available.
A mode to combine the 4 missiles into a 5th 8-bit wide player is also
available, as is a mode to XOR colors or blacken out colors when players
overlap (good for making three colors out of two players!) Players
and missiles have adjustable priority and collision detection.

Sound:
Four voices of 8-bit pitch-resolution, 4-bit volume-resolution,
8-distortion sound can be produced. 2 voices (1 and 2, and/or 3 and 4)
can be combined to make 16-bit pitch-resolution. Also 4-bit volume-only
modes can be enabled for digitally sampled sound replay.
A fifth "voice" is produced by the internal speaker on Atari 400/800's
(for keyclick and buzzer) and in the XL's and XE's this was
(fortunately!) rerouted through the normal audio output, and the
keyclick can be disabled.

According to Doug Neubauer (by way of URL:mailto:finneganj@delphi.com (James
Finnegan), here is the team that originally designed the Atari 400/800:
<quote>

The A800 VLSI hardware guys include:
Jay Miner - Creator and System architect, VSLI manager
Steve Mayer - Also one of the creators (from the grass valley group)
Joe Decuir - Antic and system and creator

A french guy (whose name I forget) - Antic logic designer
George McLeod - CTIA and GTIA logic design
Doug Neubauer - Pokey logic design
Mark Shieu - Pokey chip design
Steve Stone - Pokey layout design
Steve Smith - Technician for antic and gtia
Delwin Pearson - Technician for Pokey

There were a number of other people whoses names I have forgotten.
I have lost touch with most of them.

<end quote>

[I'd like more system spec's here.]

Subject: 2.1) What is comp.sys.atari.8bit?

If you have Usenet newsgroup access you can access this discussion group through URL:news:comp.sys.atari.8bit . This is an unmoderated newsgroup for discussion about the 8-bit Atari 400/800/XL/XE computing platform. All postings to comp.sys.atari.8bit automatically appear in the Info-Atari8 Digest and in INFO-A8.

comp.sys.atari was split into comp.sys.atari.8bit and comp.sys.atari.st in approximately 1986. To the best of my knowledge, there is no charter for comp.sys.atari.8bit, presumably because the custom of drafting charters for new newsgroups did not exist at that time.

comp.sys.atari.8bit is archived by the INFO-A8 list server.

Subject: 2.2) What is comp.sys.atari.announce?

URL:news:comp.sys.atari.announce is the moderated Usenet newsgroup for news items and announcements related to all Atari computing platforms. This is a low-volume, high-signal newsgroup, useful for reaching the widest possible audience when making 8-bit Atari announcements. Moderated by Yat Siu from URL:mailto:lexicor@world.std.com .

Subject: 2.3) What is comp.sys.atari.advocacy?

URL:news:comp.sys.atari.advocacy is the unmoderated Usenet newsgroup for advocating for or against the various Atari computing platforms. If you enjoy making comparisons between Atari 8-bit and other computing platforms, this is the place to do it.

Subject: 2.4) What is comp.sys.atari.programmer?

URL:news:comp.sys.atari.programmer is the unmoderated Usenet newsgroup for topics in programming on the various Atari computing platforms, including the Atari 8-bit.

Subject: 2.5) What is comp.emulators.misc?

URL:news:comp.emulators.misc is the unmoderated Usenet newsgroup for the discussion of emulating computing platforms on other computing platforms. All emulator discussion that does not involve the Apple][, the Commodore 64, or the WINE MS-Windows emulator (which each have their own emulator groups) may be found on comp.emulators.misc.

Subject: 2.6) What is comp.emulators.announce?

URL:news:comp.emulators.announce is the moderated Usenet newsgroup for news items about emulating one computing platform on another. This is a low-volume, high-signal newsgroup, useful for reaching the widest possible audience when making 8-bit Atari emulator announcements. The moderator may be contacted at URL:mailto:emulators-request@qualcomm.com .

Subject: 3.1) What is the Info-Atari8 Digest?

If you have Internet e-mail access you can access this discussion group through the Info-Atari8 Digest.

The Info-Atari8 Digest originates from

URL:mailto:atari8@netcom.com

Subscription requests should be sent to the above address with the subject:

SUBSCRIBE | UNSUBSCRIBE (that is, one or the other)

The first line of the body of the letter should be the person's full name followed by his/her mailing address. For example:

Mike Todd snyder10@convex1.tcs.tulane.edu

To contribute to discussion threads in the Info-Atari8 Digest, or to start a new thread, send your posting to:

URL:mailto:comp.sys.atari.8bit-news@newsbase.cs.yale.edu

Postings sent in this way automatically appear on comp.sys.atari.8bit and in INFO-A8.

Note that any posting sent to atari8@netcom.com will NOT be cross-posted to comp.sys.atari.8bit, so don't send your posting there. The Moderator hopes to correct this in the future.

The Info-Atari8 Digest is archived by the INFO-A8 listserver.

Recent copies are also kept at
URL:ftp://ftp.kendall.mdcc.edu/pub/atari/info-a8/ (147.70.146.36) by Jason
Duerstock.

The Info-Atari8 Digest Moderator is Mike Todd,
URL:mailto:snyder10@convex1.TCS.Tulane.EDU .

Subject: 3.2) What is INFO-A8?

If you have BITNET or Internet e-mail access you can access this
discussion group through INFO-A8.

The BITNET subscription commands are:
tell listserv at marist register <your real full name>
tell listserv at marist subscribe info-a8

The Internet subscription command is:
URL:mailto:listerv@vm.marist.edu where the message says
subscribe info-a8 <your real full name>

To contribute to discussion threads in INFO-A8, send your posting to

URL:mailto:comp.sys.atari.8bit-news@newsbase.cs.yale.edu

Postings sent in this way automatically appear on comp.sys.atari.8bit and in
the Info-Atari8 Digest.

Any postings sent to info-a8@vm.marist.edu or to INFO-A8@MARIST will not reach
comp.sys.atari.8bit, so don't send your postings there.

You may leave the list at any time by sending a "SIGNOFF INFO-A8" command
to LISTSERV@MARIST, or by sending a message to
URL:mailto:listserv@vm.marist.edu that says "unsubscribe info-a8". Please
note that this command must NOT be sent to INFO-A8@MARIST or to
info-a8@vm.marist.edu.

---The archive of comp.sys.atari.8bit, the Info-Atari8 Digest, and INFO-A8---

You can obtain a list of the available archive files by sending an "INDEX
INFO-A8" command to LISTSERV@MARIST or by sending a message to
URL:mailto:listserv@vm.marist.edu that says "index info-a8". These files can
then be retrieved by means of a "GET INFO-A8 filetype" command, or by
using the database search facilities of LISTSERV. Send an "INFO DATABASE"
command for more information on the latter.

Recent copies are also kept at
URL:ftp://ftp.kendall.mdcc.edu/pub/atari/info-a8/ (147.70.146.36) by Jason
Duerstock.

The INFO-A8 Moderators are:
HARRY@MARIST (A Harry Williams)
URL:mailto:ravi@mcnc.org (Ravi Subrahmanyan)
URL:mailto:billw@score.stanford.edu (Bill Westfield)

INFO-A8 was created on December 9, 1986.

Subject: 3.3) How can I retrieve files from FTP sites by e-mail?

There are several general-purpose FTP mail-servers. These may be used to retrieve any files available from anonymous FTP sites on the Internet.

1) mailto:ftpmail@decwrl.dec.com with no subject line, and two-line body with line 1 help and line 2 quit

2) mailto:ftpmail@grasp.insa-lyon.fr (body: help) Please, European users only.

3) mailto:bitftp@pucc.princeton.edu (body: help or ftplist for a list of anonymous ftp sites)

Of the mail-servers listed here, I recommend this "BITFTP" server. To help you get started using it, try this example of retrieving files from the Umich Software Archives (through the barnone.citi.umich.edu mirror site). Send a message to bitftp@pucc.princeton.edu that says exactly:

```
ftp barnone.citi.umich.edu
user anonymous
cd atari/8bit
dir
cd Telecomm
dir
get ft80v037.txt
get icet.txt
binary
get ft80v037.arc
get icet.arc
quit
```

4) mail BITFTP@DEARN or to mailto:BITFTP@vm.gmd.de (body: help or ftplist for a list of anonymous ftp sites) (Europe only)

Subject: 3.4) How can I post to Usenet newsgroups by e-mail?

From the internet-services/access-via-email FAQ, maintained by "Doctor Bob" Rankin.

Mail the text of your post to:

```
group.name@news.demon.co.uk
group.name@dispatch.demon.co.uk
group.name@bull.com
group.name@cass.ma02.bull.com
group.name@paris.ics.uci.edu
group.name@crs4gw.crs4.it
group.name@berlioz.crs4.it
group.name.usenet@canaima.Berkeley.EDU
```

group.name-news@newsbase.cs.yale.edu

For example, to post to comp.sys.atari.8bit, you might send your message to:

comp.sys.atari.8bit-news@newsbase.cs.yale.edu

Be sure to include an appropriate Subject: line, and include your real name and e-mail address at the close of your note.

Subject: 3.5) How can I access the World Wide Web by e-mail?

Swiped from the WWW FAQ, which is maintained by mailto:boutell@netcom.com (Thomas Boutell), here is how to access a web page by email:

mailto:server@mail.w3.org (preferred) or to mailto:listserv@info.cern.ch (older address) containing the following single line. (What you put on the subject line doesn't matter; blank is OK. This line should go in the text of the message.) You will receive as a reply a simple page intended to help you learn more about the Web.

send http://www.earn.net/gnrt/www.html

Subject: 4.1) What is the University of Michigan Archive?

The University of Michigan (UMich) Software Archives hold a huge number of files for many computing platforms, including the Atari 8-bit computers. For more information:

Jody Lenn, mailto:lenn@atari.archive.umich.edu (8-bit Atari files)
Mickey Boyd, mailto:boydm@atari.archive.umich.edu (the entire Atari Archive)
Michael Dautermann, mailto:myke@umich.edu (the entire UMich Software Archives)

Downloading

There are numerous methods available for downloading files from the UMich Archive. The Archivists request you use these mechanisms in this order of preference:

1) The number one way to get into the UMich archives is via AFS. If you have AFS, all our files are kept in the directory "/afs/umich.edu/group/itd/archive". If you have AFS, PLEASE USE IT! Specifically, use:

URL:file:///afs/umich.edu/group/itd/archive/atari/8bit/

2) Gophering to gopher.archive.umich.edu and looking under the "Software Archives" choice. Specifically, use:

URL:gopher://gopher.archive.umich.edu:7055/11/atari/8bit/

There are also mirror Gopher servers:
URL:gopher://wuarchive.wustl.edu:70/11/systems/atari/umich.edu/8bit/
URL:gopher://sunsite.doc.ic.ac.uk:70/1/0-Most-Packages/atari/umich/8bit/
URL:gopher://gopher.orst.edu:70/11/g-i-s/computer/zftparea/mirrors/archive.umich.edu/atari/8bit

3) The WWW interface is fine, at this point. http://www.umich.edu/~archive/
Specifically, use:

URL:http://www.umich.edu/~archive/atari/8bit/

A mirror web site:
URL:http://sunsite.doc.ic.ac.uk/computing/systems/atari/umich/8bit/

4) FTPing to atari.archive.umich.edu and looking in the "8bit" subdirectory.
Specifically, use:

URL:ftp://atari.archive.umich.edu/atari/8bit/

The atari.archive.umich.edu FTP site is chronically overloaded, but there are
several mirror sites which are all updated from the home site regularly:
URL:ftp://wuarchive.wustl.edu/systems/atari/umich.edu/8bit/
URL:ftp://sunsite.doc.ic.ac.uk/computing/systems/atari/umich/8bit/
URL:ftp://info2.rus.uni-stuttgart.de/afs/umich.edu/group/itd/archive/atari/8bit/
URL:ftp://ftp.orst.edu/pub/mirrors/archive.umich.edu/atari/8bit/
URL:ftp://barnone.citi.umich.edu/atari/8bit/ (<-- RECOMMENDED)
URL:ftp://ftp.kendall.mdcc.edu/pub/atari/umich.edu/8bit/
URL:ftp://ftp.toad.net/pub/umich/8bit/

Brief FTP tips:
- user name is "anonymous"; password is your e-mail address
- Remember to set file type to BINARY when downloading non-text files
(.arc, .com, .dcm, etc.) by FTP.

5) E-Mail <-> FTP gateways. See the section of this FAQ list entitled "How can
I retrieve files from FTP sites by e-mail?"

Uploading

General uploading tips:
- No uploads may be made to the Archive's mirror sites.
- Please also upload a short text file describing what your upload is. You
might also suggest what permanent 8bit subdirectory you'd like your file to
end up in.
- Note that the 8bit/New directory is "write-only."

1) upload via AFS:
Just copy files into file:///afs/umich.edu/group/itd/archive/atari/8bit/New/

2) upload via FTP:
FTP to atari.archive.umich.edu, cd into "8bit/New", and upload your files.

Brief FTP tips:
- user name is "anonymous"; password is your e-mail address
- Remember to set file type to BINARY when downloading non-text files

(.arc, .com, .dcm, etc.) by FTP.

3) upload via E-Mail:
Simply uuencode the file, (please split it into parts of 60 K or less)
and mail the result to mailto:lenn@atari.archive.umich.edu (Jody Lenn). Please
name the parts in the subject line. This is really helpful as the parts
usually don't arrive in the proper sequence. Also, please include a
message labeled "file transmission," containing a short description of
the file, etc. Shar files are also acceptable, but uuencoded is preferred.

Subject: 4.2) What is the Boston Archive?

Here's an 8-bit Atari FTP site located at Boston University. It is
maintained by Adam Bryant, mailto:adb@albert.bu.edu . This site seems to
have seen no uploads for years, but there are some files here that aren't
on any of the other sites. [IS THIS SITE LOST? - 10/13/95]

ftp://cs-ftp.bu.edu/PC/ATARI (128.197.13.20)

Subject: 4.3) What is the PVV Archive?

This is a mid-sized Atari FTP site maintained by Eyvind Bernhardsen,
mailto:eyvind@lise.unit.no . PVV stands for ProgramVareVerstedet, or The
Software Workshop, a student society at the University of Trondheim, Norway.

ftp://nova.pvv.unit.no/pub/Atari/8bit (129.241.36.207)

Uploads go to ftp://nova.pvv.unit.no/incoming/atari/8bit; Eyvind moves
them to the appropriate directory. Please include a .readme file with
each upload, so people know what they're downloading.

Subject: 4.4) What is the ClarkNet Archive?

This smallish 8-bit Atari FTP site is maintained by Kevin Atkinson,
mailto:kevina@clark.net .

ftp://ftp.clark.net/pub/atari (168.143.0.2)

Write to Kevin for uploading instructions.

A mirror of the ClarkNet Archive, kept by Jason Duerstock:
ftp://ftp.kendall.mdcc.edu/pub/atari/clark.net/ (147.70.146.36)

Subject: 4.5) What is the Gatekeeper's Archive?

This small FTP site offers most of the resources provided on the Atari
8-Bit Home Page. Kept by mailto:ipoorten@cs.vu.nl (Ivo van Poorten, The
Gatekeeper).

ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit (192.31.231.43)

Subject: 4.6) What is the QACE Archive?

The Queensland Atari Computer Enthusiasts have a fairly large FTP site. It is located in Australia and is the local internet sight of Super Products. Contact James Bradford, URL:mailto:sup8pdct@closer.brisnet.org.au for more info.

URL:ftp://203.4.149.98/8bit

Subject: 4.7) What is Preston Crow's ftp site?

Preston Crow keeps a small site filled with the latest utilities for manipulating .ATR and .XFD files.

URL:ftp://ftp.cs.dartmouth.edu/pub/crow/atari/

Subject: 4.8) What is the Polish Demo Archive?

It's a place when you can get all Polish (not only) demos (not only) on a Atari 8-bit.
If You have any comments, write to:
mailto:LukSoft@hipokrates.am.lublin.pl

URL:ftp://hipokrates.am.lublin.pl/sys/pub/atari8/

Subject: 5.1) What is the Cleveland Free-Net Atari SIG?

The Cleveland Free-Net is the hub system of the NPTN, the National Public Telecomputing Network. It can be accessed by any of the following: telnet://freenet-in-a.cwru.edu, telnet://freenet-in-b.cwru.edu, or telnet://freenet-in-c.cwru.edu (129.22.8.32 or 129.22.8.51).
Type "go atari" to reach the Atari SIG.

Those who add their names to the Atari SIG user directories are automatically members of the official Atari user group C.A.I.N. - Central Atari Information Network.

The Cleveland Free-Net Atari SIG publishes the CAIN Newsletter, maintains the CAIN Home Page on the WWW, and keeps the "Who's Who in the Atari Community E-Mail Directory" listing. Send correspondence and press releases to mailto:xx004@cleveland.freenet.edu (Atari SIG).

Subject: 5.2) What is the Youngstown Free-Net Atari SIG?

Youngstown Free-Net (Youngstown, Ohio USA)
telnet://visitor@yfn.ysu.edu (192.55.234.27)

Type "go atari" to reach the Atari SIG. Write to
mailto:xx140@yfn.ysu.edu for more information.

Subject: 5.3) What is the National Capital Free-Net Atari Users SIG?

National Capital Free-Net (Ottawa, Canada)

Internet access to NCF is via

telnet://guest@freenet2.carleton.ca (134.117.1.39) type "go atari" at any menu
telnet://guest@freenet3.carleton.ca (134.117.1.22) type "go atari" at any menu
gopher://gopher.ncf.carleton.ca and choose:
'National Capital Freenet (NCF) Information by Gopher'
http://www.ncf.carleton.ca/freeport/sigs/computer/atari/menu/

This is the Atari computer(*) users special interest group.

Select the Bulletin Board for the latest Atari related news on the SIG
To get information on the other options select the menu option in question
and read the ABOUT message.

For more information, please contact Jack Kitowicz (ac382) on the
National Capital FreeNet. Comments & Suggestions for improvements to the
Atari SIG are always welcome.

Subject: 5.4) What is the Victoria Free-Net Atari Computer Users SIG?

Victoria Free-Net (Victoria, Canada)

telnet://guest@freenet.victoria.bc.ca (199.60.222.1)

type "go atari" at any menu

Facilitators: Gord Hooper (mailto:ua558@freenet.victoria.bc.ca)
Ted Skrecky (GCACE Librarian)
(mailto:ud264@freenet.victoria.bc.ca)

The aim of this SIG is to assist Atari Computer users. We can provide
assistance with XL/XEs, STs, and Falcons, whether you are a new or
experienced user.

Subject: 5.5) What is the Closer To Home BBS?

Kept by mailto:Dave.Blears@closer.brisnet.org.au (Dave Blears), this is a
BBS in Australia which supports the 8-bit Atari.

telnet://guest@closer.brisnet.org.au (203.4.149.97)

Subject: 5.6) How can I access the World Wide Web by Telnet?

This section swiped from the WWW FAQ, which is kept by
mailto:boutell@netcom.com (Thomas Boutell).

An up-to-date list of these is available on the Web as
http://info.cern.ch/hypertext/WWW/FAQ/Bootstrap.html and should be
regarded as an authoritative list.

telnet://telnet.w3.org
A telnettable browser provided by the W3 coalition.

telnet://www@www.cc.ukans.edu
Offers Lynx, a full screen browser which requires a vt100
terminal. Log in as www. Does not allow users to "go" to
arbitrary URLs, so GET YOUR OWN COPY of Lynx and install it on
your system if your administrator has not done so already. The
best plain-text browser, so move mountains if necessary to get
your own copy of Lynx!

telnet://www@www.njit.edu
(or telnet 128.235.163.2) Log in as www. A full-screen browser
in New Jersey Institute of Technology. USA.

telnet://www@www.huji.ac.il
A dual-language Hebrew/English database, with links to the rest
of the world. The line mode browser, plus extra features. Log
in as www. Hebrew University of Jerusalem, Israel.

telnet://sun.uakom.cs
Slovakia. Has a slow link, only use from nearby.

telnet://www@info.funet.fi
(or telnet 128.214.6.102). Log in as www. Offers several
browsers, including Lynx (goto option is disabled there also).

telnet://www@fserv.kfki.hu
Hungary. Has slow link, use from nearby. Login is as www.

Subject: 7.1) What WWW pages support the 8-bit Atari?

This should be a complete list of WWW pages supporting the 8-bit Atari.

8-bit Vendor/Developer home pages are listed in the Vendor/Developer list, not
here.

Atari 8-Bit Computers FAQ and Vendor/Developer Lists
Michael Current, mailto:mcurrent@carleton.edu
http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/top.html

The Atari 8-Bit Home Page
Ivo van Poorten, mailto:ipoorten@cs.vu.nl
http://pmwww.cs.vu.nl/home/ipoorten/Atari.8bit.Homepage/index.html

Atari 8-bit Resort
Marek Tomczyk, mailto:Marek.Tomczyk@stud.uni-karlsruhe.de
http://www.uni-karlsruhe.de/~un55/8bit.html

Big Atari 8bit Home Page
Tomasz Tatar, mailto:tatar@student.uci.agh.edu.pl
http://student.uci.agh.edu.pl/~tatar/Atari/hp.html

Central Atari Information Network
Cleveland Free-Net Atari SIG, mailto:xx004@cleveland.freenet.edu
http://ace.cs.ohiou.edu/personal/mleair/cain.html

Some Atari 8-bit Stuff
Rob Funk, mailto:funk+@osu.edu
http://er4www.eng.ohio-state.edu/~funkr/Atari/

Atari XL/XE-Systems
ACF Design Team, mailto:wwg28@rzserv2.fh-lueneburg.de
http://rzserv2.fh-lueneburg.de:8080/Atari_2

Atari Boise User Group
ABUG, whittam@primenet.com
http://www.primenet.com/~whittam/atari.html

Atari Computer Enthusiasts of Columbus
mailto:rwarenz@freenet.columbus.oh.us
gopher://gopher.freenet.columbus.oh.us/11/specialinterestgroups/Atari%20Computer%20Enthusi
asts%20of%20Columbus

NorthWest Phoenix Atari Connection
John Collins, Club Webmangler, mailto:bosco@host.yab.com
http://www.yab.com/~bosco/

Queensland Atari Computer Enthusiasts
James Bradford, URL:mailto:sup8pdct@closer.brisnet.org.au
http://203.4.149.98/atari/atari.html

Toronto Atari Federation, URL:mailto:taf@io.org
http://www.io.org/~schrist/taf.html

ATARI XL/XE - Homepage
Stefan Lausberg, URL:mailto:lausberg@studbox.uni-stuttgart.de
http://wwwcip.rus.uni-stuttgart.de/~inf11492/

Tolkien computer games for the Atari 400
Fredrik Ekman, mailto:ekman@lysator.liu.se
http://www.lysator.liu.se/tolkien-games/atari.html

The good old Atari Computers (1978-1985)
Sacha Hofer, mailto:hofer@iamexwi.unibe.ch
http://iamexwi.unibe.ch/studenten/hofer/atari1.html

WWWorld of Atari 8-bit...
mailto:pdg@alexia.net.au
http://werple.net.au/~lions/atari.htm

Alternate Reality Homepage
Robert Hagenstrom, mailto:sp93rob@ksk.sala.se
http://www.ksk.sala.se/~sp93rob/dungeon

Reminiscing: 8-Bit Atari Games
John V. Goodman, mailto:jgoodman@tiac.net
http://www.tiac.net/users/jgoodman/atari/atarienter.html

Classic Home Video Games Museum
Dennis Brown, mailto:dgb@owlnet.rice.edu
http://www.owlnet.rice.edu/~dgb/museum/

Subject: 7.9) What IRC channels discuss the 8-bit Atari?

==> #atari8 - Just for 8-bit Atari users!

==> #classic - Classic Games and Systems Collectors.

mailto:cmwagner@gate.net (Chad Wagner) writes:

If you have access to a Unix host then you should be able to get to irc by
typing irc at your shell prompt and jumping on an EFnet server
(irc.portal.com, irc.eskimo.com, dewey.cc.utexas.edu) and joining #atari8.

If you are using a host that has a menu system then locate IRC and go there,
and join #atari8 (and hope your on EFnet, :).

If you are using SLIP/PPP then download a client (for Windows users, download
mIRC for Winsock archives, and I would guess that most SLIP/PPP users -- if
they have gotten that far -- are familiar with IRC, :) and select one of
the servers and join #atari8. There is many IRC servers on EFnet, chances
are the one your on is on EFnet.

Subject: 8.1) What is the CAIN Newsletter?

The Central Atari Information Network Newsletter is the monthly online
magazine of the Cleveland Free-Net Atari SIG. The editor is Mark
Leair of the Atari SIG. 8-bit computers support is provided by Michael
Current and Craig Lisowski. For information, write to the Atari SIG at
mailto:xx004@cleveland.freenet.edu .

Subject: 9.1) What's this UUEncoding stuff (.uu, .uue files) all about?

UUEncode/UUdecode is a UNIX utility that will convert a binary file into
100% printable ASCII characters, so that the file may be posted or e-mailed
anywhere a text message can go. The 8-bit Atari is perfectly capable of
UUEncoding/UUdecoding as well. On the archives:

Uudecode 1.2a by John Sangster - very functional.
filenames: Archivers/uudecode.bas, Archivers/uudecode.doc

Yet Another UU-coder by John Dunning - both decoding/encoding.
filename: Archivers/yau.arc

Uudecode.com, Uuencode.com by ??? - "newer, cleaner, easier to use."
filename: Utilities/uue.arc

Dumas UU-coder by John Dunning
filename: Cc65/dumasuu.arc

Subject: 9.2) What is an .arc file?

A file with the extender .arc has been archived in a standard manner that is common in the MS-DOS world. This is done to make the file shorter, so it takes up less space on your disk and it takes less time to transfer between computers. The archives contains several 8-bit Atari archivers fully compatible with this standard, including:

Super Un-Arc 2.3, Super Arc 2.0 by Bob Puff - highly recommended.
filenames: Archivers/superarc.arc - both Super Un-Arc & Super Arc
Archivers/suprarc2.arc - Super Arc
Archivers/supunarc.com - Super Un-Arc
Archivers/supunarc.uue - Super Un-Arc

Subject: 9.3) Okay, how about a .dcm file?

A .dcm file is a format unique to the 8-bit Atari which is used to convert entire disk images into files. To work with .dcm files you'll need:

Disk Communicator 3.2 by Bob Puff.
filenames: Archivers/dskcom32.arc or Archivers/diskcomm.arc (same thing!)

Subject: 9.4) What is an .xmo file?

.xmo stands for XMODEM. The idea was that the file was not plain text, but was a binary file. As a binary file, it had to be downloaded using a file transfer protocol such as XMODEM. The use of ".xmo" as a filename extender was popular once, but has been discouraged for years.

Subject: 10.1) What 8-bit Atari emulators exist for other computing platforms?

These are the four emulators that are usable.

1) ST Xformer 3.0, from Branch Always Software, for the Atari ST.
URL:http://www.halcyon.com/brasoft/

2) PC Xformer 3.3, from Branch Always Software, for MS-Windows.
URL:http://www.halcyon.com/brasoft/

3) Rainbow, by Chris Liam, for the Macintosh
URL:mailto:lamcw@aston.ac.uk
URL:http://www.aston.ac.uk/~lamcw/emulators.html

4) Atari Emulator for Unix and Amiga, by David Firth
Latest version: 0.2.7
URL:mailto:david@signus.demon.co.uk
URL:ftp://ftp.demon.co.uk/pub/emulators/atari/ (158.152.1.44)

Subject: 11.1) What are the best terminal emulators available?

Here are some of the more popular PD/freeware/shareware terminal
programs available.

BobTerm 1.22, shareware by Bob Puff
Emulates: VT52
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: XMODEM, YMODEM, FMODEM
Autodial: Yes
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Feature-filled; excellent for BBSing
filename: Telecomm/bterm12.arc

Kermit-65 3.7, PD by John R. Dunning
Emulates: VT100
Text: 40 columns in gr.0; 80 col. in gr.8; 80 col. w/ XEP80 (sort of)
File Xfer: Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Excellent VT100 emulation; rock-solid Kermit Xfers
filenames: Telecomm/k65v37.arc - latest version
Telecomm/k65doc.arc - documentation
Telecomm/k65src.arc - source code

OmniCom by CDY Consulting
Emulates: VT100
Text: 80 columns in gr.8
File Xfer: XMODEM, Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Combination VT100, XMODEM, Kermit; buggy at file Xfers
filename: Telecomm/omnicom.arc

VT850 B1, shareware by Curtis Laser
Emulates: VT100/VT102 (plus complete VT220 keymap)
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: None
Autodial: No
Backscroll buffer: No

Capture-to-disk: Yes
Summary: Excellent at VT100 on the XEP80; 1200bps top speed
filename: Telecomm/vt850b1.arc

FlickerTerm 80 v.0.51, freeware by LonerSoft (Clay Halliwell)
Emulates: VT100, IBM ANSI
Text: 80 column via a special Graphics 0 screen (no hardware req'd)
File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Fastest and most complete VT100 emulation; readability a minus
filename: ?????

Ice-T 2.5 XE (requires 128K) or 1.1 by IceSoft (Itay Chamiel)
Emulates: VT100
Text: 80 column via a fast-scrolling graphics 8 screen
File Xfer: XMODEM download
Autodial: Yes (2.0 XE) or No (1.1)
Backscroll buffer: Yes--8 screens (2.0 XE) or One screen (1.1)
Capture-to-disk: Yes--up to 16K (2.0 XE) or No (1.1)
Summary: Excellent for high-speed VT100 emulation
available from mailto:brucka@eruvin.jct.ac.il

Subject: 11.2) Can I read/write 8-bit Atari disks on an IBM-PC?

There are several programs that allow an MS-DOS system to work with an
Atari-format diskette. The following require a DOS and disk drive on the
Atari end capable of the SS/DD 180K format:

ATARIO by Dave Brandman w/ Kevin White - Reads SS/DD 180K Atari disks.
filename: Diskutils/atario21.arc

SpartaRead by Oscar Fowler - Reads SS/DD 180K SpartaDOS disks.
filename: Diskutils/sr.arc

UTIL by Charles Marslett - Reads/Writes SS/DD 180K Atari disks. Use MyUTIL!
filename: Diskutils/dskutil.arc
(Older versions are contained in pcxfer.arc, util.arc, and ataridsk.arc)

MyUTIL by Charles Marslett with Mark Vallevand, and
SpartaDOS disk utility by Mark Vallevand
filename: Diskutils/myutil.zip
includes best version of UTIL for read/write of SS/DD 180K Atari disks,
plus Mark's SpartaDOS disk utility v0.1e to access 180K SpartaDOS disks

Here's some advice on using the above utilities from mailto:hans@umd5.umd.edu
(Hans Breitenlohner):

There are two technical obstacles to interchanging disks between
DD Atari drives and PC drives.

1. The Atari drive spins slightly slower (288 rpm instead of 300 rpm).
If you format a disk on the Atari, then write sectors on the PC, it is
possible that the header of the next physical sector will be overwritten,
making that sector unreadable. (The next physical sector is usually
the current logical sector+2). The solution to this is to format all
disks on the PC.
(Aside: Does anybody know how this problem is handled on the
XF551? Is it also slowed down?)
Konrad M.Kokoszkiewicz (KMK), mailto:conradus@plearn.edu.pl answers:
"The XF551 disk drive is not slowed down - these drives are spinning
300 rotations per minute. To prevent troubles with read/write disks
formatted and written on normal Atari drives (288 rot/min), the main
crystal frequency for the floppy disk controller is 8.333 MHz
(not 8 MHz, as in 1050, for example)."

2. If the PC drive is a 1.2M drive there is the additional problem of the
track width. The following is generally true in the PC world:
- disks written on 360k drives can be read on either drive
- blank disk formatted and written on 1.2M drives can be read on
either kind
- disks written on a 360k drive, and overwritten on a 1.2M drive,
can be read reliably only on a 1.2M drive.
- disks previously formatted on a 360k drive, or formatted as 1.2MB,
and then reformatted on a 1.2M drive to 360k, can be read reliably
only on a 1.2M drive.
(all this assumes you are using DD media, not HD).

Solution: Use a 360k drive if you can. If not, format disks on the
Atari for Atari to PC transfers, format truly blank disks on the PC
for PC to Atari transfers.

While the above work with SS/DD 180K Atari-format disks, the following
combination of utilities can be used to work with SS/SD 90K Atari-format
disks, and is currently the best bet for reading SS/ED 128K Atari-format
disks.

AnaDisk 2.07, shareware by Sydex - Reads/Writes "any" 5.25" diskette
filenames: Xf2/anad207.zip, Xf2/anadisk.txt
Deana by Nate Monson - converts AnaDisk dump files from Atari format
filenames: Xf2/deana.com, Xf2/deana.txt

Explanation --> According to mailto:preston.f.crow@dartmouth.edu ,
"As best as I can figure it out, if your PC drive happens to read
FM disks (I'm not sure what the criteria for that is), then you
can read single density disks on your PC by dumping the contents
to a file with AnaDisk, and then using Deana.com to convert the
dump file into a usable format.
For enhanced density disks, Anadisk generally only reads the first
portion of each sector, but it demonstrates that it is possible for
a PC drive to read enhanced density disks."

Subject: 11.3) Can I read/write MS-DOS disks on an 8-bit Atari?

a) Mule by Rick Cortese - Read/Write 180K MS-DOS disks with an Atari 1050 drive or equivalent. Very limited.
filenames: Diskutils/mule.arc, Diskutils/mule.exe, Diskutils/mule.txt

b) SIO2PC, described elsewhere in this FAQ List (section 12.4), can be used to read/write to a hard drive connected to an MS-DOS system. This can also be a very effective file-transfer solution.

c) The XF551 3.5" Upgrades from Computer Software Services (see the companion vendor/developer list) allow the Atari XF551 disk drive to read 720K 3.5" MS-DOS disks.

d) The Floppy Board, the add-on to the Black-Box from Computer Software Services (see the companion vendor/developer list), allows both low density (360K 5.25", 720K 3.5"), and, in the case of the Deluxe Version, high density (1.2M 5.25", 1.44M 3.5") external MS-DOS-standard floppy drives to be used on the Atari. A utility is included to read/write MS-DOS formatted floppies in all supported densities.

Subject: 11.4) How do I transfer files using a null modem cable?

This section by mailto:cb541@cleveland.Freenet.Edu (James R. Gilbert)

A: Simply put, you need a terminal program and an RS 232 port on each computer. The RS 232 ports need to be connected together using a 'null modem cable'.

For up to 4800 bps, no flow control lines need be connected. Just cross the transmit and receive lines and join the grounds together. (Transmit is pin #2, receive is pin #3 and ground is pin #7 on the 25-pin port.)

The right hand pin on the 'long' side of a female 'D' connector is #1. There are 13 holes on this 'long' side, 12 holes on the 'short' side. The numbers go from #1 on the right to #13 on the left on the 'long' side and from #14 to #25 from right to left on the 'short' side. #25 is closest to being under #13. A male connector is the mirror image of this.

Most terminal programs allow a null connection, without a carrier detect. Notably, '850 Express!' does not.

A convenient way to make a null modem cable, up to about 30 feet long, is to use two female DB25 connectors and some three or more conductor cable. Using the two DB25 female connectors allows unplugging your modem and plugging in the null modem cable. This also avoids the confusion of the wide variety of serial port jacks on different computers. Almost all computers connect into

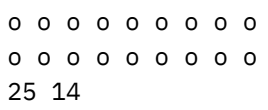
the modem via a DB25 connection.

The SIO port on the Atari cannot be used directly. An 850 Interface Module, P:R:Connection, Multi I/O, Black Box (by Computer Software Services) or similar device that provides an RS232 port must be used.

On the Atari, the port is a female DB9. So you need a male DB9 to male DB25 modem cable to connect to your modem. So why not use this cable as your null modem cable as well?

For higher speed connections, above about 9600 bps on the 8-bit, you need the flow control lines. You also need a Multi I/O or Black Box, which use the PBI (parallel bus), then you can go higher than 9600 bps.

Following are pin assignments for a DB25 pin RS 232 C port.



(Above is female, male is mirror image.)

1. Protective Ground 12. Select Alternate Rate
2. Transmit Data 15. Transmit Clock (sync)
3. Receive Data 17. Receive clock (sync)
4. RTS (Request to Send) 20. Data Terminal Ready
5. CTS (Clear to Send) 22. Ring indicator
6. Data Set Ready 23. Select Alternate Rate
7. Signal Ground 24. Transmit Clock
8. Carrier Detect

A high speed cable would need not only pins 2 and 3 crossed but also pins 4 and 5 as well as 6 and 8. Or better yet, make a true 25 wire, straight through cable and use a commercial null modem. A commercial null modem is just a small device with the correct lines already crossed.

(DTE = Data Terminal Equipment, i.e., your computer.
DCE = Data Communications Equipment, i.e., your modem.)

Subject: 12.1) What 5.25" floppy disk drives are available?

Major contributors to this section:
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mailto:conradus@plearn.edu.pl (Konrad M. Kokoszkiewicz)

==> Atari 810
SS SD 19.2Kbps standard

==> Happy 810
SS SD Warp speed

==> Atari 1050
SS SD/ED 19.2Kbps standard

==> Happy 1050
SS SD/ED/DD Warp speed US Doubler/19.2 and 52k. track
buffering

==> Super Archiver 1050
SS SD/ED/DD Ultra Speed 50+K

==> Speedy 1050
SS SD/ED/DD 78K mode (European) used w/ Bibo-DOS (Compy Shop)

==> SuperMax 1050
SS SD/ED/DD 19.2k and 52k (ultra speed)
by Super Products. Compatiable with SuperDOS and US Doubler

==> Lazer 1050
SS SD/ED/DD Another Happy clone; Compatible w/ US Doubler

==> Atari XF551
SS/DS SD/ED/DD 38K burst mode usable only with SpartaDOS X,
SuperDOS 5.1, TurboDOS, DOS XE, and patched SpartaDOS 3.2. XF DS system now
considered "standard".

==> CSS XF551
SS/DS SD/ED/DD US Doubler compatible. Updates drive to work
better and faster. Also 3.5" upgrade available

==> Percom RFD4x-Sy
where: x=0 -> a single-sided drive
x=4 -> a double-sided drive
y=1 -> a single-drive unit
y=2 -> a dual-drive unit

==> Percom AT88-Sy[PD]
where: y=1 -> a single-drive unit
y=2 -> a dual-drive unit
PD -> equipped with a built-in parallel printer port

==> Trak ATD1
SS SD

==> Trak ATD2
SS SD/DD
Built in Diagnostics. Track indicator. Write protect switch. Built in
parallel printer interface. 2k printer buffer (expandable). Optional
Turbo software on Eprom.

==> Trak AT-1
SS SD/DD Slave

==> Indus GT
SS SD/ED/DD Synchromesh mode usable with SpartaDOS X and
DOSXL only.

==> Astra Double-D?
SS/DS SD/DD? standard /LEDs and such

==> Rana 1000
SS SD/ED/DD standard /LEDs and such can format disks on a
stand alone basis

==> TOMS 720
double head disk drive, 5.25", with mounted interface Centronics,
chips: CPU 8085, WD2797, PIA 8255 (for handle Centronics), 32 KB ROM, 8 KB RAM
ROM contains: OS of drive, MYDOS 4.50 and some utilities (copy, format, etc.)
ROM is seen by computer as drive D1: (if drive is open), and D3: (when drive
has number D1:) or D4: (when drive has number D2:). It makes possible load DOS
from ROMdisk during booting system.
Formats of disks:
- SS/SD - 40 tracks, 18 sects, 128 bytes = 90 KB
- SS/ED - 40 tracks, 26 sects, 128 bytes = 130 KB
- SS/ED - 40 tracks, 18 sects, 256 bytes = 180 KB
- SS/ID - IBM S-9 - 40 tracks, 9 sects, 512 bytes = 180 KB
- DS/DD - 40 tracks, 18 sects, 256 bytes = 360 KB
- DS/QD - 80 tracks, 18 sects, 256 bytes = 720 KB
- DS/ID - IBM D-9 - 40 tracks, 9 sects, 512 bytes = 360 KB
Transmition modes:
- normal - 19200 bps
- Turbo - 70000 bps
- Ultra Speed - 70000 bps
Also tracks buffering.

==> AS SN-360
double head disk drive, 5.25", CPU 8051, controler WD2797
19200 bps
Available formats:
- SS/SD - (FM) single sided, single density - 90 KB
- SS/ED - (MFM) single sided, enhanced density - 130 KB
- SS/DD - (MFM) single sided, double density - 180 KB
- DS/DD - (MFM) double sided, double density - 360 KB

==> TOMS 710
(The newest polish disk drive and probably the best one)
Similar to TOMS 720, one more format:
- double sided, 80 tracks, IBM (720 KB)
Transmition modes:
- standard 19200 bps
- TOMS Turbo (loaded from ROMdisk if drive is open) - 67000 bps
- Ultra Speed (QMEG-OS, SpartaDOS) - 67000 bps
Also tracks buffering.

ROMdisk contain:
- MYDOS 4.50
- COPY
- INIT
- TURBO - turn on/off TOMS Turbo mode
- BASIC - turn on/off Atari Basic
- AUTORUN.SYS - ramdisk
- README
Also TOMS Navigator instead of DUP.SYS. It is program similar to Norton
Commander on PCs.
IBM-ST copier on additional disk.

==> LDW Super 2000
SS SD/ED/DD 19200 bps or 38000 bps
CPU Z80A, ROM 4 KB, RAM 256 B. Some difficulties with ED

==> LDW CA-2001
SS SD/ED/DD 19200 bps or 38000 bps
CPU Z80A, ROM 4 KB, RAM 256 B. Some difficulties with ED

==> LDW CA-2002
SS/DS SD/ED/DD 19200 bps, 70000 with SpartaDOS
CPU 8040, ROM 4 KB, RAM 256 B

==> Floppy board various
Any standard very fast parallel
DOS-transparent. Requires Black Box. DS system configurable for
XF Percom or ATR style

==> HDI various
Any standard very fast SIO? European

==> SWP ATR-8000
Any standard standard except 1.2 meg and unique DS system
(HD) nice Z80 CP/M system in which CP/M drive acccess is parallel only
thus faster.

==> Atari 1450XLD drives
DS SD/ED DD? standard, requires DOS4. unusual DS system
Only prototypes exist.

==> KARIN MAXI
Double head disk drive 360 KB/5,25" or 720 KB/3,5", controller WD 1772.
Available formats:
= standard SS/SD 90 KB
= standard SS/ED 130 KB
= standard SS/DD 180 KB
= 'cylindric' DS/DD 360 KB (XF-551 uncompatible)
= 'cylindric' DS/QD 720 KB (TOMS-compatible; 720 KB drives only)
Any other capabilities depend on a special software.
Transmission mode:
- parallel: real speed 11.25 kilobytes per second with DOS or 22.5 kilo-
bytes per second with special track-copier.

Notes:
Because of the 1772-registers available in 6502 i/o pages ($D100),
the KARIN MAXI drives look full-programmable.
Preferred systems: My-DOS, SDX.

==> XFD-601B
Double head 360 KB/5,25" disk drive. Controller WD 1772, CPU 8051.
Available formats:
- standard SS/SD 90 KB
- standard SS/ED 130 KB
- standard SS/DD 180 KB
- standard DS/DD 360 KB (XF-551 compatible)
Transmission modes:
- normal 19200 bps
- Top Drive 1050 70000 bps
- Indus GT (synchromesh) 70000 bps (GTSYNC.COM and INDUS.SYS are not necessary;
full-compatibel with the SDX)
- Ultra Speed 70000 bps (full-compatible with the older SpartaDOS)
Notes:
Customized sector skew. In fact, the XFD-601B is a original clone of the
XF-551.

==> XFD-602B
The two XFD-601B drives in the one unit.

Subject: 12.2) How can I use 3.5" floppy disks with my 8-bit Atari?

to be written. volunteers?

- Amdek
- XF551 upgrades
- Floppy Board
- Percom drive upgrades

==> Atari XF521
3.5" system Unreleased

Subject: 12.3) What do I need to connect a hard drive to my 8-bit Atari?

original by mailto:Krishna@max.tiac.net (Glenn M. Saunders)

For starters, you'll need one of the following interfaces:

==> Corvus hard drive (10 megabytes)
Fast but still relatively slow I/O, kludge through joystick ports for 800. Rare

==> K-Products KPI Hard Disk Drive Interface (formerly from Supra)
Some limitations on drive type and size and total number of drives in sys.

==> Fine Tooned Engineering Multi I/O (formerly from ICD)
256 byter per sector restriction. 256K and 1 meg ramdisk models.

Printer and modem, modem will handle 19.2K bps

==> Computer Software Services Black Box
Will handle all SCSI drives. Allows 9 drive access for MYDOS. Currently the
only modem interface with CTS/RTS hardware flow control. 19.2K ready.

==> SWP ATR-8000
Rare daughterboard for hard drives.
I/O is probably fairly slow on this baby and there may be DOS restrictions.

==> IDE Hard Drive Interface from Konrad M. Kokoszkiewicz and Jacek Zuk
- two IDE drives can be handled as well
- up to 8388607 logical sectors per drive
- up to 8388607 logical sectors per partition
(limited to 65535 by existing disk operating systems)
- up to 15 partitions simultaneously
(limited to 9 by existing disk operating systems)
- up 58 kilobytes per second in read or write operations
(limited to 32/7 in read/write operations by existing operating systems)
- native IDE mode for a future disk operating system
- emulation mode for existing DOSes like MyDOS, SpartaDOS, BWDOS.
- booting from any partition (even on machines with non-upgraded XL OS)
- write-protection feature
- executing non-DOS software from a hard drive partition
- the partitions may be created freely (there aren't fixed partitions)
The interface operates as normal PBI device and has a connector for 130XE
computers (and other, those have such connector). Tested with various
Western Digital, Seagate and JVC drives. Compatible with the MyDOS 4.50,
SpartaDOS 3.2g, SpartaDOS X 4.20, BWDOS 1.10 and a lots of DOS applications,
demos and games.

==> Fine Tooned Engineering Multi I/O II
An IDE interface. Released?

Subject: 12.4) How can I use an IBM-PC as a storage device for my Atari?

Original by Dave Paterson, mailto:d.paterson2@genie.geis.com

SIO2PC is a cable and software combination that lets you use your PC as up
to 4 drives for your 8-bit. Drives can be SD, ED, DD or custom sizes up to
16 megs. SIO2PC also lets you redirect the printer output to your PC
printer or to a file on the PC. High speed drives are emulated (a la US
Doubler).

All these functions are transparent at the Atari end; you never notice the
difference between SIO2PC and regular drives, except that the SIO2PC drives
are faster than any others (except Ramdisks and PBI interface drives).

SIO2PC 4.04 is shareware by Nick Kennedy.
filename: sio404.zip

Subject: 13.1) What's the best DOS for the Atari?

This is a matter of opinion, but general consensus is that all 8-bit Atari users should treat themselves to either MYDOS or SpartaDOS to appreciate the power of the system. MYDOS is modelled after Atari DOS 2.0S/2.5, but provides subdirectory and hard-drive support. SpartaDOS is a completely different command-line DOS modelled after MS-DOS, though it is perfectly capable of reading all Atari DOS and MYDOS disks. SpartaDOS 3.2g is disk-based; SpartaDOS X 4.22 is cartridge-based and includes many additional features. SpartaDOS is available from Fine Tooned Engineering (see companion vendor/ developer list); MYDOS 4.53 is freeware from Wordmark Systems (Charles Marslett and Bob Puff). There are two versions of MYDOS 4.53, one uses 3 digit sector numbers where possible, known as 4.53/3; the other, known as 4.53/4, uses 4 digits minimum.

It is recommended that all 8-bit Atari users own at least DOS 2.5 for complete compatibility with existing software, and then choose either SpartaDOS or MYDOS as they see fit. DOS 2.5, MYDOS and SpartaDOS are all available on the archives.
filenames: Os/dos25.arc (DOS 2.5)
Fte/fte32g.arc (SpartaDOS 3.2)
Os/mydos453.dcm (MYDOS - latest version)
Os/mydos45m.arc (MYDOS - latest complete doc's)

Subject: 13.2) What hardware has Atari created in the 8-bit computer line?

Computers:
400 Personal Computer (1979) 8-16K, membrane keyboard, 400/800 OS
800 Personal Computer (1979) 8-48K, two cartridge slots, 400/800 OS
1200XL Home Computer (1982) 64K, early XL OS, F1-F4 keys, 4 LEDs
600XL Home Computer (1983) 16-64K, BASIC, PBI, XL OS
800XL Home Computer (1983) 64K, BASIC, PBI, XL OS
65XE Personal Computer (1985) same as 800XL minus PBI
130XE Personal Computer(1985) same as 65XE with 128K plus ECI
800XE Personal Computer(1987?)~same as 130XE but 64K. Mostly eastern Europe.
XE Game System (1987) same as 65XE plus Missle Command, detach keybd

Peripherals:
410 Program Recorder -Japan and Hong Kong versions
810 Disk Drive -SS/SD 90K with DOS 1 or DOS 2.0S,MPI&Tandon vers.
820 Printer -40 col.
822 Thermal Printer -40 col.
825 80-Column Printer -req. 850
830 Acoustic Modem -300 baud req. 850, with Telelink I software
835 Direct Connect Modem -300 baud, with Telelink II software
850 Interface Module -4 9-pin serial, 1 15-pin parallel ports, beige & black metal versions
1010 Program Recorder -Sanyo and Chelco versions
1020 Color Printer -40 col.(80 by command) print/plot in 4 colors
1025 80-Column Printer -7-pin dot matrix
1027 Letter-Quality Printer-80 col. letter quality =Mann-Tally Riteman LQ
1029 Printer -7-pin dot matrix, same as Commodore MPS-801

1030 Direct Connect Modem -300 baud, with ModemLink software
1050 Disk Drive -SS/ED 128K with DOS 3 or DOS 2.5
1064 -64K RAM module for 600XL
XC11 Program Recorder
XC12 Program Recorder
XM301 Modem -300 baud, with XE Term software
XMM801 Printer -80 col. Ribbon: Mannesman/Tally MS80
XDM121 Printer -80 col.letter quality. Ribbon: Silver Reed CF130
XF551 Disk Drive -DS/DD 360K with DOS XE
XEP80 Interface Module -80 col. video display and DB25 parallel port
SX212 Modem -1200 baud, rarely with SX-Express! package

Atari 8-bit vaporware computers: (note some are more vaporous than others)
1200 1200XL internally, many slight cosmetic differences
800XLF late 800XL with a redesigned motherboard, & FREDDY (from the XE's)
1250XLD Earlier concept of the 1450XLD
1400XL 800XL plus modem, speech synth.(looks like a 1200XL)
1450XL Earlier concept of the 1450XLD
1450XLD 1400XL plus 5.25" floppy drive
65XEP 65XE plus 3.5" floppy drive, 5" green monitor
65XEM 65XE plus AMIE sound chip

Atari 8-bit vaporware peripherals:(note some are more vaporous than others)
815 Dual Disk Drive -2 x SS/DD 180K with DOS 2.0D
1055 -a 1050 (SS/ED) with a 3.5" mechanism
1090 XL Expansion System-for PBI, CP/M/MS-DOS/Apple II compatible
XM128 -12" green monitor w/ built-in 80-column card
XC1411 -composite 14" color monitor
XF521 -5.25" floppy drive - 1050 compatible, in XE style
XTM201 -non-impact printer
XTC201 -non-impact color printer

Subject: 13.3) What are the power-supply requirements for my Atari components?

As with the rest of this FAQ list, please let me know if any of this information conflicts with the units you have. I'm also not sure how much of this section is valid outside North America. If it's not valid where you are, I need to hear from you!

The most important information is the voltage (in volts) required, and whether you need a transformer (AC output) or an adapter (DC output). The power (in watts) and current (in amperes) specifications of the original equipment as presented here should be regarded as minimum values. Higher-than-specified power and current capacities are entirely usable, and often preferable because such supplies run cooler and last longer.

Relevant law of physics:
Power (in watts) = current (in amps) * voltage (in volts)

9 V AC 5.4 VA (600 mA) Atari#CO62195 transformer:
1030

9 V AC ???? VA (??? A) Atari#CO61516 transformer:
1010
9 V AC 15.3 VA (1.7 A) Atari#CO14319 transformer:
400,800,822,850,1010,1200XL,256K FTe MIO
9 V AC 18 VA (2.0 A) Atari#CA014748 transformer:
400,800,810,822,850,1010,1200XL,256K FTe MIO
9 V AC 18 VA (2.0 A) Atari#CA016804 transformer:
400,800,810,822,850,1010,1200XL,256K FTe MIO
9 V AC 31 VA (3.4 A) Atari#CO17945 transformer:
400,800,810,822,850,1010,1200XL,1020,1050,XF551,256K FTe MIO
9 V AC 50 VA (5.6 A) Atari#CA017964 transformer:
400,800,810,822,850,1010,1200XL,1020,1050,XF551,256K FTe MIO

9.5 V AC 40 VA (4.2 A) Atari#CO61636 transformer:
1027

24 V AC 3.6 VA (150 mA) Atari#CA016751 transformer:
830

5 V DC 1.0 A (5.0 W) Atari#CO70042 adapter:
65XE,XE Game System
5 V DC 1.5 A (7.5 W) Atari#CO61982 adapter:
600XL,800XL,65XE,130XE,XE Game System
5 V DC 1.5 A (7.5 W) Atari#CA024814 adapter:
600XL,800XL,65XE,130XE,XE Games System
5 V DC ??? A (??? W) Atari#CO81982 adapter:
XL/XE

6 V DC 300 mA (1.8 W) Atari#??????? adapter:
"410P"

9 V DC 500 mA (4.5 W) Atari#CO16353 adapter:
XEP80,SX212,2600
9 V DC 500 mA (4.5 W) Atari#CA014034 adapter:
XEP80,SX212,2600

9.3 V DC 1.93 A (18 W) Atari#CO18187 adapter:
Indus GT,1 Meg FTe MIO,5200
11.5 V DC 1.95 A (22 W) Atari#CA019141 adapter:
Indus GT,5200

5 V / 12 V DC 1.1 A (5.5 W / 13.2 W) Atari#CO62297 adapter:
1400XL,1450XLD

These draw their power from the SIO +5 V:
XM301 (60 mA),XC12;FTe P:R: Connection

Draws power from the 600XL PBI:
1064

These have built-in power supplies (plug directly into the wall):
410,815,820,825,1025,1029,XMM801,XDM121

The power supply requirements for the following are still needed:
??? V DC ???? A (???? W) Atari#CA060535 adapter:
835

XC11 program recorder (no brick needed -> internal or SIO source?)

Subject: 13.4) What are the pinouts for the...?

Serial I/O (SIO) Port (all machines):
2 4 6 8 10 12
1 3 5 7 9 11 13
1. Clock Input 8. Motor Control
2. Clock Output 9. Proceed
3. Data Input 10. +5V/Ready
4. Ground 11. Audio Input
5. Data Output 12. +12V (400,800 only. 1400XL/1450XLD?)
6. Ground 13. Interrupt
7. Command

Cartridge Slot ("Left" slot on all machines; "Right" slot on 800 only):
A B C D E F H J K L M N P R S
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
1. ~S4(Left) R/~W late(Right) A. RD4(Left) B02(Right)
2. A3 B. GND
3. A2 C. A4
4. A1 D. A5
5. A0 E. A6
6. D4 F. A7
7. D5 H. A8
8. D2 J. A9
9. D1 K. A12
10. D0 L. D3
11. D6 M. D7
12. ~S5(Left) ~S4(Right) N. A11
13. +5V P. A10
14. RD5(Left) RD4(Right) R. R/~W
15. ~CCTL S. B02

Enhanced Cartridge Interface (ECI) (130XE and 800XE only):
A B C D E F H
1 2 3 4 5 6 7
A. Reserved 1. ~EXSEL
B. ~IRQ 2. ~RST
C. ~HALT 3. ~D1XX
D. A13 4. ~MPD
E. A14 5. Audio
F. A15 6. ~REF
H. GND 7. +5V

Monitor Jack (all but 400, North American 600XL, XE Game System):
3 1

5 4
2
1. Composite Luminance (not on 600XL)
2. Ground
3. Audio Output
4. Composite Video
5. Composite Chroma (not on 800XL,1200XL; grounded on 600XL)

Power Adapter Plug (all but 400,800,1200XL,1400XL,1450XLD):
7 6
3 1
5 4
2
1. +5V
2. Shield
3. Ground
4. +5V
5. Ground
6. +5V
7. Ground

Controller Port (4 on 400/800, 2 on all others):
1 2 3 4 5
6 7 8 9
1. (Joystick) Forward Input
2. (Joystick) Back Input
3. (Joystick) Left Input
4. (Joystick) Right Input
5. B Potentiometer Input
6. Trigger Input / Light Pen Input. Port 4 only on 400
7. +5V
8. Ground
9. A Potentiometer Input

Parallel Bus Interface (PBI) (600XL and 800XL only):
1 3 5 7 9 11 13 15 17 19 21 23 25 27 29 31 33 35 37 39 41 43 45 47 49
2 4 6 8 10 12 14 16 18 20 22 24 26 28 30 32 34 36 38 40 42 44 46 48 50
1. GND ground 2. External select
3. A0 Address output 4. A1
5. A2 6. A3
7. A4 8. A5
9. A6 10. GND
11. A7 12. A8
13. A9 14. A10
15. A11 16. A12
17. A13 18. A14
19. GND 20. A15
21. D0 Data (bidirectional) 22. D1
23. D2 24. D3
25. D4 26. D5
27. D6 28. D7

29. GND 30. GND
31. Phase 2 clock output 32. GND
33. NC Reserved 34. Reset output
35. (IRQ) Interrupt request 36. Ready input
37. NC 38. External decoder output
39. NC 40. Refresh output
41. Column address output 42. GND
43. Math pack disable input 44. Row addr strobe
45. GND 46. Latch read/write out
47. NC (+5V on 600XL only) 48. NC (+5V on 600XL only, used to power 1064)
49. Audio input 50. GND

R1: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. Data Terminal Ready (DTR, Ready Out)
2. Carrier Detect (CRX, In)
3. Send Data (out)
4. Receive Data (In)
5. Signal Ground
6. Data Set Ready (DSR, Ready In)
7. Request to Send (RTS, Out)
8. Clear to Send (CTS, In)

R2: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive Data
5. Signal Ground
6. DSR

R3: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive
5. Signal Ground
7. RTS
8. -8 Volts

R4: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. Send Data +
3. Send Data -
7. Receive Data +
9. Receive Data - (20 mA)

P: Parallel port (850 Interface Module):
8 7 6 5 4 3 2 1
15 14 13 12 11 10 9
1. Data Strob
2. D0
3. D1
4. D2
5. D3
6. D4
7. D5
8. D6
9.
10. Data pins pull up +5V
11. Ground
12. Fault
13. Busy
14. -
15. D7

P: Parallel port (XEP80 Interface Module):
13 12 11 10 9 8 7 6 5 4 3 2 1
25 24 23 22 21 20 19 18 17 16 15 14
1. Strobe
2-9. Parallel Data
10. Not Used
11. Busy
12-17. Not Used
18-25. Ground

Subject: 13.5) What BBS software can be used on the Atari?

This section by mailto:winston@merk.com (Winston Smith)

Here is the run down of ATARI 6502 8-BIT BBSes that I am aware of:

o A.M.I.S. BBS -- The A.C.E. Message Information Service.
This BBS was written in BASIC by the Atari Computer
Enthusiasts computer club (was it the Michigan chapter?). It included
designs for a ring-detector. You needed a sector editor and had to
allocate message space by hand, hex byte by hex byte.

o FoReM BBS -- Friends of Rickey Moose BBS.
At the time, there were a lot of BBSes around
called things such as "FORUM-80" and "BULLET-80", ergo the name. FoReM BBS
was the first truly RBBS-like BBS for the ATARI 8-bit. It was programmed
in BASIC and was somewhat crashy. I think that this is the
great-grandparent of the FOREM-XE BBSes that survive today.

Matt Singer, mailto:msinger@oe.fau.edu writes:
FoReM BBS derived from an early AMIS. When multiple message areas were
added the name was extended to FoReM 26M. Then, When OSS released BASIC
XL the program was rehacked and called FoReM XL... Bill Dorsey wrote most

of the Assembler routines (where is he now?).

o ABBCS -- The ANTIC Bulletin Board Construction Set.
The user design of the ABBCS was very good. It sported
features such as intra-line editors. Unfortunately, the coding of the
ABBCS was really poor. You could practically blow on your keyboard and
crash this BBS. The BBS would sometimes crash several times a day.

o NITE-LITE BBS -- Paul Swanson's BBS with RAM disk.
Paul Swanson was a programmer from the Boston,
Massachusetts, USA, area. I'm not sure whether his BBS for the
Atari 8-bit has been placed into the public domain or not. This BBS was
the first to support a RAMdisk, which Paul Swanson called a "V:" device
for "virtual disk". This BBS was written in Atari BASIC and required a
joystick hardware "dongle" device. This was notable as being one of the
first Atari 8-BIT BBSes that could actually go for a week without having
to be rebooted. Pointers to the message base were kept in an Atari "very
long string" (for which Atari BASIC is famous). The BBS would only have
problems (for the most part) if this string became corrupted.

o ATKEEP -- An Atari 8-bit version of CITADEL BBS.
I believe that AT-KEEP, like FOREM-XE, requires the use of
the commercial BASIC XE cartridge to run. This BBS program was very
popular around Louisiana, USA, from what I understand.

o Benton's SMART BBS -- BBS written in BASIC by Marco Benton.
This program is written entirely in BASIC. It
expects to be running under a SpartaDOS environment. This was a problem
until very recently, when the disk-based version of SpartaDOS was
re-released as shareware. This BBS program uses a "modem clock string"
rather than an R-Time 8 cartridge in order to retrieve the current time.
It also comes with an Atari BASIC game door called "Sabotage".

o FOREM-XE -- FOREM using BASIC XE.
This version of FOREM BBS requires the commercial BASIC XE
cartridge in order to run. It is in the public domain and can import and
export messages from the Atari PRO! BBS EXPRESS-NET (7-bit text only,
control ATASCII graphics are reserved for message data-structure bytes).
FOREM-XE BBS is still currently in use as we speak, and may be reached via
the PRO! EXPRESS-NET as long as the cross-networking "transnet" is still in
effect.

o The BBS Express -- PRO! BBS demo program.
This is the public domain version of EXPRESS!-BBS,
which is the Keith Ledbetter companion project of the EXPRESS!-TERM
terminal program of days gone by. I am not familiar with this program. I
think that it is written in Action! and only supports XMODEM Checksum
transfers. I have never called or seen this program demonstrated.

o OASIS JUNIOR III -- OASIS BBS demo program.
OASIS JUNIOR III is the --ALL MACHINE LANGUAGE--
demo version of the OASIS BBS program. OASIS is very crash-resistant and

comes with a "dial out" screen so that the Sysop can use the BBS as a terminal program to call and fetch files without having to bring the BBS down and reload a terminal program. OASIS supports "Door programs" which it refers to as "OASIS PAL modules". This OASIS demo module comes with an excellent message system. The OASIS file system is one of the most complicated that I have ever seen. It consists of "file libraries" with suites of "file types". There is quite a bit of overhead involved in performing a download (which may be a good thing, as it discourages file hogs). There is a commercial version of OASIS called "OASIS IV" that performs networking. There was an OASIS network between Boston, Massachusets, USA and Murfreesboro(SP?), Tennessee, USA. Occasionally word of the OASIS IV developers reaches the network from New Zealand or Canada.

o Frank Walters BBS -- I know nothing about this BBS except that Frank Walters wrote it.

OASIS IV, CARINA, and BBS-EXPRESS-PROFESSIONAL! are all commercial programs. I haven't heard anything about OASIS IV and CARINA for a while, but PRO!-BBS is still a viable commercial enterprise last that I had heard.

Subject: 13.6) What version of Atari BASIC do I have?

At the READY prompt, enter "? PEEK(43234)"

If the result is: You have Revision:
162 A
96 B
234 C

Subject: 13.7) What are the Standards for Used 8-Bit Stuff?

Developed by mailto:b.poehland@genie.geis.com (Ben Poehland)

When selling used 8-bit Atari equipment in the comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group, please consider describing the condition of the materials you are selling using these standards. This will go a long way toward preventing potentially highly-contentious misunderstandings. Usage is voluntary, but recommended.

LN (Like New)-- Item is pristine, unused, w/all manuals & original packaging materials.
EC (Excellent Condition)-- Item is little used, good working order, physically clean, may have a very few minor cosmetic blemishes, w/original manuals.
GC (Good Condition)-- Item is in good working order but slightly soiled, contains worn parts or minor scratches/dings that betray heavy service or old age, w/original manual or copied manuals.
FC (Fair Condition)-- Item in working order but missing manuals/accessories; heavily worn/soiled or cosmetically damaged.
BC (Basket Case)-- Item does not work, is damaged/butchered, missing manuals &

accessories etc., but contains salvageable parts.

Subject: 14.1) What vendors, developers, or publishers support the 8-bit Atari?

See the "Atari 8-Bit Computers Vendors and Developers List." The latest version may be obtained in the following locations, among many others:

ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/vendev
http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/vendev/faq.html
news:comp.sys.atari.8bit news:comp.answers news:news.answers
mailto:mail-server@rtfm.mit.edu , message says:
send usenet/news.answers/atari-8-bit/vendev
quit

You can also ask me for a copy at mailto:mcurrent@carleton.edu

---

Subject: 14.2) Where is my nearest 8-bit Atari BBS?

Rick Detlefsen is presently compiling a new comprehensive Atari computers bulletin board systems list. Contact him by any of the following for more information:

Rick Detlefsen Compuserve:74766,1561
Genie:R.DETLEFSEN
Internet: mailto:74766.1561@compuserve.com

Or by Mail: ATARI BBS LIST
C/O RICK DETLEFSEN
8207 BRIARWOOD LANE
AUSTIN, TX 78757-7642

Subject: 14.3) Where is my nearest 8-bit Atari user group?

Rick Detlefsen is presently compiling a new comprehensive Atari computers user groups list. Contact him by any of the following for more information:

Rick Detlefsen Compuserve:74766,1561
Genie:R.DETLEFSEN
Internet: mailto:74766.1561@compuserve.com

Or by Mail: USER GROUP SURVEY
C/O RICK DETLEFSEN
8207 BRIARWOOD LANE
AUSTIN, TX 78757-7642

Subject: 14.4) How do I use my new or emulated Atari?

"The Unofficial Atari 8bit New User, Emulator Help FAQ" is maintained by mailto:kendrick@sonoma.edu (Bill Kendrick). Bill and his FAQ are excellent sources for information on basic usage of the 8-bit Atari, and for information on the 8-bit Atari emulators for PC's and Mac's.

Subject: 14.5) What prominent Atarians are reachable by e-mail?

The "Who's Who in the Atari Community E-Mail Directory" listing includes people involved in all of the Atari computing and gaming platforms. This file is maintained by Len Stys, SIG Manager of the Cleveland Free-Net Atari SIG. Write to mailto:xx004@cleveland.freenet.edu (Atari SIG) or see: http://ace.cs.ohiou.edu/personal/mleair/whos_who.html

---
End of atari-8-bit/faq

1253. Atari 8-bit Emulators

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-04 00:00:00 UTC
From: ah782@cleveland.Freenet.Edu
Message-ID: <4hfjph$6vs@madeline.INS.CWRU.Edu>
Source record: 85478

I'm interested in find an atari 8-bit emulator.
Can somebody post the names and internet address where
I can find some? I read earlier that there was one for
Unix and another for msdos but the authors gave no
reference to where they were kept.

1254. Re: Atari BBS list

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-04 00:00:00 UTC
From: darchyld@harold.eastky.com
Message-ID: <826007484_OASIS_@harold.eastky.com>
Source record: 85479

```
>: I'd like to set up a new list of existing BBS's which
>: support the Atari. This may be a very short list...
>
>: Please add to this list if you know of any:
>
>: Computer World BBS (Bob Puff) 716-247-8355
>
>ABACUS BBS Running ST Express 415-564-8062 So. San Francisco, California
>BAAUG BBS Running MichTron 408-986-0215 San Leandro (?), California
>
The DarkForce! BBS BBS Express! ST 1-606-886-9014 Prestonsburg, KY...

Righteous!

_/_/_/
```

1255. Re: New Atari newsgroup!

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-04 00:00:00 UTC
From: oscar@primenet.com
Message-ID: <4hfatd$dp7@nnrp1.news.primenet.com>
Source record: 85480

In article <313b1161.5592083@news.cris.com>,
Byron Followell <followel@cris.com> wrote:
>
> Well, someone did it. They started a new Atari newsgroup with
>a more appropriate name. alt.binaries.comp.atari8bit !

I was going to wait until my test message got properly through
the network before making an announcement, but I'm glad to see the
newgroup made it to your server. It has made it to all the news
servers I have access to. I went through all the suggested
procedures for creating a new group, so hopefully this one
won't be deleted...

> I just made the first contribution. I posted four *.xfd images
>containing the twelve original Scott Adams text adventures. Before
>everyone starts yelling pirate and screaming about copyright laws, let
>me state, I have Scott's permission to post these.

Wow, that's great. Is there any chance you could get him
to make some statement on what he thinks about this whole copyrights
Thing?

Looking forward to your web page...

Oscar

1256. Binarie

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-05 00:00:00 UTC
From: vazquezr@physics.ucla.edu
Message-ID: <4hgesn$stu@saba.info.ucla.edu>
Source record: 85481

Please Post in the Binary area.

Rick

XFD format if possible.

1257. Re: Connecting a hard drive to an 800/800XL

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-05 00:00:00 UTC
From: rwoolley@ix.netcom.com
Message-ID: <4hgk4n$oue@dfw-ixnews1.ix.netcom.com>
Source record: 85482

I have had a number of requests for information on Atari Classics magazine, and without being too commercial...
Atari Classics is an 8-bit Atari magazine being printed by a couple of guys out in California. We would like to print about six issues per year, but manage only three or four. Each issue carries 18-24 pages of articles and 12-20 pages of ads and fluff. These are normally original texts from the Atari 8-bit community dealing with all levels of 8-bit use, although there is a definite hardware/hacker bias (from me, mostly). I would like to encourage all of you users out there to consider writing something and submitting it for publication. I, for one, relly enjoy everything we get and you might even get a whole $25 for your efforts! Subscriptions are available for $25 per 6 issues; $34 gets you a disk every other issue (3 disks). The disks are basically code and such from the issues. Write to us at:
Atari Classics
5507 Langford Court
Concord, CA 94521-1614

Non U.S. rates are higher - write. We currently mail First Class in a protective envelope (I just hate getting a damaged magazine...)

Bob Woolley Editorial Director, AC magazine

1258. Re: Need parameters for a RODIME hard-drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-05 00:00:00 UTC
From: rwoolley@ix.netcom.com
Message-ID: <4hgl9q$o5m@cloner3.netcom.com>
Source record: 85483

In <199603031721.MAA12687@ixc> nkey@ixc.net (Nelson Nieves) writes:
>
>I need the specs for a RODIME hard-drive I came across. It is a model
RO352,
>TYPE 2. What I really need to know is whether it is a 10 or 20 meg
>hard-drive so that I may format it correctly to work with my MIO &
XEBEC
>1410A controller.
RO 352 is listed as 11mb 4 heads, 306 cyl, 17spt.

Bob

1259. How many 1200XLs were sold

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-05 00:00:00 UTC
From: Jim Lazarenko <jimbo@connect.ab.ca>
Message-ID: <313BF7E8.5764@connect.ab.ca>
Source record: 85484

Just wondering if anyone has an idea of how long the Atari 1200XL unit was sold for, in my neighborhood I only recall seeing a couple. I am tossing around the idea of selling mine, what is a good asking price for that unit nowadays.

Regards,
Jim

jimbo@connect.ab.ca

1260. For Sale: 1200XL, 800, Lots of stuff

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-05 00:00:00 UTC
From: aldridg691@aol.com
Message-ID: <4hh0lo$6is@newsbf02.news.aol.com>
Source record: 85485

I have 2 computers, 1200XL & 800XL .... cartridges, programs on disc, disc drive, modems, ??? reply to Aldridg691@AOL.COM or to this group.
Make offer ... stuff is in Connecticut

1261. Re: web site posted aweek ago that had lots of 8-bit stuff for sale?

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-05 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <DnsAp2.4D9@iglou.com>
Source record: 85486

In article <3943@epochsys.UUCP>, John Miskinis <miskinis> wrote:
>Hi,
>
> Our news server doesn't keep things for too long. I was wondering
> if someone could post the location of the web site that was mentioned
> a week or so ago...
>
> I visited it once, and want to buy some stuff...
>
If you mean Ben Smith's "Bravo Sierra" site, it's
http://www.teleport.com/~bensmith/bscomputers.shtml
There's also Toad Computers at
http://www.toad.net/atari
(I got their printed catalog recently; mostly ST and Falcon, but some 8-bit
stuff.)
If it's something else, post again and if I can't find it, maybe the
web page's owner will reply.

>Thanks in advance,
>
>_John_
>

--
Bill Marcum bmarcum@iglou.com
"They're all lawyers, and think that the laws of physics can be amended with
a voice vote." -- Mary Shafer (shafer@ursa-major.spdcc.com) on Politicians

1262. Re: Mega Bomberman & DOOM engine

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-05 00:00:00 UTC
From: smrgoodw@reading.ac.uk
Message-ID: <4hgudg$pjl@susscsc1.rdg.ac.uk>
Source record: 85487

In article pjl@susscsc1.rdg.ac.uk, I, uh, typed:
>a bigger explosion, some allow you to tick dropped bombs, some allow you

That's *kick* not tick. I would've left the typo if I thought it was obvious,
but it didn't look obvious to me.

This post will self-destruct in 5 seconds.

- Joel

1263. Re: Can anyone recommend a good terminal program for SX212?

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-05 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <150794@cup.portal.com>
Source record: 85488

I recommend Kermit65 as the hands-down best VT100 emulator available for *any* platform, including the PC and the Mac. I've found that most emulators that claim to offer VT100 capability, generally don't offer COMPLETE or entirely CORRECT VT100 emulation. Caveat emptor!

Chris Chiesa
Chris_F_Chiesa@cup.portal.com / xetwnk@shell.portal.com

1264. MultiCol.ARC (uuencoded+txt)

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-05 00:00:00 UTC
From: JTKIRK@urp.edu.pe
Message-ID: <m0ttxzR-000OTpC@rcp.net.pe>
Source record: 85489
Body handling: Inline uuencoded payload not displayed: multicol.arc

```
These are just two small programs that set up DLIs for showing 128/256 colors
on screen at the same time.

section 1 of uuencode 5.21 of file multicol.arc by R.E.M.

[Inline uuencoded payload not displayed: multicol.arc]

sum -r/size 49805/1191 section (from "begin" to "end")
sum -r/size 51245/842 entire input file
```

1265. FS/T: Atari 8-bit computer items [03/05/96]

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-05 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <4hhkqv$946@cloner3.netcom.com>
Source record: 85490

updated 03/05/96

NOTE: Screen shots of some of these games are available on my
web site.

I have the following Atari 8-bit software and hardware for sale or
trade.

Everything is sold as is. Unless specified, all items have been
tested and are in perfect working order.

Buyer has ten (10) days to send payment, and pays all shipping
costs, which will be sent via U.S. Postal Service. The shipping
cost depends on both the weight of the package and the distance
that it is traveling. Buyer has the choice of either first class
or parcel post (which is slower, but cheaper).

Payment must be made in U.S. funds, by either check or money order,
drawn from a U.S. bank branch. Canadian buyers must send a Canadian
Postal Money Order, payable in U.S. funds. This is the only way I
have found to deal with my friends to the north (my bank is very
picky, but the U.S. Post Office will cash a Canadian Postal M.O.)

SOFTWARE:

NOTE: If the company name isn't listed, then the game was released
by the same company as the system.

NOTE: All cartridges are loose (ie. without box and manual), unless
specified.

NOTE: Since all cartridges are used, some labels will have small
defects. Major defects will be listed.

ATARI 8-BIT COMPUTER:

Loose cartridges, no box or manual:
$ 6.00 Atariwriter
$ 6.00 Basic -- for the 400 and 800
$10.00 Delta Drawing (Spinnaker)
$10.00 Kids on Keys (Spinnaker)

HARDWARE:

NOTE #1 FOR THOSE BUYING SYSTEMS: If you buy certain systems (they
are marked) you will have the option of buying a BRAND NEW RF
switchbox for $5 that is virtually identical to one sold at Radio

Shack for $7, plus tax. It allows for the connection of both 300 OHM
and 75 OHM antenna lead-in's.

If you already have an RF switchbox, most systems will work fine with
it. Some systems still include one, please read carefully.

NOTE: The Lots listed below include only what is listed!

LOT #1

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 800XL COMPUTER with original power supply.

I will also throw in a second non-working ATARI 800XL for parts, FREE.

This is a complete system, except for RF switchbox and RCA cable.

$44.00

*****

LOT #2

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 65XE COMPUTER with original power supply.

This is a complete system, except for RF switchbox and RCA cable.

$34.00

*****

LOT #3

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 130XE COMPUTER with original power supply.

This is a complete system, except for RF switchbox and RCA cable.

$59.00

*****

LOT #4

ATARI 1050 (127K) DISK DRIVE, with original power supply, and
one (1) Molex connector cable.

$39.00

*****

LOT #5

ATARI 1050 (127K) DISK DRIVE, with one (1) Molex connector cable.

This disk drive doesn't include the power supply.

$34.00

*****

To reserve an item listed here, please contact me.

Michael J. Novak Jr.
VGA2000@ix.netcom.com -- for quickest response
VGA2000@io.com
dw901@cleveland.freenet.edu

--
Michael J. Novak Jr. BUYING / SELLING / TRADING systems and games from:
Video Game Advantage 3DO, Atari, NEC, Nintendo, Sega, Sony, as well as
6861 Anthony Lane all Classic video game and Classic cartridge based
Parma Hts., OH 44130 computers, for over 2 years on the Internet!
(216) 843-8815 Voice

Visit us on the WWW at http://www.io.com/~vga2000/
where you will find FAQ's, Screen Shots, Collecting tips and much more.....

For current list, or to be placed on my e-mail list, please leave E-Mail at:
VGA2000@ix.netcom.com OR VGA2000@io.com OR dw901@cleveland.freenet.edu

1266. Re: What *were* dead sectors?

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-05 00:00:00 UTC
From: glennb <glennb@interport.net>
Message-ID: <313CDB04.1D1A@interport.net>
Source record: 85491

Gareth Randall wrote:
>
> This is my first posting to this group - hi, everyone!

Hello.

>
> My understanding was (and still is) that they were sectors that were
> unreadable - but that there were different types of dead sectors, and
> that the software was able to distinguish between them to ensure that
> the correct type of dead sectors existed for that program. So if they
> were unreadable, how was the software able to detect the type of dead
> sector? Where did the whole idea of dead sectors come from, and was it
> unique to the Atari? And finally, was anyone ever able to utilise any
> of the old tricks (slowing down the drive speed using the little blue
> pot, or attaching adhesive tape to the disk and waggling it at the
> crucial moment) to successfully create dead sectors while trying to
> copy commercial software (not that UK Atari owners ever did that!) -
> it never worked for me! =;-)
>

Although I cannot answer those questions, they are very good, I seem to
recall a technique which was *supposed* to copy Atari disks. I believe that
if you had access to a certain TRS-80 computer (Model III maybe) that it was
able to copy *all* the Atari software. I think this was even the impetus for
the Happy Chip. I was "in touch" with the orginator of the Happy Chip and
often loaned hims some reference material for this development.

Anybody confirm the TRS theory?

-SpudB

1267. help

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-05 00:00:00 UTC
From: ce6coq@ce6ezg.radio.cl
Message-ID: <1565@ce6ezg.radio.cl>
Source record: 85492

please help me for info atari experimental minimum hardware for ftp acces with my 65-xe-yiny-2 packet system
thanks name:gerardo alvarez e-mail address:ce6coq@ce6ezg.radio.cl /ex

1268. Re: Atari BBS list

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-05 00:00:00 UTC
From: bernard@twilight.xs4all.nl
Message-ID: <bernard.08s9@twilight.xs4all.nl>
Source record: 85493

Hello Bingham,

In a message of 03 Mar 96 Bingham wrote to All:

B> PRO
B> NODE Phone....... BBS.....

B> 176 01131206326859 Becotel???

Where are the question marks for ??
Every ting is OK.... BECO TEL is in Amsterdam, The Netherlands
Online from 17:00 - 6:00 hours (GMT)

```
_
/_) |/
/_)ernard |\ok ////
( o o )
+-------------------------oOO--(_)--OOo-----------------------+
| PMN : 17:200/100.3 DAN : 55:100/121.3 WARP : 137:8/103.3 |
| NLA : 14:102/100.3 GFX : 98:101/100.3 FIDO : 2:280/315.3 |
| ERO : 68:311/416.3 AMY : 39:150/200.3 AGA : 171:103/200.3 |
| Internet : bernard@twilight.xs4all.nl |
+-----------------------------------------------------------+
.-------------------------------------------------------------------------.
| -=> The TWiLiGHT Zone BBS <=- -=> +31-(0)-20-6764584 <=- -=> 24 Hrs <=- |
| -=> Modules Heaven! <=- -=> 9600 to 28800 Baud <=- -=> /\MIG/\ Only <=- |
`-------------------------------------------------------------------------'
-- Via Xenolink 1.981, XenolinkUUCP 1.1
```

1269. Atari 8-bit Emulators

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-05 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <313cdded@pianosa.demon.co.uk>
Source record: 85494

Whilst reading the usual rubbish I find here, Matt Sabo wrote something
interesting to All about Atari 8-bit Emulators:

Hello Matt,

MS> I'm interested in find an atari 8-bit emulator. Can somebody post the
MS> there was one for Unix and another for msdos but the authors gave no

The Unix/Amiga emulator is available from disabuse.demon.co.uk, somewhere in
the emulators/atari directory.

_
Regards, /_) 2:251/40.1 39:134/11.1
/ _)rad brad@pianosa.demon.co.uk

... I'll be the rubbish, you'll be the bin. I'll be the paint on the side,
if you'll be the tin. - Love Song; The Damned

1270. DOS XE - Whats it ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-05 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <313ce012@pianosa.demon.co.uk>
Source record: 85495

Whilst reading the usual rubbish I find here, Matthias Belitz wrote something
interesting to All about DOS XE - Whats it ?:

Hello Matthias,

MB> DOS 2.5:XF 551 , but the disk is labeld with DOS XE 1.00 and a DOS I've
MB> Is someone here, could tell me more about it ? Seems to be, that this
MB> DOS will support date/time too.

As ever, Atari completely screwed up when they released the XF551. DOS XE
wasn't ready at the time, so they released it with DOS 2.5 DOS XE went on sale
at a later date. It supported SD, ED and true DD, since the XF551 is a DS/DD
drive.

I believe DOS XE was made available, for free, to those that bought an F551
without it, so long as proof of purchase was forthcoming.

And, yes, it supports TIME/DATE stamping. It's possible to have subdirs using
DOS XE, too.

_
Regards, /_) 2:251/40.1 39:134/11.1
/ _)rad brad@pianosa.demon.co.uk

... I'm fed up with the dole and the human race. I'm gonna cut me liver out
and shove it in your face. - Kill; Alberto Y Los Trios Paranoias

1271. AUCTION: 26/52/7800,Odyssey2,Atari8bit,other UPDATE

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-05 00:00:00 UTC
From: summers@newt.CS.ORST.EDU
Message-ID: <4hi17c$887@engr.orst.edu>
Source record: 85496
Cross-posted to: rec.games.video.classic,alt.games.video.classic,rec.games.video.marketplace,alt.atari.2600,comp.sys.atari.8bit

3/5/96 10:30 PST

Please read the rules at the end of the auction.

Auction Highlights----------

Sears Telegames Super Pong IV (model 6-99737) $18 gaucho
Includes box (worn), warranty card,
"Pong Battery Eliminator" power supply,
all four paddles, and instructions.

Dukes of Hazzard (2600 Best prototype) $30 midnight
No factory label or instructions. Ultra-rare.

Ballblazer (for 5200, by Lucasfilm) $21 tdrake1
New in box! Quite rare.

Systems----------

Atari 5200 (4 port model) $40 phicks
Includes one (working!) CX52 controller,
power supply, CX522 automatic switchbox.

Atari 2600 Jr. $15 <min>
Includes one CX40 joystick, RF cable,
power supply.

Odyssey^2 $20 JFQH33A
Includes orginal box, warranty card, power
adaptor, proprietary output cable, switchbox,
built-in joysticks.

Odyssey^2 $7 <min>
Includes built-in joysticks [cord patched]

Atari 800 Computer $25 scharles
Includes one CX40 joystick, built-in
RF cable, power supply.

Controllers----------

Intellivision II controller $5 <min>

Atari 2600 CX20 Driving Controllers $6 cbutler
Set of 2, for Indy 500.

Atari 2600 CX21 Video Touch Pad $3 JFQH33A
for use with Star Raiders.

Compatible with Kids' Contoller and
Keyboard controllers.

Suncom Tac-3 joystick (2600) $3 alunato
3 buttons, one on stick, 2 on base.

Wico Boss joystick (2600) $3 JFQH33A

Games (loose unless noted)----------

Odyssey^2:
Computer Golf $1 valis1
Electronic Table Soccer {R} $3 valis1
Out of This World/Helicopter Rescue {R} $3 valis1
Smithereens {ER} $5 valis1

Atari 2600:
Basketball (Sears) $2 alunato
Berzerk $1 saad
Centipede $1 JFQH33A
Defender $1 saad
Dig Dug $5 mcg
Dukes of Hazzard <PROTOTYPE> $30 midnight
Miniature Golf <text label> [screwhole] $1 saad
Moon Patrol $5 mcg
Pac-Man $1 saad
Popeye [label mottled, worn] $1 saad
Space Invaders <text label> $1 saad
Star Wars: Empire Strikes Back (Parker Bros.) $3 eawohlstadter
** with instructions **
Star Voyager (Imagic) <text label> $2 saad
Surround <picture label> $1 saad
Swordquest: Earthworld $1 saad
3-D Tic-Tac-Toe <text label> $2 saad
** with instructions **
Venture (Coleco) $1 saad
Word Zapper (US Games) $2 saad

Atari 5200:
Ballblazer [new in box!] {R} $21 tdrake1
Centipede $2 <min>
Defender $3 cel13
Galaxian {w/ overlay} $3 <min>
Joust $3 <min>
Kaboom! (Activision) $4 cel13
Missile Command [writing on label] $2 <min>
Ms. Pac-Man $5 cel13
Pole Position $2 <min>
Realsports Football $2 <min>
Realsports Tennis $3 dahan
River Raid (Activision) $3 gaucho
Super Breakout $1 <min>

Atari 7800:
Donkey Kong [both labels inverted] {R} $2 <min>
Fight Night [label holes] {R} $2 eawohlstadter
Ikari Warriors {R} $5 btr9p
Kareteka $2 eawohlstadter
Realsports Baseball $1 <min>
Rampage (Activision) {R} $10 btr9p

Loose Instructions----------

Odyssey^2:
Alien Invaders-Plus $1 <min>
Freedom Fighters $1 <min>
Game Catalog EL-3328-1 $1 JFQH33A
Game Catalog EL-3380-1 $1 JFQH33A
KC Munchkin $1 <min>
Pick Axe Pete $1 JFQH33A
Showdown in 2100 AD $1 <min>

Auction Rules:

o The most recent auction update is now available on WWW at the following address: http://www.cs.orst.edu/~summers/auction

o In case of ties, the first bid received is the bid accepted.

o The first part of the auction will end on Monday, March 11. After that, highest bidder will be determined through a "going once, going twice, gone" format, with each step in the process being a day long.

o Bids will be made in increments of $1.00 for items under $20 and increments of $2.00 for items $20 and over.

o If you bid, you are expected to buy. BIDDERS FAILING TO FOLLOW THROUGH ON A PURCHASE WILL HAVE THEIR NAMES POSTED TO THE NET AS A WARNING TO OTHER SELLERS!

o The auction is open to buyers in the United States and Canada.

o Payment is by check or money order. No CODs please. Canadian orders must be paid with a Canadian Postal money order in US dollars. Allow 10 business days for checks to clear.

o Shipping and handling is above and beyond the amount bid and will be paid by the buyer and will be as follows (Continental US only): Smaller items will be shipped with larger items if possible.

Instructions: $1, USPS (first class)
1-3 carts: $3, USPS (priority mail)
4-6 carts: $4, USPS (priority mail)
7 carts and up: $5, USPS (priority mail)
Controllers: $5, USPS (priority mail)
Systems: $10, UPS (ground)
Large Systems: $13, UPS (ground)

o In the event of a sale not going through, the item will go to the next highest bidder.

o All items have been tested and are in working condition, except where noted.

--
___ ___ ___ Benjamin C Summers
//_>>// << E-mail: summersb@ucs.orst.edu
//_>>//_ __>> WWW: http://www.engr.orst.edu/~summers/
Telephone: (541) 258-5930

1272. Re: Questions about the crash.

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-05 00:00:00 UTC
From: hamster@magicnet.net
Message-ID: <hamster-0503960155190001@pm5-09.magicnet.net>
Source record: 85497

> 4 (mostly our of curiosity). Why didn't rental market develop for 2600 video
> games? Well, at least, I don't remember one.

I can't speak for the rest of the country, but here in Orlando, FL I rented 2600 carts from not one but TWO different stores. One of them was a video rental place with a game section (sound familiar?), but the other one was my favorite place to be as a kid... Video Game World. I got my Colecovision there the first day it was available. They rented for every system around at the time. They had a section set up for each system, with all theur respective cart boxes mounted on the wall next to them. One of these days I'm gonna decorate just like that. :-)

I'd love to receive a copy of your paper when it completed!

Regards,
Scottie

--
Scottie Prince / Kathleen Prince
Party Hamster Productions / Miniature Pinscher Rescue Of Orlando
He Writes Music / She Saves Dogs

They Both Live Here: hamster@magicnet.net

1273. Re: WHY THE ... ISNT MY 800XL WORKING!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-06 00:00:00 UTC
From: Lawrence Staveley <Lawrence@kwll.demon.co.uk>
Message-ID: <366116113wnr@kwll.demon.co.uk>
Source record: 85406

> Probably because you can't communicate without using 4 letter words
> it doesn't understand...
> Brian

Yeah, he could have used POKE........ ;->

"I can't see the solution - Through this state of confusion....."

Lawrence@kwll.demon.co.uk

1274. Gorf on 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-06 00:00:00 UTC
From: sw@machete.wh.att.com
Message-ID: <4hko8d$alk@nntpb.cb.att.com>
Source record: 85407

Hi,
Has anyone tried to run gorf on an 800XL? I read that it wouldn't work
but I was wondering if anyone had actually tried it, or understood why it
wouldn't run.

Thanks in advance

Scott.

Scott Wincklhofer
AT&T Bell Laboratories
Whippany NJ
sw@fuwutai.att.com

1275. Re: Coprighted Material for Atari 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-06 00:00:00 UTC
From: cliffl@nucleus.com
Message-ID: <4hkqub$o5@news.nucleus.com>
Source record: 85408

Well, I'm sorry. I agree with you Oscar. I think its rediculous to worry about copyright issues for old Atari software. If one of those companies comes out of the woodwork and is upset, I'm sure that a simple promise not to include there wares would suffice. Even in court, how much could they possibly prove they are losing. I would think they would rather see there work immortalized rather than gone and lost forever.

1276. Re: Gorf on 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-06 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.198.00034F57@mindspring.com>
Source record: 85409

In article <4hko8d$alk@nntpb.cb.att.com> sw@machete.wh.att.com (-S.WINCKLHOFER) writes:
>From: sw@machete.wh.att.com (-S.WINCKLHOFER)
>Subject: Gorf on 800XL
>Date: 6 Mar 1996 19:15:25 GMT

>Hi,
> Has anyone tried to run gorf on an 800XL? I read that it wouldn't work
>but I was wondering if anyone had actually tried it, or understood why it
>wouldn't run.

> Thanks in advance

> Scott.
>--

I have a copy that works fine on a 800XL and 130XE. I had never heard that it
was not supposed to. If you'd like a copy to try, let me know.

Bruce Willard bwillard@mindspring.com

1277. lack of PC Xformer Support

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-06 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <313DF99E.17ED@ncweb.com>
Source record: 85410

Has anyone else been having trouble getting through to Darek? I've sent many e-mails to him over the past 3 week, asking him to set my downloading privileges on his homepage (I'm a registered user). I haven't heard anything. I've sent him several disk images of Atari .xfd files, with game programs .. all of which either DON'T work, or work poorly ... no comment from Darek. He claims that the PC Xformer has a 60% to 70% compatibility rate ... that up to 70% of Atari programs run on his software ... I've found that the TRUE percent is closer to 8% or 10% ... even when the programs run, there are frequently problems with the display, or the way the joystick behaves, or something else, making the software unusable. I've always tried to work things out directly (personally) with him, rather than posting bulletins. However, since he doesn't seem interested in replying to my repeated e-mails, I was left with no choice. I know that I've read other msgs here of other users that have had similar experiences. I think Darek need to concentrate on programming, and get someone who can deal with customers on a one to one basis.

Bill
(16 yr Atari 8 bit user)

1278. Re: Coprighted Material for Atari 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-06 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <4hl601$9g0@news.tcd.net>
Source record: 85411

Don't hardly think so..that I would set up a sight stating that statment..Had to come in from part of another message I replied to as there is no way knowing what I do that this would happen with me setting anything of that nature up..

Having enough problems just getting a P/D Shareware along with a few copyrights toghether for a CD-Rom..

Bob

1279. Re: New Atari newsgroup!

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-06 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.200.0008609F@mindspring.com>
Source record: 85412

In article <4hl0u9$fmk@blackice.winternet.com> rbmier@winternet.com (Rich Mier) writes:
>From: rbmier@winternet.com (Rich Mier)
>Subject: Re: New Atari newsgroup!
>Date: 6 Mar 1996 21:43:37 GMT

>> cb541@cleveland.Freenet.Edu (James R. Gilbert) writes:
>>
>> I found alt.binaries.comp.atari8bit. I din't see anything, so
>> I tried a post (uue 2 parts). Wonder if this'll work.
>> The group is not at my regular place (APK), yet.
>> Russ.Gilbert@apk.wariat.org
>> (above is better, I don't call Clev. Freenet very much.)
>>
>>>>>
> Just subscribed to it yesterday and today I see your 2
>messages there. Problem is that my ISP only keeps the Alt.Bin.
>groups for 1 or 2 days.

> Rich Mier

So far, I have not seen it. Sure hope it shows up on mine.

Bruce Willard bwillard@mindspring.com

1280. Re: 1050 DD HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-06 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.201.001AB0ED@mindspring.com>
Source record: 85413

In article <4hl5so$d6v@mark.ucdavis.edu> ez040416@bullwinkle.ucdavis.edu (Eric Wohlstadter) writes:
>From: ez040416@bullwinkle.ucdavis.edu (Eric Wohlstadter)
>Subject: 1050 DD HELP!
>Date: 6 Mar 1996 23:08:08 GMT

>I have an Atari 1200XL and a 1050 Disk Drive. I tried formatting an old
>Apple II disk with Atariwriter but it says I/O error. Is it the disk or
>is my drive not setup properly? I connected it to the computer with the
>proper cable and I've tried playing with the switch in the back. Also how
>can I save my Basic programs I write onto a disk and can I format from
>Basic? If I start up Atariwriter with a disk in the drive , the
>atariwriter startup screen turns red and it sits there reading the drive.
>Any help with this would be much appreciated.
>--
> EricW

Some disks can create a problem if they were formatted on another machine. Try using a magnet and going in circles over the disk on both sides to erase it, then try it again. The switches in the back should both be set to the left to make it drive one. You must boot with a disk that include DOS system files in order to have disk access for virtually any program. To save a program from Basic, you must have booted with a DOS disk in the drive. Then, from Basic, type

SAVE "D:FILENAME.EXT"

replace FILENAME.EXT with your own filename.

To format a disk from Basic, you also must have booted with a DOS disk. Then you can format a disk with this command:

XIO 254,#1,0,0,"D:" to format single density with DOS 2.5
XIO 253,#1,0,0,"D:" to format enhanced density with DOS 2.5

I am not sure what other DOS's may do with this command. It is usually better to type DOS from Basic and use selection I from the menu to format.

Bruce Willard bwillard@mindspring.com

1281. Free The Software Foundation, Inc.

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-06 00:00:00 UTC
From: david.moeser@ccc-bbs.com
Message-ID: <8BC30D5.111C00079D.uuout@ccc-bbs.com>
Source record: 85414

```
-> Here's an idea: Why not start a community group dedicated to
-> "freeing ancient software"?

Good idea. Perhaps it might get more support (or fewer objections)
if you called it the "Ancient Atari Software Foundation."
--david.moeser@ccc-bbs.com
```

1282. AUCTION: 26/52/7800,Odyssey2,Atari8bit,other UPDATE

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-06 00:00:00 UTC
From: summers@newt.CS.ORST.EDU
Message-ID: <4hl2u4$qbk@engr.orst.edu>
Source record: 85415
Cross-posted to: rec.games.video.classic,alt.games.video.classic,rec.games.video.marketplace,alt.atari.2600,comp.sys.atari.8bit

3/6/96 14:15 PST

Please read the rules at the end of the auction.

Auction Highlights----------

Sears Telegames Super Pong IV (model 6-99737) $18 gaucho
Includes box (worn), warranty card,
"Pong Battery Eliminator" power supply,
all four paddles, and instructions.

Dukes of Hazzard (2600 Best prototype) $35 cbutler
No factory label or instructions. Ultra-rare.

Ballblazer (for 5200, by Lucasfilm) $21 tdrake1
New in box! Quite rare.

Systems----------

Atari 5200 (4 port model) $40 phicks
Includes one (working!) CX52 controller,
power supply, CX522 automatic switchbox.

Atari 2600 Jr. $15 <min>
Includes one CX40 joystick, RF cable,
power supply.

Odyssey^2 $20 JFQH33A
Includes orginal box, warranty card, power
adaptor, proprietary output cable, switchbox,
built-in joysticks.

Odyssey^2 $7 <min>
Includes built-in joysticks [cord patched]

Atari 800 Computer $30 cbutler
Includes one CX40 joystick, built-in
RF cable, power supply.

Controllers----------

Intellivision II controller $5 <min>

Atari 2600 CX20 Driving Controllers $6 cbutler
Set of 2, for Indy 500.

Atari 2600 CX21 Video Touch Pad $3 JFQH33A
for use with Star Raiders.

Compatible with Kids' Contoller and
Keyboard controllers.

Suncom Tac-3 joystick (2600) $3 alunato
3 buttons, one on stick, 2 on base.

Wico Boss joystick (2600) $3 JFQH33A

Games (loose unless noted)----------

Odyssey^2:
Computer Golf $1 valis1
Electronic Table Soccer {R} $3 valis1
Out of This World/Helicopter Rescue {R} $3 valis1
Smithereens {ER} $6 pjpettis

Atari 2600:
Basketball (Sears) $2 alunato
Berzerk $1 saad
Centipede $1 JFQH33A
Defender $1 saad
Dig Dug $5 mcg
Dukes of Hazzard <PROTOTYPE> $35 cbutler
Miniature Golf <text label> [screwhole] $1 saad
Moon Patrol $5 mcg
Pac-Man $1 saad
Popeye [label mottled, worn] $1 saad
Space Invaders <text label> $1 saad
Star Wars: Empire Strikes Back (Parker Bros.) $5 cbutler
** with instructions **
Star Voyager (Imagic) <text label> $2 saad
Surround <picture label> $1 saad
Swordquest: Earthworld $1 saad
3-D Tic-Tac-Toe <text label> $2 saad
** with instructions **
Venture (Coleco) $1 saad
Word Zapper (US Games) $2 saad

Atari 5200:
Ballblazer [new in box!] {R} $21 tdrake1
Centipede $2 <min>
Defender $3 cel13
Galaxian {w/ overlay} $3 <min>
Joust $3 <min>
Kaboom! (Activision) $4 cel13
Missile Command [writing on label] $2 <min>
Ms. Pac-Man $6 dahan
Pole Position $2 <min>
Realsports Football $2 <min>
Realsports Tennis $3 dahan
River Raid (Activision) $3 gaucho
Super Breakout $1 <min>

Atari 7800:
Donkey Kong [both labels inverted] {R} $2 <min>
Fight Night [label holes] {R} $2 eawohlstadter
Ikari Warriors {R} $5 btr9p
Kareteka $2 eawohlstadter
Realsports Baseball $1 <min>
Rampage (Activision) {R} $10 btr9p

Loose Instructions----------

Odyssey^2:
Alien Invaders-Plus $1 <min>
Freedom Fighters $1 <min>
Game Catalog EL-3328-1 $1 JFQH33A
Game Catalog EL-3380-1 $1 JFQH33A
KC Munchkin $1 <min>
Pick Axe Pete $1 JFQH33A
Showdown in 2100 AD $1 <min>

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o The first part of the auction will end on Monday, March 11. After that, highest bidder will be determined through a "going once, going twice, gone" format, with each step in the process being a day long.

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7 carts and up: $5, USPS (priority mail)
Controllers: $5, USPS (priority mail)
Systems: $10, UPS (ground)
Large Systems: $13, UPS (ground)

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o All items have been tested and are in working condition, except where noted.

--
___ ___ ___ Benjamin C Summers
//_>>// << E-mail: summersb@ucs.orst.edu
//_>>//_ __>> WWW: http://www.engr.orst.edu/~summers/
Telephone: (541) 258-5930

1283. Re: XF 551 upgrades

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-06 00:00:00 UTC
From: rwoolley@ix.netcom.com
Message-ID: <4hj123$ku3@cloner2.ix.netcom.com>
Source record: 85416

In <belitz.310.000F4840@genesis.informatik.rwth-aachen.de>
belitz@genesis.informatik.rwth-aachen.de (Matthias Belitz) writes:
>
>Hello !
>
>I got a XF 551 now and have heard something about some modification to

>connect one or two 3,5" drives to the XF by doing some hackings in the
ROM
>only.
>
>Could someone tell me something more about it ?
>
>Matt
Yes, I can tell you something about it... CSS is your best source for
the ROM and hardware. Basically, you must tell the drive that it now
has 80 tracks instead of 40. Change a few timing parameters. Simple.
Bob Woolley

1284. Free 130XE (1st come 1st serve)

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-06 00:00:00 UTC
From: garrick@acsu.buffalo.edu
Message-ID: <4hkfc2$9t6@azure.acsu.buffalo.edu>
Source record: 85417

I have an Atari 130XE is fully working condition. Whoever wants it can have it for the cost of shipping. Or if you are in Buffalo, you can pick it up directly.

Sean C. Garrick
garrick@eng.buffalo.edu

1285. Re: Gorf on 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-06 00:00:00 UTC
From: "Ernest.R.Schreurs" <ernest@pi.net>
Message-ID: <4hks3l$5u3@neptunus.pi.net>
Source record: 85418

sw@machete.wh.att.com (-S.WINCKLHOFER) wrote:
> Has anyone tried to run gorf on an 800XL? I read that it wouldn't work
>but I was wondering if anyone had actually tried it, or understood why it
>wouldn't run.

I happen to have the Gorf cartridge. It will only run on an 800.
Appearantly it uses some stuff of the old OS that has moved in the
XL OS. I have not tried to figure out what exactly. As far as I know,
there are more cartridges by Roklan that will not work on a XL.
The Gorf cartridge lacks the Galaxians part, which I found to be the
most ejoyable on the arcade version. Atari Galaxians will not allow
your ship to go up and down, which is essential for killing these
dreaded creatures from outer space. Still looking for a good Galaxians.

1286. DOS XE - Whats it ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-06 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <313e3d7e@pianosa.demon.co.uk>
Source record: 85419

Whilst reading the usual rubbish I find here, Bill Marcum wrote something
interesting to All about DOS XE - Whats it ?:

Hello Bill,

BM> Actually, not long after DOS XE was released, Atari gave permission to
BM> put it on BBS's for downloading. It's probably available on umich.edu.

Probably only ever got to US boards, though.

BM> (However, you'd probably be better off using Mydos or Spartados.)

I'd second that. My preference would be for SpartaDOS.

_
Regards, /_) 2:251/40.1 39:134/11.1
/ _)rad brad@pianosa.demon.co.uk

... I'll step on your face, on your mother's grave, never underestimate me
I'm nobody's fool. - Lookin' After No. 1; The Boomtown Rats

1287. Happy Drive Documentation

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-06 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <313e3e3e@pianosa.demon.co.uk>
Source record: 85420

Whilst reading the usual rubbish I find here, Lawrence Staveley wrote something
interesting to All about Happy Drive Documentation:

Hello Lawrence,

LS> DEMON.UK will get that newsgroup (alt.comp.binaries.atari8bit or
LS> whatever it's called) I'll stick em up there if no-one can come up with

The group exists as far as Demon is concerned. Last time I looked, there was
only one test post there, though. :-(

_
Regards, /_) 2:251/40.1 39:134/11.1
/ _)rad brad@pianosa.demon.co.uk

... The day was sicky yellow, the night was so untight.
Peasant In The Big Shitty; The Stranglers

1288. Re: Koronis Rift

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-06 00:00:00 UTC
From: Lawrence Staveley <Lawrence@kwll.demon.co.uk>
Message-ID: <567729020wnr@kwll.demon.co.uk>
Source record: 85498

> I would really love to see
> someone document "how to get far in Koronis Rift".

Make that: "How to get ANYWHERE in Koronis Rift".......

"I can't see the solution - Through this state of confusion....."

Lawrence@kwll.demon.co.uk

1289. Re: Happy Drive Documentation

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-06 00:00:00 UTC
From: Lawrence Staveley <Lawrence@kwll.demon.co.uk>
Message-ID: <600344628wnr@kwll.demon.co.uk>
Source record: 85499

> There is a version 7.1 which solves most of this problem, and the reverse side of the
> disk had a manual, as far as I can remember! I can mail the uue encoded images to you
> if you like!

I've had several requests for these.. I'll get around to them soon! If DEMON.UK will get that newsgroup (alt.comp.binaries.atari8bit or whatever it's called) I'll stick em up there if no-one can come up with a reason not to! I think Happy distributed them fairly freely anyway, and I don't think they exist anymore. They're useless without the Happy Chips, anyhow, so you'd have a legit reason to own them.

"I can't see the solution - Through this state of confusion....."

Lawrence@kwll.demon.co.uk

1290. Re: Q: Rothberg's Synthesizer, Battlezone

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-06 00:00:00 UTC
From: "Jack H. Lee" <102337.2577@CompuServe.COM>
Message-ID: <4hjfi8mmf1@mhadf.production.compuserve.com>
Source record: 85500

If memory serves, Rothberg actually designed the arcade version of "Battlezone." There was some story behind this, but I don't recall the exact details. Rothberg left Atari over creative differences because of the game, something about having it designed to military specs, or something of that nature. I do recall that Atari had made a $15,000 version of the game for the U.S. military (for training purposes), and I think that's where the conflict came from. The game was even profiled on ABC News way back when.

1291. Coldstart switch

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-06 00:00:00 UTC
From: lmull@skypoint.com
Message-ID: <4hjhkf$fdf@stratus.skypoint.net>
Source record: 85501

I was wondering if anyone knows how to wire up a coldstart button
on the 800XL? I have a friend who did this on his C64. The button is
wired to ground out a reset line on the cartridge port. I have looked in
the faq pinouts and cannot seem to find a reset line.

--

1292. Re: FREE Catalog - Atari 2600/5200/7800/Lynx and 8-BIT Computers

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-06 00:00:00 UTC
From: jdixon@ruf.rice.edu
Message-ID: <4hj9ir$4h9@larry.rice.edu>
Source record: 85502
Cross-posted to: alt.atari,alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,comp.sys.atari.8bit

Would like a catalog. Why not set it up on the Web?

Jeff Dixon
14501 Empanada Dr #1531
Houston, TX
USA 77083
--
Jeff Dixon
jdixon@ruf.rice.edu

1293. Re: DOS XE - Whats it ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-06 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <Dnuoo6.8MC@iglou.com>
Source record: 85503

In article <313ce012@pianosa.demon.co.uk>,
Brad Rogers <brad@pianosa.demon.co.uk> wrote:
>As ever, Atari completely screwed up when they released the XF551. DOS XE
>wasn't ready at the time, so they released it with DOS 2.5 DOS XE went on sale
>at a later date. It supported SD, ED and true DD, since the XF551 is a DS/DD
>drive.
>
>I believe DOS XE was made available, for free, to those that bought an F551
>without it, so long as proof of purchase was forthcoming.
>
Actually, not long after DOS XE was released, Atari gave permission to
put it on BBS's for downloading. It's probably available on umich.edu.
(However, you'd probably be better off using Mydos or Spartados.)
--
Bill Marcum bmarcum@iglou.com
"They're all lawyers, and think that the laws of physics can be amended with
a voice vote." -- Mary Shafer (shafer@ursa-major.spdcc.com) on Politicians

1294. Re: New Atari newsgroup!

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-06 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <4hkbe6$eld@madeline.INS.CWRU.Edu>
Source record: 85504

I found alt.binaries.comp.atari8bit. I din't see anything, so
I tried a post (uue 2 parts). Wonder if this'll work.
The group is not at my regular place (APK), yet.
Russ.Gilbert@apk.wariat.org
(above is better, I don't call Clev. Freenet very much.)

1295. Re: New Atari newsgroup!

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-06 00:00:00 UTC
From: cyrus@dvorak.amd.com
Message-ID: <Dnut0B.KFF@txnews.amd.com>
Source record: 85505

```
In article <4hhboi$90l@news.xmission.com>,
James King <jeking@xmission.com> wrote:
>Byron Followell (followel@cris.com) wrote:
>:
>: Well, someone did it. They started a new Atari newsgroup with
>: a more appropriate name. alt.binaries.comp.atari8bit !
>
>I still cant see that group.. [sigh]
>
>
>--
> @ @ @ ------------------------------------ @ @ @
> @ @ @ James King - jeking@xmission.com @ @ @
> @ @ @ ------------------------------------ @ @ @
> Atari 8bit hobbyist by choice, MIS Professional by accident!
>

I *can* see the group, but I haven't seen any posts yet...

Cyrus
```

1296. Re: Atari 800 Cartridges to 5.25" Diskettes

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-07 00:00:00 UTC
From: Mark Elliott <Mark@cortex.uk.demon.co.uk>
Message-ID: <826203892.14318@cortexuk.demon.co.uk>
Source record: 85421

jykins@aol.com (JyKins) wrote:
> I have Atari 400/800 game cartridges I want to copy onto Atari 5.25"
>diskettes, using an 810 or 1050 disk drive. (from there I want to move
>them to my PC's Atari emulator, the PC Xformer 3.5) I heard there was a
>program which could transfer cartridge games to diskette. What is it
>called? Where can I download or buy it?

There is a program for the Atari 8-Bit to allow you to copy Cartridges to 5.25 disk as I have one.

It does not always work if i remember correctly but many moons ago i did get some stuff onto disk with it.

At present however it is located somewhere in my loft !! I'll let you know more when i find the the disk with it on.

I can't help you with where you might be able to download from however.

1297. Alternate Hard Disk Interface

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-07 00:00:00 UTC
From: Michael Ellis <michael@anest4.anest.ufl.edu>
Message-ID: <4hmt1d$stk@no-names.nerdc.ufl.edu>
Source record: 85422

I have been doing some thinking about other ways to hook a hard disk up to an 8-bit (other than via the PBI, that is). It seems to me that it should be possible to use the cartidge port to do memory-mapped I/O to a hard disk interface. If this is possible, it means that people would be able to hook up hard disks to their 800s and 1200XLs -- what a concept.

Anyone have any thoughts on this?

-Michael Ellis

1298. Re: Free 130XE (1st come 1st serve)

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-07 00:00:00 UTC
From: Michael Ellis <michael@anest4.anest.ufl.edu>
Message-ID: <4hlabs$luo@no-names.nerdc.ufl.edu>
Source record: 85423

Hi there.

I'd be happy to give your 130XE a good home if nobody else has dibs on it.

Let me know if we need to make arrangements.

Thanks.

-Michael Ellis

1299. Re: WHY THE FUCK ISNT MY 800XL WORKING!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-07 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <4hlso7$8dv@charm.magnus.acs.ohio-state.edu>
Source record: 85424

In article <4hlfv4$ffo@news.ios.com>, Bingham <bbingham@haven.ios.com> wrote:
>Jeff Lewis (risome@netwizards.net) wrote:
>: i hit it for a while and got some vertical lines, but those went
>: away......

>After I hit my f-ing computer the vertical lines go away also.

When I hit mine, ALL the lines disappear from my screen and appear as
cracks on the case. I just don't understand!
--
------------ R o b F u n k -------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

1300. Re: lack of PC Xformer Support

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-07 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <4hlu0e$8hs@charm.magnus.acs.ohio-state.edu>
Source record: 85425

In article <313DF99E.17ED@ncweb.com>, Bill Somrak <cooncat@ncweb.com> wrote:
> He claims that the PC Xformer has
>a 60% to 70% compatibility rate ... that up to 70% of Atari programs run
>on his software ... I've found that the TRUE percent is closer to 8% or
>10% ...

Err, unless you've tried every single program ever written for the
Atari, you can't say anything about what the "TRUE" success rate is.

You can only say what your own success rate has been, and Darek can
only say what his success rate has been. It comes down to who has the
most complete and representative test suite. My guess is that Darek
does, but note that he gives a ceiling on the number, as any company
marketing department would do. You are probably looking at a more
limited number and type of program than he is.

I don't know whose number is closer (probably somewhere between the
two), but be careful about claims of absolute truth.

And if you really think you can do better than Darek has, I'm sure
David Firth would love to have your help with the Atari800 emulator
for Unix/Amiga/VMS.
--
------------ R o b F u n k -------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

1301. Re: lack of PC Xformer Support

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-07 00:00:00 UTC
From: Lawrence Staveley <Lawrence@kwll.demon.co.uk>
Message-ID: <716291588wnr@kwll.demon.co.uk>
Source record: 85426

> Has anyone else been having trouble getting through to Darek? I've
> sent many e-mails to him over the past 3 week, asking him to set my
> downloading privileges on his homepage (I'm a registered user).

I've had the same problems, but it's all been sorted out now. Apparently something to do with a mail server. Try mailing him through the www page, that's how I got a response!

> I've sent him several disk images of Atari .xfd
> files, with game programs .. all of which either DON'T work, or work
> poorly ... no comment from Darek. He claims that the PC Xformer has
> a 60% to 70% compatibility rate ... that up to 70% of Atari programs run
> on his software ... I've found that the TRUE percent is closer to 8% or
> 10% ... even when the programs run, there are frequently problems with
> the display, or the way the joystick behaves, or something else, making
> the software unusable.

I've had similar problems, but I'm still using a real one as well. The XFormer is about as good as it'll get IMHO, as the Atari is a very powerful machine (compared with, say Spectrum or C64) - You don't see any Amiga emulators either, do you? Same design team for the chips! Difficult to emulate.

> I think Darek need to concentrate on
> programming, and get someone who can deal with customers on a one to one
> basis.

It's a good idea, but it's nice to talk to "the man"

Try the 3.31 upgrade. Still not perfect but getting there. If I had one wish for Xformer it'd be better POKEY emulation. I couldn't do any better though, so I'll not throw stones.

PS. I've had some stuff work with earlier versions of the XFormer and not more recent ones, try an earlier version.

"I can't see the solution - Through this state of confusion....."

Lawrence@kwll.demon.co.uk

1302. Re: Gorf on 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-07 00:00:00 UTC
From: Lawrence Staveley <Lawrence@kwll.demon.co.uk>
Message-ID: <391257155wnr@kwll.demon.co.uk>
Source record: 85427

> Has anyone tried to run gorf on an 800XL? I read that it wouldn't work
> but I was wondering if anyone had actually tried it, or understood why it
> wouldn't run.

It runs on mine. Try a "translator" program, maybe your OS is a different revision, or it could be a happy chip in the drive making the protection fail.

"I can't see the solution - Through this state of confusion....."

Lawrence@kwll.demon.co.uk

1303. Re: Free The Software Foundation, Inc.

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-07 00:00:00 UTC
From: Robert Ryan <ryan@mcs.anl.gov>
Message-ID: <313F0619.41C6@mcs.anl.gov>
Source record: 85428

DAVID MOESER wrote:
>
> -> Here's an idea: Why not start a community group dedicated to
> -> "freeing ancient software"?
>
> Good idea. Perhaps it might get more support (or fewer objections)
> if you called it the "Ancient Atari Software Foundation."
> --david.moeser@ccc-bbs.com

How 'bout calling it the "Classic Atari Software Foundation"? Sounds better than "Ancient" to me. Ancient makes me feel too old :-). I was almost 23 when I got my first 800XL when they were first introduced way back when.

-Bob

1304. Re: lack of PC Xformer Support

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-07 00:00:00 UTC
From: un55@rzstud1.rz.uni-karlsruhe.de
Message-ID: <4hmrjd$nai@rzstud1.rz.uni-karlsruhe.de>
Source record: 85429

In article <716291588wnr@kwll.demon.co.uk>,
Lawrence Staveley <Lawrence@kwll.demon.co.uk> wrote:
>say Spectrum or C64) - You don't see any Amiga emulators either, do you? Same design
>team for the chips! Difficult to emulate.

Yes, you do. Have a look at
http://www-users.informatik.rwth-aachen.de/~crux/uae.html

It's the homapege of the Un*x Amiga Emulator. There's also a MAC-version available.
I've tried it on my Linux-Box. Looks promising, but it's also quite slow right
now.

Best wishes,

-Marek

Marek.Tomczyk@stud.uni-karlsruhe.de
Marek Tomczyk

1305. Re: WHY THE * ISNT MY 800XL WORKING!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-07 00:00:00 UTC
From: stsprengel@aol.com
Message-ID: <4hni57$d06@newsbf02.news.aol.com>
Source record: 85430

In article risome@netwizards.net (Jeff Lewis) writes:

>when i turn the little bugger on all i get is a black screen
>i hit it for a while and got some vertical lines, but those went
...

IMHO, one of the RAM-chips is gone... , but also some of the
following parts maybe dead...

Z1
Q8, Q9: Transistor PNP (2N3906)
C109: Cap., Ceramic axial 1uF (25V)
U2: IC Decoder (74LS138)
ANTIC,CPU,Pokey,Pia
U26,27: Multiplexer (74LS158)
U28,29,30

Good luck!

Greetz, Steffen

1306. re: atari bbs list

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-07 00:00:00 UTC
From: rtietjen@3rdplanet.com
Message-ID: <16rtietjen@starship>
Source record: 85431

oscar@primenet.com barked at All in U.COMP.SYS.ATARI.8BIT on 06 Mar 96:

o> Author: Oscar Fowler Address: oscar@primenet.com
o>
o>
o> I'd like to set up a new list of existing BBS's which
o> support the Atari. This may be a very short list...
o>
o> Please add to this list if you know of any:
o>
o> Computer World BBS (Bob Puff) 716-247-8355

See below:

o> Via *FIST* v2.27 Gate on @starship@3rdplanet.com (51:205/311.0)
o>

Yes, we have Internet gating.

--

1307. Re: Atari 2600 emulator

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-08 00:00:00 UTC
From: jcompton@flood.xnet.com
Message-ID: <4hoiki$2e5@flood.xnet.com>
Source record: 85432

Sdinitto@tiac.net (sdinitto@tiac.net) wrote:
: Correct me if I am wrong, but the atari 800 seems to me a more
: sophisticated machine then the 2600. Why is it I heard that an atari 2600
: emulator on a DX266 runs about half the speed at the original, where as
: the 800's pc emulator on a dx2 runs aboutthree times as fast? Any
: technical explanation would be appreciated.

I offer two potential explanations.

1. Hardware documentation was probably considerably better for the 800
than for the 2600--the thing had expansion capabilities whereas the 2600
really wasn't intended for such grandiose plans. (Of course, there WERE
tape drives and other goofy things.)

2. There's an awful lot of VERY timing-sensitive stuff going on inside a
2600. The discussion would be more enlightening on a 2600-dedicated
newsgroup, but suffice it to say that most Atari games were made possible
through exceedingly difficult hardware hacks.

This is why, for example, Apple II emulation runs faster than C-64
emulation. The 64 has more wild and weird "changes in the middle of a
scanline" things going on.

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine (708) 741-0689 FAX
You know you're on the way out... it's just a matter of time.
Maybe some escape? No! Not even one!
AR on Aminet - docs/mags/ar???.lha AR Mailing list - Mail me
WWW - http://www.omnipresence.com/Amiga/News/AR, www.cucug.org/ar/ar.html

1308. Re: Atari 2600 emulator

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-08 00:00:00 UTC
From: Michael Ellis <michael@anest4.anest.ufl.edu>
Message-ID: <4hpgsf$6gh@no-names.nerdc.ufl.edu>
Source record: 85433

cliffl@nucleus.com (C. Lawley) wrote:

>Correct ME if I'M wrong, but how the heck do you get 2600 software
>INTO a PC emulator? I don't know of a 2600 device to let you read a
>2600 cartridge into another computer!

That's left to companies like Activision that have a bunch of old 2600 source code laying around. Their 2600 Action Pack for the PC includes a 2600 emulator and several classic Activision games. Transferring the game from cart to PC is no big deal when you have the source code that made the cart in the first place.

-Michael Ellis

1309. Re: How many 1200XLs were sold

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-08 00:00:00 UTC
From: egittl1@zeus.towson.edu
Message-ID: <4hpqop$7ib@sol.towson.edu>
Source record: 85434

I personally never saw an Atari 1200xl although one of my friends claimed
to have one...
When I bought my 800 xl (for $99 at Toys R Us) it came with a catalog of
all different atari computers..
I recall one system that had a modem and I believe one (or was it two?)
disk drives...does anybody remember which system this was and was it EVER
released? And does anyone have it?

Evan...

1310. Re: WHY THE **** ISNT MY 800XL WORKING!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-08 00:00:00 UTC
From: egittl1@zeus.towson.edu
Message-ID: <4hpr2h$7ib@sol.towson.edu>
Source record: 85435

It could also be as simple as a bad RF switch box..I would suggest
replacing that first since it only cost about $5 (if that much...

Evan...

Rich Mier
(rbmier@winternet.com)
wrote: : > risome@netwizards.net (Jeff Lewis) writes:
: > when i turn the little bugger on all i get is a black screen
: > i hit it for a while and got some vertical lines, but those went
: > away..... help please any suggestions are really appreciated
: > save my 800xl
: >>>>
: Sounds like a bad RAM. A row of 8 chips most likely
: on sockets on the left hand side of the main board after you take
: it all apart. Feel them with your finger after they have been on a
: minute or so, if any are hotter then the others, they are your bad
: one/ones. Sometimes you can see a discolored, cracked area
: in the center of the bad chip/s.

: Best not use that language in this group, you'll get
: much better responses.

: Rich Mier

1311. Wanted: Atari BASIC Rev. C ROM Image

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-08 00:00:00 UTC
From: Tony Ramos <Tony_Ramos@fitch.com>
Message-ID: <31404D0B.727C@fitch.com>
Source record: 85436

Hi everyone,

I'm looking for an image of Atari's Rev. C BASIC ROM to use with the Macintosh Rainbow emulator. If anyone has a copy of this, please e-mail me a copy. (Yes I still have my 8-bit; just can't transfer files to the Mac.)

Thanks,

Tony R.
--
Tony Ramos : http://www.cis.ohio-state.edu/~aramos
1322 W. 7th Ave. Apt. A : ramos.15@osu.edu, tony_ramos@fitch.com
Columbus, OH 43212 : *** computer-mediated environments ***
(614)486-6253 : *** interface ** image synthesis ***

1312. Re: What Kind Of Monitor

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-08 00:00:00 UTC
From: DAG.HUGDAHL@flight.org
Message-ID: <d3a_9603091225@flight.org>
Source record: 85437

Quoting From: rfunk@magnus.acs.ohio-state.edu (Rob Funk)

RF>In article <DnHr9M.L79@iglou.com>, Bill Marcum <bmarcum@iglou.iglou.com>
RF>wrote:
RF>>In article <hamster-2702962254380001@pm1-13.magicnet.net>,
RF>>Scottie Prince <hamster@magicnet.net> wrote:
RF>>>Where can I find a monitor to use, and what kind should I get? I recall
RF>>>the Commodore model (#???) being popular. I'm re-introducing myself to
RF>
RF>>Commodore 1701, 1702, any composite monitor, or a TV with direct
audio/video
RF>>inputs.
RF>
RF>The 1802 is good, and I think there was a later one with a whole
RF>different numbering scheme too...

1084, at least that is what I am using. Speaking of the 1084, does
anyone have the manual that originally came with it? That is the only
thing I am missing...just curious...

Thanks!

-Dag-

dag.hugdahl@flight.org

---
* PabQwk 2.0 #23 * ERROR- 164: It's dead, Jim ...
------------- -//- --------------
Internet: DAG.HUGDAHL@flight.org
note: the views expressed by this
user are strictly his/her own.

1313. Re: Free The Software Foundation, Inc.

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-08 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <DnxqDp.C7@iglou.com>
Source record: 85438

In article <313F0619.41C6@mcs.anl.gov>, Robert Ryan <ryan@mcs.anl.gov> wrote:
>DAVID MOESER wrote:
>> Good idea. Perhaps it might get more support (or fewer objections)
>> if you called it the "Ancient Atari Software Foundation."
>> --david.moeser@ccc-bbs.com
>How 'bout calling it the "Classic Atari Software Foundation"? Sounds
>better than "Ancient" to me. Ancient makes me feel too old :-). I was
>almost 23 when I got my first 800XL when they were first introduced way
>back when.
>
How about "Classic Atari Software Society"? That would have a good acronym.

--
Bill Marcum bmarcum@iglou.com
"They're all lawyers, and think that the laws of physics can be amended with
a voice vote." -- Mary Shafer (shafer@ursa-major.spdcc.com) on Politicians

1314. PC Xformer 3.5 and PC Xformer Cable now shipping

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-08 00:00:00 UTC
From: brasoft@coho.halcyon.com
Message-ID: <4hopa5$qrb@news1.halcyon.com>
Source record: 85439

This week I began shipping out PC Xformer 3.50 upgrades along with the new PC Xformer 8-bit peripheral cables. These cables are fully compatible with the old ST Xformer cables, and can be used both with PC Xformer on the PC, and on the Atari ST with ST Xformer. With the cable, any Atari 8-bit peripheral such as an 810 or 1050 drive or color plotter can be plugged in to your PC or ST and used with the emulators. No need to find an 8-bit computer. The cable connects the peripheral directly.

The cables cost $25 and are available to all registered users of PC Xformer 3.0 and higher. The price includes the PC Xformer 3.50 upgrade and free shipping within North America. For complete product information see our web page at http:/www.halcyon.com/brasoft

- Darek @ Branch Always Software

--
==
Darek Mihocka the PC Xformer and Gemulator guy, email:brasoft@halcyon.com
c/o Branch Always Software, 14150 N.E. 20th St. #302, Bellevue, WA 98007
phone:206-236-0540 fax:206-236-0257 WWW:http://www.halcyon.com/brasoft/

1315. Re: The Undying Copyrights Issue... (LONG)

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-08 00:00:00 UTC
From: rdell@shell.portal.com
Message-ID: <4hpn6m$kk1@jobe.shell.portal.com>
Source record: 85440

In article <4hdv4s$ut@charm.magnus.acs.ohio-state.edu>,
Rob Funk <rfunk@magnus.acs.ohio-state.edu> wrote:
>In article <4hater$ijj@client1.news.psi.net>,
>Oscar Fowler <oscar@primenet.com> wrote:
>>In message <4h8n9i$c4b@crl7.crl.com> - jvogel@crl.com (John M. Vogel) writes:
>>
>>>Nope. Even though the message is technically copyrighted by the writer,
>>>anybody (at least in the U.S., I think) can download your (or my) message
>>>to their HD without breaking any laws; it's called The Fair Use Doctrine;
>
>>Unfortunately, the Fair Use clause in our copyright laws
>>is on very shakey (shaky?) ground. Don't count and "fair use"
>>to get you out of a legal stink-hole.
>
>While I agree that downloading the message is no a violation of
>copyright, I actually don't think it's Fair Use that allows it.
>Rather, it would fall under the (1984?) revision to US copyright law
>which says that if the copying is required in order for the work to
>serve its intended purpose (e.g. copy a program from disk to memory),
>then it isn't a violation. This revision was intended specifically to
>address computers.
>Since the only way to read a news post is to copy it in some way, that
>is not considered a violation of copyright.

This is indeed what it would seem to me. In addition, USENET being
basically a store and forward message system, you taking the copy of a
message from your hard drive and redistributing it to someone else
would be part of the intended use of the USENET system. And, under
other provisions of the copyright law, I am allowed to quote from
articles for the intent of editorial comment, ie -- the quoted portion
of this message thread above.

Now, backing up the message to an archive may indeed move to the realm
of the Fair Use portion. As I recall, Fair Use covers backups of all
types in computer systems ... ie as owner of a software package, for
example, I am intitled to make a backup copy to guard against
destruction thru computer malfunction.

Now the grey area would be .. suppose I allow access to my backups to
third parties, possibly just as a result of the general openness of
computer systems and such. For example .. I am allowed to keep backup
copies of my personally owned software ... if I choose to keep those
backups under the FTP accessible file tree portion of my Internet
provider so that I may be able to obtain access to them from whereever
I might be (work, home, on the road), this would also be covered by

Fair Use. But if my Internet provider allows public access to that
file area, where does the liability lie, if there is any?

--
Richard Dell

1316. Atari Online Magazine!! (Again.....)

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-08 00:00:00 UTC
From: RLCOLLI@IBM.NET
Message-ID: <9LJQxksjYN5U088yn@IBM.NET>
Source record: 85441

I've decided to try a go at an online Atari magazine. Right now I need a couple of things:

-I need some feedback on the layout. You can view a skeleton issue at http://www.kenton.com/users/gozar/memopad/memopad.html An ascii version will become available once everything starts rolling.

-WRITERS!!! Please check out the various departments on the page mentioned above. If you would like to write for any of them, or if you have an idea that doesn't fit into anything, let me know.

PLEASE check out the page above, and let me know of anything that I need to change, or any suggestions to improve it!

I've set up an address: atari8@ibm.net for this, so all feedback should be sent to it.

--

Ryan 'Gozar' Collins rlcolli@IBM.NET
"You can count on others, but its better to use your own fingers and toes"
http://www.kenton.com/users/gozar/index.htm

1317. Re: lack of PC Xformer Support

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-08 00:00:00 UTC
From: Lawrence Staveley <Lawrence@kwll.demon.co.uk>
Message-ID: <792134535wnr@kwll.demon.co.uk>
Source record: 85442

> Lawrence Staveley <Lawrence@kwll.demon.co.uk> wrote:
> >say Spectrum or C64) - You don't see any Amiga emulators either, do you? Same design
> >team for the chips! Difficult to emulate.
>
> Yes, you do. Have a look at
> http://www-users.informatik.rwth-aachen.de/~crux/uae.html
>
> It's the homapege of the Un*x Amiga Emulator. There's also a MAC-version available.
> I've tried it on my Linux-Box. Looks promising, but it's also quite slow right
> now.
>

Fair point.... BUT

1) I don't work with Unix/Linex.
2) The really powerfull unix boxes are, well, REALLY powerful.
3) I don't want a unix box.
4) There isn't one for the PC coz it probably can't handle it, which is the point I was making.

"I can't see the solution - Through this state of confusion....."

Lawrence@kwll.demon.co.uk

1318. Re: Happy Drive Documentation

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-08 00:00:00 UTC
From: Lawrence Staveley <Lawrence@kwll.demon.co.uk>
Message-ID: <359744042wnr@kwll.demon.co.uk>
Source record: 85443

> The group exists as far as Demon is concerned. Last time I looked, there was
> only one test post there, though. :-(

Yes, but the AI games were not there..... so maybe it's not being picked up correctly?

"I can't see the solution - Through this state of confusion....."

Lawrence@kwll.demon.co.uk

1319. Re: What *were* dead sectors?

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-08 00:00:00 UTC
From: gwr@easynet.co.uk
Message-ID: <4hqgoj$iov@lemon.easynet.co.uk>
Source record: 85444

>I read somewhere that on some disks the "bad" sectors were double density
>sectors, which an 810 or 1050 drive could not read.

A 1050 could read double-density sectors. What I'm still perplexed about is the fact that there were different types of dead sectors, and it was possible for the software to distinguish between them - even though the basic premise of the dead sector was that it was unreadable. If the software didn't find the specific type(s) of dead sector it was expecting, the program wouldn't load.

The Archiver showed up different types of dead sector with different symbols, and one of Happy's boasts was that it would copy "any type of bad sector, duplicate sector numbers or interleave". I'd still love to know exactly what they were and how they worked!

Gareth

1320. Re: Alternate Hard Disk Interface

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-08 00:00:00 UTC
From: Michael Ellis <michael@anest4.anest.ufl.edu>
Message-ID: <4hpfsv$5m6@no-names.nerdc.ufl.edu>
Source record: 85445

nrg299@aol.com (NRG299) wrote:
>The hardware is easy to do.. Its just the software part that gives me
>problems..
>

Indeed, the software would be harder than the hardware. Still, it wouldn't be terribly difficult (no more difficult than writing any other driver) and some really neat stuff could be done. I'd install some ROM software in the interface that would automatically install the hard disk driver, optionally load some setup screen, and then begin the boot process.

I guess the biggest problem would be with software that wants to use the cartidge RAM area. Any programs that did this would fail unless the hardware (interface) was designed well enough to be switched ON or OFF as needed; this compatiblity aspect would be the hard part.

-Michael Ellis

1321. Re: Coldstart switch

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-09 00:00:00 UTC
From: nrg299@aol.com
Message-ID: <4hr5s4$o2l@newsbf02.news.aol.com>
Source record: 85446

I beleive Atari did away with the NMI reset on the XL/XE series. The reset key on the 800 did really generate an NMI, and if you debug the 800 NMI and reset OS code, you will see where it gets trapped. This however has the unfortunate consequence that if you are in a true "hard lock" the cpu will not respond to the NMI (I remember those fond 800 days and the basic A bug with the dead reset key). I am almost positive the reset key on the XL/XE triggers the reset line on the cpu, so it allows you to recover from most (but not all) lockups...

1322. Re: Atari 2600 emulator

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-09 00:00:00 UTC
From: jcompton@flood.xnet.com
Message-ID: <4hsk2i$su1@flood.xnet.com>
Source record: 85447

Michael Ellis (michael@anest4.anest.ufl.edu) wrote:

: That's left to companies like Activision that have a bunch of old 2600
: source code laying around. Their 2600 Action Pack for the PC includes
: a 2600 emulator and several classic Activision games. Transferring the
: game from cart to PC is no big deal when you have the source code that
: made the cart in the first place.

I'd be willing to bet that Activision did NOT have the source code for
those games in its original form. Activision basically lost everything
it had previously done in major changes during the late 80s.

For example, when they went to put together the 64 pack, they were on the
comp.sys.cbm newsgroup asking for cracked copies of their own software,
simply because they couldn't find anything they could use on the emulator
amongst the archives.

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine (708) 741-0689 FAX
You know you're on the way out... it's just a matter of time.
Maybe some escape? No! Not even one!
AR on Aminet - docs/mags/ar???.lha AR Mailing list - Mail me
WWW - http://www.omnipresence.com/Amiga/News/AR, www.cucug.org/ar/ar.html

1323. Pristine U/S Doubler 1050

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-09 00:00:00 UTC
From: b.poehland@genie.com
Message-ID: <199603091949.AA042120949@relay1.geis.com>
Source record: 85448

I have one last mint-condition 1050 disk drive I'd like to sell.

This is a U/S Doubler 1050 in cosmetically excellent condition, in the original Atari carton w/all original packaging materials. DOS 2.5, Atari manual & ICD manual included. Accessories include transformer & SIO cable. Also included with this deal are the original Atari chips removed when the ICD U/S Doubler chips were installed. (Most people are unaware that if a U/S Doubler 1050 develops a problem, you must replace the original Atari chips in order to run the Atari test software; the Atari test software will fail or give errors if you run it with the ICD chips installed.)

Price is $45, NO CHARGE for shipping. USA buyers only.

I can throw in SpartaDOS 3.2d (disk & manual) for an extra $5.

Contact: Ben Poehland
179 Sproul Road/Rt 352
Frazer, PA 19355
email: b.poehland@genie.geis.com

1324. Re: Happy Drive Documentation

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-09 00:00:00 UTC
From: Lawrence Staveley <Lawrence@kwll.demon.co.uk>
Message-ID: <197091455wnr@kwll.demon.co.uk>
Source record: 85449

> Given demon's track record recently, I don't find tht hard to believe. :-(

Tell me about it.... It's hard to even get ANY news sometimes.....

"I can't see the solution - Through this state of confusion....."

Lawrence@kwll.demon.co.uk

1325. Re: Pins on 130XE Monitor port.

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-09 00:00:00 UTC
From: Lawrence Staveley <Lawrence@kwll.demon.co.uk>
Message-ID: <119592727wnr@kwll.demon.co.uk>
Source record: 85450

Thanks muchly and all that!

"I can't see the solution - Through this state of confusion....."

Lawrence@kwll.demon.co.uk

1326. Re: New Atari newsgroup!

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-09 00:00:00 UTC
From: oscar@primenet.com
Message-ID: <4hsp7d$l0u@nnrp1.news.primenet.com>
Source record: 85451

>> Just subscribed to it yesterday and today I see your 2
>>messages there. Problem is that my ISP only keeps the Alt.Bin.
>>groups for 1 or 2 days.

This is typical, since the binaries groups usually take up
a lot of space.

>So far, I have not seen it. Sure hope it shows up on mine.

The messages have shown up on two of my servers. Problem is that
I can't seem to get any messages that I post on any server
to show up anywhere else. If anyone has seen my
various 'test' messages, please let me know via email.

Oscar

1327. Re: Atari 2600 emulator

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-09 00:00:00 UTC
From: jlodoen@mega.megamed.com
Message-ID: <4ht4ae$9j5@news.wco.com>
Source record: 85452

In article <4hpgsf$6gh@no-names.nerdc.ufl.edu>,
Michael Ellis <michael@anest4.anest.ufl.edu> wrote:
>cliffl@nucleus.com (C. Lawley) wrote:
>
>>Correct ME if I'M wrong, but how the heck do you get 2600 software
>>INTO a PC emulator? I don't know of a 2600 device to let you read a
>>2600 cartridge into another computer!
>
>That's left to companies like Activision that have a bunch of old 2600
>source code laying around. Their 2600 Action Pack for the PC includes
>a 2600 emulator and several classic Activision games. Transferring the
>game from cart to PC is no big deal when you have the source code that
>made the cart in the first place.
>
>-Michael Ellis

They had no source code, they didn't even have cartridges! Months before
release, Activision requested help in getting sealed games. (to create
new box art, instructions, etc.)

Activision is a different company from those days.

1328. Re: Coldstart switch

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-09 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4hrh7i$ktd@nuke.csu.net>
Source record: 85453

Brad Rogers (brad@pianosa.demon.co.uk) wrote:

: All fine 'n' dandy for those that use UltraSpeed. Sadly, I'm not one of them

Hold RESET.
Insert a cartridge.
Pray (unless you have a 1200XL).
Let go of RESET.
Let it start to boot.
Hold RESET.
Remove cartridge.
Let go of RESET.
It should reboot.

Sometimes it buggers up extended mem. tho (never on my 1200XL I don't think).

Cool :)

Disclaimer: This is probably not a very nice thing to do to your little 8bit.

-bill!
kendrick@zippy.sonoma.edu ||| kendrick@vax.sonoma.edu Hail Unix!
** New Breed Software ** / | \ ** William Kendrick ** Viven las Ataris
http://zippy.sonoma.edu/~kendrick/ http://sterba.com/

1329. Re: Coldstart switch

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-09 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <Do09nH.953@iglou.com>
Source record: 85454

In article <4hr5s4$o2l@newsbf02.news.aol.com>, NRG299 <nrg299@aol.com> wrote:
>I am almost positive the reset key
>on the XL/XE triggers the reset line on the cpu, so it allows you to
>recover from most (but not all) lockups...
>
I've often seen my XL lock up so that when you press Reset it says
"READY", and you can type anything, but when you hit return it locks up
again.

--
Bill Marcum bmarcum@iglou.com
"They're all lawyers, and think that the laws of physics can be amended with
a voice vote." -- Mary Shafer (shafer@ursa-major.spdcc.com) on Politicians

1330. re: PC Xformer support

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-10 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <31430A81.F19@ncweb.com>
Source record: 85356

Rob Funk wrote:
>
> In article <313DF99E.17ED@ncweb.com>, Bill Somrak <cooncat@ncweb.com> wrote:
> > He claims that the PC Xformer has
> >a 60% to 70% compatibility rate ... that up to 70% of Atari programs run
> >on his software ... I've found that the TRUE percent is closer to 8% or
> >10% ...
>
> Err, unless you've tried every single program ever written for the
> Atari, you can't say anything about what the "TRUE" success rate is.
>
> You can only say what your own success rate has been, and Darek can
> only say what his success rate has been. It comes down to who has the
> most complete and representative test suite. My guess is that Darek
> does, but note that he gives a ceiling on the number, as any company
> marketing department would do. You are probably looking at a more
> limited number and type of program than he is.
>
> I don't know whose number is closer (probably somewhere between the
> two), but be careful about claims of absolute truth.
>
> And if you really think you can do better than Darek has, I'm sure
> David Firth would love to have your help with the Atari800 emulator
> for Unix/Amiga/VMS.
> --
> ------------ R o b F u n k -------------|---------> funk+@osu.edu <---------

Well, Rob, I have SIXTEEN YEARS worth of Atari 8 bit software .. If I don't have
everything ever written for the Atari 8bit, then its pretty darn close! I've tried
simple basic programs, basic games, basic games with usr calls, M/L games and
commercial games ... is that enough of a cross-section??? Now is ONLY the
commercial games (like PacMan, Ms. PacMan, Atari Star Raiders, Choplifter, etc) wouldn't
run, and everything else DID, then I'd say Darek did his homework. However, basic games
run "buggy", and most of the M/L games (meticulously typed in from Analog, Antic and
Compute!
magazines ... a LONG time ago) DON'T run. All I can tell you is, if you are going to buy
PC Xformer, and expect to play your old Atari Favorites on it ... better think again. You
are better off leaving an Atari set up (I have TWO set up, along with this 486dx-4 120mhz).

I WISH that 60 to 70% of ALL Atari Software worked with Darek's Xformer, but the simple
truth
is, from what I'VE EXPERIENCED, it is more like 8 to 10% ... at best. I'm not saying I can
do
better ... I'm just for truth in advertising!

Bill

1331. Atari BBS List: 96-03-10 UPDATE

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-10 00:00:00 UTC
From: oscar@primenet.com
Message-ID: <4i0ac1$2qr@nnrp1.news.primenet.com>
Source record: 85357

I've compiled the replies I received for my query on existing BBS's which support the Atari 8bit. The list is in 40-column format in order to accomodate those of us who will be using an 8bit to view it. I've removed "BBS" from the BBS names in order to conserve space.

Thanks to everyone who replied. Sorry that I haven't had a chance to reply personally to those of you who sent email. Please keep me informed with updates to the list and I'll post revisions as necessary. In particular, if one of the BBS's is within your local calling area, please give them a call and let me know whether they're currently operational.

Also, I just found out (by reading the FAQ...) that Rick Detlefsen is putting together a BBS list as well. Does anyone know if he completed it? If so, we can just merge the two lists together.

The format of the individual entries is below. Note that each entry uses four lines. "Type" indicates the type of hardware used to run the board. "Status" is whether the board was up or not the last time it was checked, which was on the "status date". I assume the remaining fields are self-explanitory.

```
*****************************
* Atari 8bit Support BBS's *
* *
* Last update: 96-03-10 *
* *
*****************************

<BBS name> : <phone number>
<location>
<type> : <status> : <status date>
<notes>

? : 716-337-3628
New York, USA
? : ? : 96-03-10
Carina

ABACUS : 415-564-8062
San Francisco, California, USA
Atari-16 : ? : 96-03-10
ST Express

ABBUC BOX : +49-54-393265
?
? : ? : 96-03-10
ProNode 408
```

ACUTE : 610-648-8027
?
? : ? : 96-03-10
ProNode 330

ASB Zan Sweeds : +46-31-458807
?
? : ? : 96-03-10
ProNode 463

Atari Connection : 801-969-1468
?
? : ? : 96-03-10
<no notes>

Atari Express : 506-652-6826
?
? : ? : 96-03-10
ProNode 112

Atari XE Group : 613-225-0901
Ottawa, Ontario, Canada
? : ? : 96-03-10
Dave Brown. X_232, IAN net soon

BAAUG : 408-986-0215
San Leandro, California, USA
Atari-16 : ? : 96-03-10
MichTron

Barvarian Gaus : 303-367-5877
?
? : ? : 96-03-10
ProNode 108

Beco Tel : +31-20-6326859
Amsterdam, The Netherlands
? : OK : 96-03-10
Bernard Kok. Hours - 17:00-06:00 GMT

Carnival : 810-235-0158
?
? : ? : 96-03-10
ProNode 349

City of Grey : 916-338-1695
?
? : ? : 96-03-10
<no notes>

Closer to Home : 419-368-4413
?
? : ? : 96-03-10
ProNode 439

Computer World : 716-247-8355
?
Atari-8 : OK : 96-03-10
Bob Puff.

CSS : 716-247-7157
?
? : ? : 96-03-10
<no notes>

Enterprise : 607-648-8027
?
? : ? : 96-03-10
ProNode 393

Hard Core : 203-871-1842
?
? : ? : 96-03-10
ProNode 317

Heechee Heaven : 803-788-7982
?
? : ? : 96-03-10
ProNode 366

Inside 8bit 1 : 706-798-2474
?
? : ? : 96-03-10
ProNode 47

Inside 8bit West : 510-895-8022
?
? : ? : 96-03-10
<no notes>

Iron Horse : 602-247-1036
?
? : ? : 96-03-10
ProNode 381

JAIL : 416-762-9316
?
? : ? : 96-03-10
ProNode 335

Menzobarranzen : 504-649-4194
?
? : ? : 96-03-10
ProNode 415

MOOSE : 716-381-5139
?
? : ? : 96-03-10
<no notes>

New Nest : 516-234-4943
?
? : ? : 96-03-10
ProNode 218

Northern Limits : 905-937-2786
?
? : ? : 96-03-10
ProNode 338

Owl's Nest : 510-276-6394
?
? : ? : 96-03-10
ProNode 430

Part Time : 216-582-1196
?
? : ? : 96-03-10
ProNode 7

PAUGS/NWPAC : 602-278-8505
?
? : ? : 96-03-10
ProNode 92

Pot Hole : 604-642-6795
?
? : ? : 96-03-10
ProNode 365

Precinct : 504-766-3315
?
? : ? : 96-03-10
ProNode 207

Programmer's : 416-466-6749
?
? : ? : 96-03-10
<no notes>

Repair Shop : 801-967-8738
?
? : ? : 96-03-10
ProNode 53

Rest Stop : 916-568-1712
?
? : ? : 96-03-10
ProNode 412

Revelstone : 717-263-9689
?
? : ? : 96-03-10
ProNode 227

Slidell Express : 504-649-7921
?
? : ? : 96-03-10
ProNode 181

SNACC : 702-438-2208
?
? : ? : 96-03-10
ProNode 121

SPACE : 612-427-4317
St. Paul, Minnesota, USA
Atari-8 : OK : 96-03-10
1Meg XE, 1Meg MIO, 40MB HD, 14.4K

Star Wars : 210-737-3019
?
? : ? : 96-03-10
ProNode 118

System Reset! : 905-544-6162
Hamilton, Ontario, Canada
? : ? : 96-03-10
USF net, IAN net, X_59

Underdog : 508-820-3089
?
? : ? : 96-03-10
ProNode 102

Wall : 904-730-8659
?
? : ? : 96-03-10
ProNode 287

Wayne's World : 614-761-1891
Columbus, Ohio, USA
? : ? : 96-03-10
Wayne Arenz.

Westex : 610-776-7495
?
? : ? : 96-03-10
ProNode 169

1332. Re: MultiCol.ARC (uuencoded+txt)

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-10 00:00:00 UTC
From: gholder@mindspring.com
Message-ID: <4htn37$8ni@brickbat.mindspring.com>
Source record: 85358

rfunk@magnus.acs.ohio-state.edu (Rob Funk) wrote:

>In article <4hm5ob$meg@news.nucleus.com>, C. Lawley <cliffl@nucleus.com> wrote:
>>NO!!! I don't get that group! Post to both at least!

>No, don't post binaries to this group. This is a discussion group,
>not a binaries group.

In general I agree with you. I'm not going to get excited about a 29
line post, though. I DON'T mean to open the floodgates to binaries--
I know it's a problem for those with slow connections. But I think we
can stand a few exceptions like the one here.

Gary Holder

1333. Mercenary

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-10 00:00:00 UTC
From: Thomas_Kusch@herbie.fido.de
Message-ID: <MSGID_242=3A1002=2F130.1_c24fa8f3@Fido.DE>
Source record: 85359

Hi Fans!!

I'm looking for solution for Mercenary! Can anybody help me??

Asta l'Atari!!
Thomas.
Fido: 2:246/8013.11 Twi: 180:1871/320.2 Ger: 21:492/2450.11
InterNet: ThK@p1.herbie.fido.de SWF3: 155:4976/465.2 PRG: 236:402/1070.11

1334. Coldstart switch

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-10 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <3142e4b8@pianosa.demon.co.uk>
Source record: 85455

Whilst reading the usual rubbish I find here, William Kendrick wrote something
interesting to All about Coldstart switch:

Hello William,

>> All fine 'n' dandy for those that use UltraSpeed. Sadly, I'm not one of
WK> Hold RESET.
etc.
WK> It should reboot.

You think I wanna try that!? I get cold shivers just plugging in carts when my
XE is off. The /noise/ it makes. :-)

WK> Disclaimer: This is probably not a very nice thing to do to your little

I, for one, won't argue with that.

_
Regards, /_) 2:251/40.1 39:134/11.1
/ _)rad brad@pianosa.demon.co.uk

... She thrashed him black, she thrashed him blue.
Stitch That; Chumbawamba

1335. Re: Atari BBS List: 96-03-10 UPDATE

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-11 00:00:00 UTC
From: dchyld@campus.mci.net
Message-ID: <826623474_OASIS_@campus.mci.net>
Source record: 85360

I thought I had posted this once before here, but...<grin> I run an Atari
BBS...its called The DarkForce! BBS and the number is 1-606-886-9014...
We support all Atari's as well as Amiga's and PC's...(just too bloomin'
many of 'em in my county to ignore!) <smile>

PS We just re-opened under BBS Express! ST
so forgive us while the "kinks" are worked
out! :)

--

```
_/_/_/
```

1336. AUCTION: 26/52/7800,Odyssey2,Atari8bit,other UPDATE

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-11 00:00:00 UTC
From: summers@newt.CS.ORST.EDU
Message-ID: <4i1km4$ko6@engr.orst.edu>
Source record: 85361
Cross-posted to: rec.games.video.classic,alt.games.video.classic,rec.games.video.marketplace,alt.atari.2600,comp.sys.atari.8bit

3/11/96 8:30 PST

Please read the rules at the end of the auction.

Auction Highlights----------

Sears Telegames Super Pong IV (model 6-99737) $18 gaucho
Includes box (worn), warranty card,
"Pong Battery Eliminator" power supply,
all four paddles, and instructions.

Dukes of Hazzard (2600 Best prototype) $40 midnight
No factory label or instructions. Ultra-rare.

Ballblazer (for 5200, by Lucasfilm) $26 tdrake1
New in box! Quite rare.

Systems----------

Atari 5200 (4 port model) $40 phicks
Includes one (working!) CX52 controller,
power supply, CX522 automatic switchbox.

Atari 2600 Jr. $15 cbutler
Includes one CX40 joystick, RF cable,
power supply.

Odyssey^2 $20 JFQH33A
Includes orginal box, warranty card, power
adaptor, proprietary output cable, switchbox,
built-in joysticks.

Odyssey^2 $7 <min>
Includes built-in joysticks [cord patched]

Atari 800 Computer $30 cbutler
Includes one CX40 joystick, built-in
RF cable, power supply.

Controllers----------

Intellivision II controller $5 <min>

Atari 2600 CX20 Driving Controllers $6 cbutler
Set of 2, for Indy 500.

Atari 2600 CX21 Video Touch Pad $3 JFQH33A
for use with Star Raiders.

Compatible with Kids' Contoller and
Keyboard controllers.

Suncom Tac-3 joystick (2600) $3 alunato
3 buttons, one on stick, 2 on base.

Wico Boss joystick (2600) $3 JFQH33A

Games (loose unless noted)----------

Odyssey^2:
Computer Golf $1 valis1
Electronic Table Soccer {R} $3 valis1
Out of This World/Helicopter Rescue {R} $3 valis1
Smithereens {ER} $6 pjpettis

Atari 2600:
Basketball (Sears) $2 alunato
Berzerk $1 saad
Centipede $1 JFQH33A
Defender $1 saad
Dig Dug $5 mcg
Dukes of Hazzard <PROTOTYPE> $40 midnight
Miniature Golf <text label> [screwhole] $2 kneel95
Moon Patrol $5 mcg
Pac-Man $1 saad
Popeye [label mottled, worn] $1 saad
Space Invaders <text label> $1 saad
Star Wars: Empire Strikes Back (Parker Bros.) $5 cbutler
** with instructions **
Star Voyager (Imagic) <text label> $2 saad
Surround <picture label> $1 saad
Swordquest: Earthworld $2 JFQH33A
3-D Tic-Tac-Toe <text label> $3 LEFTYLE5
** with instructions **
Venture (Coleco) $1 saad
Word Zapper (US Games) $2 saad

Atari 5200:
Ballblazer [new in box!] {R} $26 tdrake1
Centipede $2 <min>
Defender $3 cel13
Galaxian {w/ overlay} $3 <min>
Joust $3 <min>
Kaboom! (Activision) $5 LEFTYLE5
Missile Command [writing on label] $2 <min>
Ms. Pac-Man $7 cel13
Pole Position $2 <min>
Realsports Football $2 <min>
Realsports Tennis $3 dahan
River Raid (Activision) $3 gaucho
Super Breakout $1 <min>

Atari 7800:
Donkey Kong [both labels inverted] {R} $2 cbutler
Fight Night [label holes] {R} $2 eawohlstadter
Ikari Warriors {R} $5 btr9p
Kareteka $2 eawohlstadter
Realsports Baseball $1 btr9p
Rampage (Activision) {R} $10 btr9p

Loose Instructions----------

Odyssey^2:
Alien Invaders-Plus $1 <min>
Freedom Fighters $1 <min>
Game Catalog EL-3328-1 $1 JFQH33A
Game Catalog EL-3380-1 $1 JFQH33A
KC Munchkin $1 <min>
Pick Axe Pete $1 JFQH33A
Showdown in 2100 AD $1 <min>

Auction Rules:

o The most recent auction update is now available on WWW at the following address: http://www.cs.orst.edu/~summers/auction

o In case of ties, the first bid received is the bid accepted.

o The first part of the auction will end on Monday, March 11. After that, highest bidder will be determined through a "going once, going twice, gone" format, with each step in the process being a day long.

o Bids will be made in increments of $1.00 for items under $20 and increments of $2.00 for items $20 and over.

o If you bid, you are expected to buy. BIDDERS FAILING TO FOLLOW THROUGH ON A PURCHASE WILL HAVE THEIR NAMES POSTED TO THE NET AS A WARNING TO OTHER SELLERS!

o The auction is open to buyers in the United States and Canada.

o Payment is by check or money order. No CODs please. Canadian orders must be paid with a Canadian Postal money order in US dollars. Allow 10 business days for checks to clear.

o Shipping and handling is above and beyond the amount bid and will be paid by the buyer and will be as follows (Continental US only): Smaller items will be shipped with larger items if possible.

Instructions: $1, USPS (first class)
1-3 carts: $3, USPS (priority mail)
4-6 carts: $4, USPS (priority mail)
7 carts and up: $5, USPS (priority mail)
Controllers: $5, USPS (priority mail)
Atari 2600 Jr.: $7, UPS (ground)
Systems: $10, UPS (ground)
Large Systems: $13, UPS (ground)

o In the event of a sale not going through, the item will go to the next highest bidder.

o All items have been tested and are in working condition, except where noted.

--
___ ___ ___ Benjamin C Summers
//_>>// << E-mail: summersb@ucs.orst.edu
//_>>//_ __>> WWW: http://www.engr.orst.edu/~summers/
Telephone: (541) 258-5930

1337. WTB/LTB: Atari 800 complete system

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-11 00:00:00 UTC
From: jeffryj@azstarnet.com
Message-ID: <4i01bl$l8n@news.azstarnet.com>
Source record: 85362

Hello!

I would like to buy all of the following:

Atari 800 -- base unit (cpu), ac adapter
Atari 800 TV adapter
Atari 800 disk drive, necessary cables, etc.
Atari 800 keyboard
Atari 800 Joystick(s)
Atari 800 manuals
--- if possible, below items -----
Atari 800 cartridges/disks: Basic, DOS, Space Dungeon, maybe some other games

basically a complete system
If you can sell me any o the above, leave me an e-mail message at:

jeffryj@azstarnet.com

Thanks!
Jeffry Johnston
jeffryj@azstarnet.com..
I also hang out as calamari in #rgvc on IRC..msg me!

1338. Re: Happy Drive Documentation

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-11 00:00:00 UTC
From: Lawrence Staveley <Lawrence@kwll.demon.co.uk>
Message-ID: <830288475wnr@kwll.demon.co.uk>
Source record: 85363

Can anyone suggest an alternate news provider? I'm just about fed up
with news.demon.co.uk!

1339. Spring All Micro Show (UK)

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-11 00:00:00 UTC
From: Ivan Mackintosh <ivan@rcp.co.uk>
Message-ID: <31443108.93E@rcp.co.uk>
Source record: 85364

Does anyone know the date and where abouts of the above
show?

Thanks

Ivan

1340. Re: WTB/LTB: Atari 800 complete system

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-11 00:00:00 UTC
From: jeffryj@azstarnet.com
Message-ID: <4i2bor$2mn@news.azstarnet.com>
Source record: 85365

```
Jeffry Johnston (jeffryj@azstarnet.com) wrote:
: Hello!
:
: I would like to buy all of the following:
:
: Atari 800 -- base unit (cpu), ac adapter
^^^^^ already bought ^^^^^^^
: Atari 800 TV adapter
^^^^^ already bought ^^^^^^^
: Atari 800 disk drive, necessary cables, etc.
: Atari 800 keyboard
^^^^^ already bought ^^^^^^^
: Atari 800 Joystick(s)
^^^^^ already bought ^^^^^^^
: Atari 800 manuals
^^^^^ already bought ^^^^^^^
: --- if possible, below items -----
: Atari 800 cartridges/disks: Basic, DOS, Space Dungeon, maybe some other games
^^^^^ already bought ^^^^^^^
:
: basically a complete system
: If you can sell me any o the above, leave me an e-mail message at:
:
: jeffryj@azstarnet.com
:
: Thanks!
: Jeffry Johnston
: jeffryj@azstarnet.com..
: I also hang out as calamari in #rgvc on IRC..msg me!

Still need to buy a disk drive..email me if you have one!! thanks!
```

1341. Re: 810 drive problem

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-11 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <4i09tj$kpa@news.tcd.net>
Source record: 85366

Check the Head possibly needs cleaned, also the spring you
replaced into position..Check the tension on it should have a
nice round loop and put pressure on the arm that floats above the
disk..also check the pressure pad on that same arm..good luck..

1342. New Zork times

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-11 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <4i1c0a$88c@news.xmission.com>
Source record: 85367

Looking to obtain every issue of the New Zork Times. These newsletters
were released by InfoCom up until 85, I believe. Anybody having these
for sale/trade, please contact me.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

1343. AUCTION: 26/52/7800,Odyssey2,Atari8bit,other UPDATE

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-12 00:00:00 UTC
From: summers@newt.CS.ORST.EDU
Message-ID: <4i4ehh$asu@engr.orst.edu>
Source record: 85368
Cross-posted to: rec.games.video.classic,alt.games.video.classic,rec.games.video.marketplace,alt.atari.2600,comp.sys.atari.8bit

3/12/96 10:00 PST

NOTICE: Auction is now in the 'going once, twice, gone' phase.

Please read the rules at the end of the auction.

Auction Highlights----------

Sears Telegames Super Pong IV (model 6-99737) $18 gaucho
Includes box (worn), warranty card, going TWICE
"Pong Battery Eliminator" power supply,
all four paddles, and instructions.

Dukes of Hazzard (2600 Best prototype) $40 midnight
No factory label or instructions. Ultra-rare. going TWICE

Ballblazer (for 5200, by Lucasfilm) $26 tdrake1
New in box! Quite rare. going TWICE

Systems----------

Atari 5200 (4 port model) $40 phicks
Includes one (working!) CX52 controller, going TWICE
power supply, CX522 automatic switchbox.

Atari 2600 Jr. $16 dinsdale
Includes one CX40 joystick, RF cable, going TWICE
power supply.

Odyssey^2 $20 JFQH33A
Includes orginal box, warranty card, power going TWICE
adaptor, proprietary output cable, switchbox,
built-in joysticks.

Odyssey^2 $7 <min>
Includes built-in joysticks [cord patched]

Atari 800 Computer $30 cbutler
Includes one CX40 joystick, built-in going TWICE
RF cable, power supply.

Controllers----------

Intellivision II controller $5 <min>

Atari 2600 CX20 Driving Controllers $6 cbutler
Set of 2, for Indy 500. going TWICE

Atari 2600 CX21 Video Touch Pad $3 JFQH33A
for use with Star Raiders. going TWICE
Compatible with Kids' Contoller and
Keyboard controllers.

Suncom Tac-3 joystick (2600) $3 alunato
3 buttons, one on stick, 2 on base. going TWICE

Wico Boss joystick (2600) $3 JFQH33A
going TWICE

Games (loose unless noted)----------

Odyssey^2:
Computer Golf TWICE $1 valis1
Electronic Table Soccer {R} TWICE $3 valis1
Out of This World/Helicopter Rescue {R} TWICE $3 valis1
Smithereens {ER} ONCE $10 JCork

Atari 2600:
Basketball (Sears) TWICE $2 alunato
Berzerk TWICE $1 saad
Centipede TWICE $1 JFQH33A
Defender TWICE $1 saad
Dig Dug TWICE $5 mcg
Dukes of Hazzard <PROTOTYPE> TWICE $40 midnight
Miniature Golf <text label> [screwhole] TWICE $2 kneel95
Moon Patrol TWICE $5 mcg
Pac-Man TWICE $1 saad
Popeye [label mottled, worn] TWICE $1 saad
Space Invaders <text label> TWICE $1 saad
Star Wars: Empire Strikes Back (PB) TWICE $5 cbutler
** with instructions **
Star Voyager (Imagic) <text label> TWICE $2 saad
Surround <picture label> TWICE $1 saad
Swordquest: Earthworld TWICE $2 JFQH33A
3-D Tic-Tac-Toe <text label> TWICE $3 LEFTYLE5
** with instructions **
Venture (Coleco) TWICE $1 saad
Word Zapper (US Games) TWICE $2 saad

Atari 5200:
Ballblazer [new in box!] {R} TWICE $26 tdrake1
Centipede $2 <min>
Defender TWICE $3 cel13
Galaxian {w/ overlay} $3 <min>
Joust $3 <min>
Kaboom! (Activision) TWICE $5 LEFTYLE5
Missile Command [writing on label] $2 <min>
Ms. Pac-Man TWICE $7 cel13
Pole Position $2 <min>
Realsports Football $2 <min>
Realsports Tennis TWICE $3 dahan

River Raid (Activision) TWICE $3 gaucho
Super Breakout TWICE $1 saad

Atari 7800:
Donkey Kong [both labels inverted] {R} TWICE $3 mmccoy
Fight Night [label holes] {R} TWICE $2 eawohlstadter
Ikari Warriors {R} TWICE $5 btr9p
Kareteka TWICE $2 eawohlstadter
Realsports Baseball TWICE $2 mmccoy
Rampage (Activision) {R} TWICE $10 btr9p

Loose Instructions----------

Odyssey^2:
Alien Invaders-Plus TWICE $1 Ralph
Freedom Fighters TWICE $1 Ralph
Game Catalog EL-3328-1 TWICE $1 JFQH33A
Game Catalog EL-3380-1 TWICE $1 JFQH33A
KC Munchkin TWICE $1 Ralph
Pick Axe Pete TWICE $1 JFQH33A
Showdown in 2100 AD TWICE $1 Ralph

Auction Rules:

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o If you bid, you are expected to buy. BIDDERS FAILING TO FOLLOW THROUGH ON A PURCHASE WILL HAVE THEIR NAMES POSTED TO THE NET AS A WARNING TO OTHER SELLERS!

o The auction is open to buyers in the United States and Canada.

o Payment is by check or money order. No CODs please. Canadian orders must be paid with a Canadian Postal money order in US dollars. Allow 10 business days for checks to clear.

o Shipping and handling is above and beyond the amount bid and will be paid by the buyer and will be as follows (Continental US only): Smaller items will be shipped with larger items if possible.

Instructions: $1, USPS (first class)
1-3 carts: $3, USPS (priority mail)
4-6 carts: $4, USPS (priority mail)
7 carts and up: $5, USPS (priority mail)

Controllers: $5, USPS (priority mail)
Atari 2600 Jr.: $7, UPS (ground)
Systems: $10, UPS (ground)
Large Systems: $13, UPS (ground)

o In the event of a sale not going through, the item will go to the next highest bidder.

o All items have been tested and are in working condition, except where noted.

--
___ ___ ___ Benjamin C Summers
//_>>// << E-mail: summersb@ucs.orst.edu
//_>>//_ __>> WWW: http://www.engr.orst.edu/~summers/
Telephone: (541) 258-5930

1344. Re: lack of PC Xformer Support

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-12 00:00:00 UTC
From: Lawrence Staveley <Lawrence@kwll.demon.co.uk>
Message-ID: <37226648wnr@kwll.demon.co.uk>
Source record: 85369

> > Yes, you do. Have a look at
> > http://www-users.informatik.rwth-aachen.de/~crux/uae.html

Ok, been there now. Thanks!

I think it supports BOTH our arguments.

1) It supports your argument that Amiga emulation is possible, and I gladly bow down to your knowledge in the face of facts..... It does emulate an Amiga.

However....

2) UAE/Amiga emulation by UAE is worse that XFormer/XL emulation.
(obviously, being 16bit, custom silicon, etc, etc...)

The UAE is still not fully running under DOS, and the author states that it runs five times slower than a stock a-500, making it pretty useless for games, demos, etc.

My point was that Amiga emulation on the PC (at present) would be impossible/not worth the effort, and UAE seems to justify that claim. Don't expect to play Battle Squadron on your PC anytime soon....

Lets walk before we run, eh? I'll not expect a 100% Amiga emulator before a 100% XL emulator. C'mon Darek, don't prove me wrong again ;-)

"I can't see the solution - Through this state of confusion....."

Lawrence@kwll.demon.co.uk

1345. New 8-bit Owner

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-12 00:00:00 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <96072.153545STIRRE31@MAINE.MAINE.EDU>
Source record: 85370

Well, not really. Actually, I am an old 8-bitter who has returned.
In fact, I bought my old XEGS back from someone (unfortunately, the
XF551 has died :-(). I just thought I'd post a quick messege
and say that it feels really good to have my machine back.
The games are still a blast (especially Lode Runner). Next on
my agenda is to grab a copy of Flickerterm, get an 850 or P:R Interface
and get the 8-bit on the Net. It has been quite a few years since
I've kept on on 8-bit news so I am sure that I have missed some
exciting products. I can't wait to catch up.
-scott tirrell
-stirre31@maine.maine.edu

1346. Re: What *were* dead sectors?

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-12 00:00:00 UTC
From: classics@nacs.net
Message-ID: <4i3cgg$8u0@wariat.wariat.org>
Source record: 85371

s (m) writes:
: Dead Sectors were sectors that were either:
: (A) Totally unreadable at all. This was the first type utilized in
: protecting software. An easy way to remove this protection was to look
: for the bad sector read, then make it read sector 0 instead. The 810
: chipset returned a sec read of sec #0 as a bad sector.

Trying to read sector 0 would return a NAK. Your sorta right about the
'dead' sectors. 'Bad' sectors are actually just sectors that are
not there, or nmbered incorrectly. Because of the way the Atari drive
os reads the disk, any sectors outside the normal range of 1-18 are
not readable.

So if the track was formatted: 2 3 4 5 FF 6 7 8 9 A B C D E F 10 11 12 13

Sector 1 would be 'bad' since the drive would never find it, and sector
FF could never be read by a stock 1050.

: (B) Custom format sectors. These sectors read "bad" in any disk dupe
: but actually contained data. Commonly seen in adventure international
: programs and almost every other mid-life atari game. Introduced to
: combat people with the "slow Down" method. Assembly language hack:
: copy disk w/o bad sector. Boot disk. See what program does when not
: find protection. Hack around. (OMNIMON! to the rescue)

The drive returns it buffer contents even when it cant find the
sector. Any data returned on a sector not found is just from the
last operation. The only way to really tell whats going on it to
read the 177x controller status after the read.

: (C) Custom format tracks. THESE WERE (are) a bitch to copy!! Not
: copyable by the archiver 1.2 but supposedly by the 2.0 (did gustafson
: ever release it?) Happy 7.0+ was able to, but only with the slow down
: mod for the 1050 happy. the 810 happy you had to slow it down
: manually, not possible on later model 810's. These tracks had
: duplicate sector #'s, and would read different data everytime you read
: the track. The program would load sectors, and watch the data. If your
: drive speed was off, it wouldnt even boot. Fortunately, also able to
: be hacked around with (b) method.
:

These trackes often looked like:

FF FF FF FF FF FF FF FF FF FF FF 01 FF FF FF FF FF FF FF FF FF FF 01

These would overwhelm the track buffer in the archiver/happy and
they would lose the all important sector 01, or lose one of the

sector 1's.

There are 2 types of 'changing per read' protection. One is a true random return, which is often called a 'weak' sector. These can easily be created by slicing the disk w/ a knife. They are a result of the magnetic 'bubbles' in the data field being so messed up they look diffrent each time.

The other was 'phantom' sector protection, a favorite of companies like Datasoft and EA. These tracks might look like the above (sector 1 could be a phantom, w/ diffrent data in each sector 1), or:

1 2 3 4 1 5 6 7 1 8 9 A 1 B C D 1

You see there are 5 copies of sector '1'. If you write seperate data to each sector '1' w/ a special program like a disk duplicator, you get diffrent images for sector '1' each time because as the disk spins, its difficult (but NOT impossible) to tell which sector '1' will pass under the read head at the time of the request.

EA had it worked out pretty nice, some just make sure its there. EA was clever enough to make LONG tracks that included all the normal sectors, and then an extra 'phantom'. This way the disk looked normal and would copy error free w/ a disk duplicator, but wouldnt run because the phantom was missing.

: With the Omnimon tool, the average time to crack a disk was less than
: 10 minutes! w/o it, who knows???

: Was this more than you wanted to know????

Not enough, gimmie more! :)

Steve

1347. Re: Atari 2600 emulator

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-12 00:00:00 UTC
From: classics@nacs.net
Message-ID: <4i3d40$8u0@wariat.wariat.org>
Source record: 85372

Jason Compton (jcompton@flood.xnet.com) writes:
: Michael Ellis (michael@anest4.anest.ufl.edu) wrote:
:
: : That's left to companies like Activision that have a bunch of old 2600
: : source code laying around. Their 2600 Action Pack for the PC includes
: : a 2600 emulator and several classic Activision games. Transferring the
: : game from cart to PC is no big deal when you have the source code that
: : made the cart in the first place.
:
: I'd be willing to bet that Activision did NOT have the source code for
: those games in its original form. Activision basically lost everything
: it had previously done in major changes during the late 80s.

Your right. They contacted a major classic games dealer in order to
re-obtain all thier released titles. I believe they have an Oink and
Bridge of mine :)

As for the notes on programming, its VERY hard. In addition to all the
6502 CPU emulation, the 2600 literally DRAWS the video signal to the
screen line by line. Very difficult to emulate properly, and if the
timers (which you must also maintain) are off by even *1 CYCLE* _MOST_
games WILL NOT RUN properly.

My dos native 2600 emulator, written in mostly assembler still only gets
10-20 fps after much tweaking. Im going to have to do a major rewrite
to get above 20fps w/ sprites. (No its not ready for testing yet :)

Steve

1348. Still Wanted: Atari BASIC Rev. C ROM Image

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-13 00:00:00 UTC
From: Tony Ramos <ramos.15@osu.edu>
Message-ID: <3146A8E6.2911@osu.edu>
Source record: 85373

Hello,

It's been a week and no one has answered my plea for this file. I've got an 8-bit with BASIC built in but no way to transfer it. Please, if you are running the Rainbow emulation and have this cartridge as a ROM image file, * please * e-mail me a copy. I have many .XFD images to send you in return, if you're interested.

Thanks,

Tony R.

--
Tony Ramos : http://www.cis.ohio-state.edu/~aramos
1322 W. 7th Ave. Apt. A : ramos.15@osu.edu, tony_ramos@fitch.com
Columbus, OH 43212 : *** computer-mediated environments ***
(614)486-6253 : *** interface ** image synthesis ***

1349. Re: Atari 8-bit carts

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-13 00:00:00 UTC
From: robertm@jagunet.com
Message-ID: <4i7jfe$r7u@skydiver.jaguNET.com>
Source record: 85374
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.atari

This spork scribble is by krieg@miller.cs.uwm.edu (Andrew Krieg: Man or Android?)

>I am updating my list of all carts available for the Atari 8bits, and I would
>appreciate some help. Here are some specific carts I am trying to verify the
>existence of or find more information on.

> Atari Berzerk
> Atari Xevious

>I know I've played both but I don't remember if they were on cart or disk.
>I'm not sure if Berzerk was an Atari game or not either.

Both are 5200 games that were pirated onto disk for the Atari 8 bit computers. Xevious existed only as a prototype. I have both on disk. Xevious sounds better than any other version but it looks horrible. Berzek looks and sounds good.
Rob M
email: robertm@jagunet.com
Reviews of Jag games at: http://www.jagunet.com/~robertm

1350. FREE Atari 2600/5200/7800/Lynx and 8-BIT computer Catalog

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-13 00:00:00 UTC
From: ice@skypoint.com
Message-ID: <4i6c5d$lj0@stratus.skypoint.net>
Source record: 85375
Cross-posted to: alt.atari,alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,comp.sys.atari.8bit

```
**************************************************************************
* Have you ever thought there was no place on earth to get hardware and *
* software for your 2600/5200/7800/Lynx and Atari 8-Bit computers? *
* *
* WELL LOOK NO FURTHER!!! *
* *
* *
* To receive a FREE catalog of all Atari 8-bit and game machine products, *
* email your full name and postal mailing address to: ice@skypoint.com *
**************************************************************************
```

1351. dmc@rfc.comm.harris.com

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-13 00:00:00 UTC
From: dmc@rfpo1.rfc.comm.harris.com
Message-ID: <314715D6@smtpgate.rfc.comm.harris.com>
Source record: 85376

Subject: Super Archiver Drives still available

On 29 Feb 1996 rbmier@winternet.com (Rich Mier) Wrote the following
in response to the question "there ANY way to make a backup of
an EA disk?" :
>
> You need the Super Archilver AND the BITWriter. That is the only
> way I know of. Track 3 is 36 full sectors and the BITWriter is the only
> Hardware Mod. able to handle it. NOW, the last I heard, Bob Puff is
> sold out and won't make any more unless is 'enough' orders for them.
> How many 'enough' is I don't know. The Super Archiver is just a Software
> upgrade to the 1050 Archiver.

I called Bob Puff myself today and asked if it was true. He said that he
had "a bunch of them". Several other people had called him with the same
question.

He asked me to put an end to te rumor.

"Bob Puff has Atari 1050 disk drives with the Super Archiver modification
avaiable now." There. I said it. I hope that this sets the record
straight.

I am not aware that he EVER "...sold out...".

Dana Colbert dmc@rfc.comm.harris.com

1352. Re: Behind Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-13 00:00:00 UTC
From: k926891@kingston.ac.uk
Message-ID: <4i6gpt$dmo@mercury.kingston.ac.uk>
Source record: 85377

Yogi (scharles@superlink.net) wrote:
: On 27 Feb 1996 22:26:57 GMT, David Wyn Davies
: <101502.651@CompuServe.COM> wrote:

: >I just lurve ROF!
: >
: >The first time one of the aliens jumped out on me, I nearly had a
: >heart attack and fell off my chair ...
: >
: I was talking on the phone with my friend and leaning back in my
: chair, casually playing bjl and the alien jumped up I FELL BACKWARDS
: and dropped the phone and screamed, just like a woman.

: What a masterful touch that was on the game!!

Scared me half to death too... It got to me so bad, I used to open
the airlock straight away without waiting for the knock..

But then, if it is an alien, you get one stuck in your ship!! Is there
any way of killing off an alien when he gets in your ship??
(I know that your ship goes totally mental - I just wondered if there was
any way of speeding the process up....

--
k926891@king.ac.uk
David Scutt, Kingston University....
"Ain't that cute........ BUT IT'S WRONG!!!!!"

1353. HELP: Need transfer from Atari format to text file

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-13 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <314757ca@pianosa.demon.co.uk>
Source record: 85378

Whilst reading the usual rubbish I find here, Rob C Moellering wrote something
interesting to All about HELP: Need transfer from Atari format to text file:

Hello Rob,

RCM> I have a 5.25" floppy with a mailing list on it that I need,
RCM> I'm willing to pay someone to help me out with this, but not

If you don't get help locally, and don't mind shipping the disk across the
Atlantic, I can do it for you, with ease.

Best bit: I'd do it for _no_ fee.

_
Regards, /_) 2:251/40.1 39:134/11.1
/ _)rad brad@pianosa.demon.co.uk

... And when I say ugly, I don't mean rough looking, I mean hideous!
Ugly; The Stranglers

1354. Re: Error-180

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-13 00:00:00 UTC
From: bmarcum@iglou2.iglou.com
Message-ID: <Do8003.6BM@iglou.com>
Source record: 85379

In article <4i5knh$1mn8@saba.info.ucla.edu>,
Rick Vazquez <vazquezr@physics.ucla.edu> wrote:
>
>Can someone please remind me what error 180 is, this is when trying to load a
>game off from DOS.
>
Error 180 in Mydos is "Not a binary load file". Maybe it's a Basic program?

--
Bill Marcum bmarcum@iglou.com
"They're all lawyers, and think that the laws of physics can be amended with
a voice vote." -- Mary Shafer (shafer@ursa-major.spdcc.com) on Politicians

1355. Re: Happy Compactor question

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-13 00:00:00 UTC
From: bmarcum@iglou2.iglou.com
Message-ID: <Do807q.6oI@iglou.com>
Source record: 85380

Maybe it was one of those programs with Atari and Commodore versions on
the same side of the disk. Then the backup software wouldn't be able to
read the Commodore parts, but you didn't need to copy those anyway.

--
Bill Marcum bmarcum@iglou.com
"They're all lawyers, and think that the laws of physics can be amended with
a voice vote." -- Mary Shafer (shafer@ursa-major.spdcc.com) on Politicians

1356. Atari 8-bit carts

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-13 00:00:00 UTC
From: krieg@miller.cs.uwm.edu
Message-ID: <4i79di$ibp@uwm.edu>
Source record: 85381
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.atari

I am updating my list of all carts available for the Atari 8bits, and I would appreciate some help. Here are some specific carts I am trying to verify the existence of or find more information on.

Atari Berzerk
Atari Xevious

I know I've played both but I don't remember if they were on cart or disk. I'm not sure if Berzerk was an Atari game or not either.

Atari Blast 'Em

This is a rumored XEGS game but I've never come across anyone who has it.

Atari Kangaroo

Were prototype carts made of this? I know about the bootleg file version.

Atari Macro Assembler

Was this ever released on a cart?

Atari RX8028 Soccer

I have an Atari catalog with this in it (along with a screen shot), yet I've never seen one. Anyone have it?

Atari RX8037 Star Trux
Atari Superman III
Atari Super PILOT (programming language)
Atari CA400201 XE Demo cart (4 games)

I don't know anything about these. They were taken from someone else's list which indicated them as never released. Were prototypes made?

Big Five Scraper Caper

Was there a cart version or only a disk?

Parker Bros. Montezuma's Revenge

I have the 16K disk version and I've played the 32K disk version as well. Was the 16K version made into a cart?

Parker Bros. Mr. Do's Castle

I've seen this on other lists but as far as I know this game was never coded for the Atari 8bits. (Someone please prove me wrong!) Is there some remote chance a prototype exists?

Frogger II: Threedeep

Who released this cart, Parker Bros. or Sega?

Synapse Encounter
Synapse Zeppelin

Were these released on cart or only disk?

Bumper Bash
Micro Maestro
Spider City

Any idea who released these carts?

Finally, anyone know of a cart released by Tensor Technologies? If so, what was it?

Thanks for any help.
--
= o = Andrew Krieg - Software Engineering Consultant =
= | = E-mail: krieg@allmalt.cs.uwm.edu or =
= o / | \ o = krieg@ct.med.ge.com =
= |-/ \-| = WWW: http://www.cs.uwm.edu/public/krieg/index.html =

1357. test-ignore this message

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-13 00:00:00 UTC
From: ibc@interaccess.com
Message-ID: <4i7bun$ojf@nntp.interaccess.com>
Source record: 85382

```
test
```

1358. Re: Happy Compactor question

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-13 00:00:00 UTC
From: thester@nyx.cs.du.edu
Message-ID: <4i7d4e$fkg@nyx.cs.du.edu>
Source record: 85383

In article <4i5knh$1mn8@saba.info.ucla.edu> you write:

>Can someone please remind me what error 180 is, this is when trying to
>load a game off from DOS.
>

MYDOS - Invalid file structure for loading memory.*
DOS-XE- Invalid subdirectory request.
You tried to erase a directory with the Erase
Files command.
Use the Delete Directory command instead.

* For MYDOS, error 180 can only occur when XIO 39 is
invoked to load a file.

Other DOS's - ???

Anyone?

Uncle Fester

--
| SOCIOPATH n. - an aggressively antisocial psychopath taking |
| no responsibility for his/her actions. See "INTERNET" for |
| a collective of distinguishing characteristics - e.g., viz EFF. |
| : *thester@nyx.cs.du.edu* : |

--
| SOCIOPATH n. - an aggressively antisocial psychopath taking |
| no responsibility for his/her actions. See "INTERNET" for |
| a collective of distinguishing characteristics - e.g., viz EFF. |
| : *thester@nyx.cs.du.edu* : |

1359. Re: Atari 8-bit carts

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-13 00:00:00 UTC
From: Scott Cherven <scherven@skidmore.edu>
Message-ID: <4i7d6e$lkb@saims.skidmore.edu>
Source record: 85384
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.atari

I have Frogger II: Three Deep for the 2600 w/ Box & Instructions -
It is from Parker Brothers.

Scott Cherven

1360. Re: Atari 8-bit carts

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-13 00:00:00 UTC
From: btomlin@crl.com
Message-ID: <4i84ch$r1n@crl10.crl.com>
Source record: 85385
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.atari

Andrew Krieg: Man or Android? (krieg@miller.cs.uwm.edu) wrote in rec.games.video.classic:
> Parker Bros. Montezuma's Revenge

>I have the 16K disk version and I've played the 32K disk version as well.
>Was the 16K version made into a cart?

Probably.

> Parker Bros. Mr. Do's Castle

>I've seen this on other lists but as far as I know this game was never coded
>for the Atari 8bits. (Someone please prove me wrong!) Is there some remote
>chance a prototype exists?

There's a 5200 version, so I can't see why there isn't an 8-bit version.
I guess you could always do a "Glenn the 5200 Man" conversion on it.

> Frogger II: Threedeep

>Who released this cart, Parker Bros. or Sega?

Parker Brothers had the Frogger II license for everything, it seems.

Anyhow, here's MY cart list, for your reference:

(...and can anyone tell me how to play Ducks Ahoy? I can load my boat
with ducks, but I can't figure out where to get rid of them!)

(No, I don't know whether everything on this list was made into a real
cartridge or not!)

Atari 400/800
Manufacturer Number C I B Name
==
(unknown) [ ][ ] Bumper Bash
Activision [ ][ ] Beamrider
Activision CC-008-04 [X][ ] Decathlon
Activision [ ][ ] Designer's Pencil
Activision [ ][ ] Dreadnought Factor
Activision CZ-007-04 [ ][ ] H.E.R.O.
Activision CZ-002-04 [ ][ ] Kaboom!
Activision CZ-006-04 [X][ ] Keystone Kapers
Activision CZ-003-04 [ ][ ] Megamania
Activision [ ][ ] Pastfinder
Activision CZ-004-04 [X][ ] Pitfall
Activision CA-011-04 [X][ ] Pitfall II
Activision CZ-001-04 [X][ ] River Raid

Activision CA-012-04 [ ][ ] Space Shuttle
Activision [ ][ ] Zenji
Activision CC-101-04 [ ][ ] Zone Ranger
AdventIntl [ ][ ] Rally Speedway
Atari RX8099 [ ][ ] Ace of Aces (by Accolade)
Atari RX8109 [ ][ ] Airball
Atari RX8092 [X][X] Archon (by Electronic Arts)
Atari CXL4003 [ ][ ] Assembler Editor Computing Language
Atari CXL4013 [X][X][X] Asteroids
Atari RX8053 [X][ ] Atari Artist (with CX77 Touch Tablet)
Atari RX8054 [ ][ ] Atari Graphics (with CX75 Light Pen)
Atari AED80013 [ ][ ] AtariLab: Light Module
Atari AED80014 [ ][ ] AtariLab: Temperature Module
Atari RX8032 [X][ ] Atari Logo
Atari RX8036 [X][ ] AtariWriter
Atari RX8064 [ ][ ] Ball Blazer (by LucasFilm)
Atari RX8086 [ ][ ] Barnyard Blaster
Atari CXL4002 [X][X][X] BASIC Computing Language (version A)
Atari CXL4002C [ ][ ] BASIC Computing Language (version B)
Atari CXL4004 [X][ ] Basketball
Atari RX8077 [ ][ ] Battlezone
Atari RX8081 [X][ ] Blue Max (by Broderbund)
Atari RX8087 [X][X] Bug Hunt
Atari RX8021 [ ][ ] Caverns of Mars (by APX)
Atari CXL4020 [X][ ] Centipede
Atari RX8096 [ ][ ] Choplifter! (by Broderbund)
Atari RX8094 [ ][ ] Commando
Atari CXL4009 [X][ ] Computer Chess
Atari RX8104 [ ][ ] Crime Busters
Atari RX8088 [ ][ ] Crossbow
Atari RX8102 [ ][ ] Crystal Castles
Atari RX8101 [ ][ ] Dark Chambers
Atari RX8083 [ ][ ] David's Midnight Magic (by Broderbund)
Atari CXL4025 [ ][ ] Defender
Atari [ ][ ] Deflektor
Atari RX8089 [ ][ ] Desert Falcon
Atari RX8026 [X][X][X] Dig Dug
Atari RX8031 [X][ ] Donkey Kong
Atari RX8040 [X][ ] Donkey Kong Jr.
Atari RX8030 [X][ ] E.T. Phone Home
Atari RX8039 [X][ ] Eastern Front (by APX)
Atari CXL4001 [X][ ] Educational System Master Cartridge
Atari RX8085 [ ][ ] Fight Night (by Accolade)
Atari RX8067 [ ][ ] Final Legacy
Atari RX8091 [X][X] Flight Simulator II (by subLOGIC)
Atari RX8079 [ ][ ] Food Fight
Atari CXL4024 [X][ ] Galaxian
Atari RX8090 [ ][ ] Gato
Atari RX8084 [X][ ] Hardball (by Accolade)
Atari RX8114 [ ][ ] Into the Eagles Nest (by Pandora)

Atari RX8044 [X][ ] Joust
Atari RX8049 [X][ ] Jungle Hunt
Atari RX8095 [ ][ ] Karateka (by Broderbund)
Atari RX8082 [X][ ] Lode Runner (by Broderbund)
Atari RX8032 [ ][ ] Logo
Atari RX8032 [ ][ ] LOGO Computing Language
Atari CXL4014 [ ][ ] Mailing List
Atari RX8103 [X][ ][X] Mario Brothers
Atari RX8035 [X][ ] Microsoft BASIC II Computing Language
Atari RX8124 [ ][ ] MidiMaze
Atari RX8048 [X][ ] Millipede
Atari CXL4012 [X][X][X] Missile Command
Atari RX8052 [ ][ ] Moon Patrol
Atari RX8043 [X][ ] Ms. Pac Man
Atari CXL4007 [X][ ] Music Composer
Atari RX8108 [ ][ ] Necromancer (by Synapse)
Atari RX8093 [X][ ] One-on-One Basketball (Electronic Arts)
Atari CXL4022 [X][X][X] Pac Man
Atari RX8045 [X][ ] Pengo
Atari CXL4018 [X][ ] Pilot Computing Language
Atari RX8080 [ ][ ] PLATO Learning Phone
Atari RX8034 [X][X][X] Pole Position
Atari CXL4027 [X][ ] Qix
Atari RX8029 [X][ ] Realsports Football (or Football)
Atari RX8028 [ ][ ] Realsports Soccer
Atari RX8042 [ ][ ] Realsports Tennis
Atari RX8063 [ ][ ] Rescue on Fractalus (by Lucasfilm)
Atari RX8033 [X][ ] Robotron:2084
Atari RX8059 [ ][ ] Skywriter
Atari RX8028 [ ][ ] Soccer
Atari CXL4008 [X][X][X] Space Invaders
Atari CXL4011 [X][ ] Star Raiders
Atari RX8078 [ ][ ] Star Raiders II
Atari RX8037 [ ][ ] Star Trux
Atari CXL4019 DE Store Demo
Atari RX8098 [ ][ ] Summer Games (by Epyx)
Atari CXL4006 [X][X][X] Super Breakout
Atari RX8120 [ ][ ] Super Football
Atari CB101931 PR Super Pac-Man
Atari NR SuperPILOT
Atari CXL4015 [ ][ ] Telelink I
Atari CXL4016 [ ][ ] Telelink II
Atari RX4082 [X][ ] Tennis
Atari RX8113 [ ][ ] Thunder Fox
Atari RX8111 [ ][ ] Tower Toppler
Atari RX8069 [ ][ ] Track and Field
Atari RX8057 [ ][ ] Typo Attack (from APX)
Atari CXL4005 [X][ ] Video Easel
Atari CA400201 PR XE Demo Cartridge
Atari RX8118 [ ][ ] Xenophobe

Atari CXL4010 [ ][ ] 3-D Tic-Tac-Toe
Beaumont [ ][ ] PUP (Primary Utility Pack)
Big Five [ ][ ] Bounty Bob Strikes Back
Big Five [X][ ] Miner 2049er
Big Five [ ][ ] Scraper Caper
Broderbund [ ][ ] Choplifter!
Broderbund [ ][ ] Sea Fox
Broderbund ATCART 190 [ ][ ] Serpentine
CBS Soft [ ][ ][ ] Big Bird's Funhouse
CBS Soft [ ][ ][ ] Big Bird's Special Delivery
CBS Soft [ ][ ][ ] Blue Print
CBS Soft [ ][ ][ ] Boulders & Bombs
CBS Soft [ ][ ][ ] Co-Co Notes
CBS Soft [ ][ ] Domino Man
CBS Soft [X][ ][ ] Ducks Ahoy!
CBS Soft [ ][ ][ ] Ernie's Magic Shapes
CBS Soft M8786 [X][ ] K-razy Antiks
CBS Soft M8788 [ ][ ] K-razy Kritter
CBS Soft 22100 [X][X] K-razy Shoot-Out
CBS Soft M8790 [ ][ ] K-star Patrol
CBS Soft [ ][ ] Madden's Football
CBS Soft 75010 [ ][ ][ ] Math Milage
CBS Soft 4L2541 [X][X] Mountain King
CBS Soft [ ][ ][ ] Movie Musical Madness
CBS Soft [ ][ ] Omega Race
CBS Soft [ ][ ] S.H. Hide-n-Seek
CBS Soft [ ][ ] Satan's Hollow
CBS Soft 75350 [ ][ ] Sesame Street Astro Grover
CBS Soft 75370 [ ][ ][ ] Sesame Street Letter-Go-Round
CBS Soft [ ][ ] Solar Fox
CBS Soft [ ][ ] Time Trials
CBS Soft [ ][ ][ ] Time Bound
CBS Soft [ ][ ][ ] Webster Word Game
CBS Soft [ ][ ] Wings
Dana [X][ ] Alien Ambush
Dana [ ][ ] Cloudburst
Datasoft [ ][ ] Letter Wizard
EasternHous [ ][ ] KISS
EasternHous [ ][ ] Monkey Wrench
EasternHous [X][ ] Monkey Wrench II (right cartridge)
Elcomp [ ][ ] Atext-1
Elcomp [ ][ ] Atmas
Elcomp [ ][ ] Atmona-1
Epyx [ ][ ] Alien Garden
Epyx [X][X] Fun with Art
Epyx [ ][ ] Fun with Music
Epyx [X][X] Gateway to Apshai
Epyx [ ][ ] Jumpman Jr.
Epyx [ ][ ] Lunar Outpost
Epyx [ ][ ] Monster Maze

Epyx [X][X][X] Pitstop
Epyx [ ][ ] Platter Mania
Epyx [ ][ ] Silicon Warrior
Epyx [ ][ ] Swat Rescue
First Star NR? Boulder Dash (I have an ad showing these
First Star NR? Bristles three and SpaceChase for
First Star NR? Flip and Flop an 800-based coin-op!)
Fisher Price DCF-AT [X][ ] Dance Fantasy
Fisher Price LNL-AT [X][ ] Linking Logic
Fisher Price LLV-AT [X][ ] Logic Levels
Fisher Price ???-AT [X][ ] Memory Manor
Gebelli [ ][ ] Doc Goodlode's Cavern
Gebelli [ ][ ] Embargo
Gebelli [ ][ ] Firebird
GeminiSoft [ ][ ] Magic Dump
HES [ ][ ] Gridrunner
HSU Software [ ][ ] Math Encounter
ICD [ ][ ] R-Time 8
ICD [ ][ ] SpartaDOS X
IDSI [ ][ ] Pool 400
IDSI [ ][ ] Speedway Blast
IDSI [ ][ ] Survival of the Fittest
Imagic 720125-1A [ ][ ] Atlantis
Imagic IA4200/720149-1A [X][X][W] Demon Attack
Imagic ? Laser Gates
Imagic ? Quick Step
InHome [ ][ ] Baseball
Kay Enterprises ATR 1000 [ ][ ] K-Razy Shoot Out
Koala AT00315-1 [X][ ] KoalaPainter
LJK [ ][ ] Data Perfect
LJK [ ][ ] Edit 6502
LJK [ ][ ] Letter Perfect (40 Column)
LJK [ ][ ] Letter Perfect (80 Column)
MPP [ ][ ] Microfiler
MPP [ ][ ] Smart Terminal
MPP [ ][ ] Supercharger BBS
O.S.S. [ ][ ] Action!
O.S.S. [ ][ ] Basic XE
O.S.S. [ ][ ] Basic XL
O.S.S. [ ][ ] Mac/65
O.S.S. [ ][ ] The Writer's Tool
OrionMicro [ ][ ] Express!
Pandora [ ][ ] Powerstar
Parker Brothers [ ][ ] Astrochase (by First Star)
Parker Brothers [X][ ] Chess
Parker Brothers 1110 [X][X][X] Frogger
Parker Brothers 1280? [ ][ ] Gyruss
Parker Brothers [X][ ] James Bond 007
Parker Brothers [ ][ ] Montezuma's Revenge
Parker Brothers [ ][ ] Mr. Do's Castle

Parker Brothers [X][ ] Popeye
Parker Brothers [X][ ] Q*Bert
Parker Brothers [ ][ ] Risk
Parker Brothers 101303? [ ][ ] Star Wars: Death Star Battle
Parker Brothers [ ][ ] Star Wars: The Arcade Game
Parker Brothers 1140 [X][X][X] Super Cobra
Parker Brothers [ ][ ] Tutankham
Rantom [ ][ ] Trust
Reevesoft [ ][ ] Diamond GOS
Reston [ ][ ] Movie Maker
Roklan [X][ ] Deluxe Invaders
Roklan [ ][ ] Diamond Mine
Roklan [X][ ] Gorf
Roklan [X][ ] Journey to the Planets
Roklan [ ][ ] Lifespan
Roklan [ ][ ] Rack Em Up
Roklan [ ][ ] Space Journey
Roklan [ ][ ] Wizard of Wor
Romox [ ][ ] AntEater
Romox [ ][ ] Attack at EP-CYG-4
Romox [ ][ ] Flapper
Romox [ ][ ] Fortune Hunter
Romox [X][ ] Princess and Frog
Romox [ ][ ] Sea Chase
Romox [ ][ ] Spark Bugs
Romox [ ][ ] Starion
Romox [ ][ ] Typo
Romox [ ][ ] Whiz Kid
Scarborough [ ][ ] MasterType
Sega 005-03 [ ][ ] Buck Rogers: Planet of Zoom
Sega 006-03 [X][ ] Congo Bongo
Sega [ ][ ] Frogger II: Threedeep
Sega [ ][ ] Spy Hunter
Sega 004-03 [ ][ ] Star Trek
Sega 012-03 [X][ ] Super Zaxxon
Sega [ ][ ] Tac Scan
Sega [ ][ ] Tapper
Sega [ ][ ] Up N Down
Sega 008-03 [ ][ ] Zaxxon
Sierra On-Line [ ][ ] BC Quest for Tires
Sierra On-Line [ ][ ] Creepy Corridors
Sierra On-Line [ ][ ] Crossfire
Sierra On-Line [ ][ ] Jawbreaker
Sierra On-Line [ ][ ] Jawbreaker II
Sierra On-Line [ ][ ] Learning with Leeper
Sierra On-Line [ ][ ] Maurauder
Sierra On-Line [ ][ ] Mr. Cool (by Peter Oliphant)
Sierra On-Line [ ][ ] Sammy Lightfoot
Sirius [ ][ ] Alpha Shield
Sirius [ ][ ] Capture the Flag

Sirius [ ][ ] Fantastic Voyage (by 20th Century Fox)
Sirius [ ][ ] Fast Eddie
Sirius [ ][ ] Final Orbit
Sirius [ ][ ] Squish 'Em
Sirius [ ][ ] Turmoil (by 20th Century Fox)
Sirius [X][ ] Worm War I
Softmark [ ][ ] ESP Mindlock BBS
SoftToolworks [ ][ ] Chessmaster 2000
Spinnaker CS Adventure Creator
Spinnaker [ ][ ][ ] Aegean Voyage
Spinnaker ALF-AT [ ][ ][ ] Alf in the Color caves
Spinnaker ABZ-AT [ ][ ][ ] Alphabet Zoo
Spinnaker [ ][ ][ ] Bubble Burst
Spinnaker COS-AT [ ][ ][ ] Cosmic Life
Spinnaker DLD-AT [ ][ ][ ] Delta Drawing Learning Program
Spinnaker [ ][ ][ ] Delta Music
Spinnaker FMK-AT [X][ ][ ] Facemaker
Spinnaker FRF-AT [X][ ][ ] Fraction Fever
Spinnaker JUK-AT [ ][ ][ ] Jukebox
Spinnaker [ ][ ][ ] Kid Writer
Spinnaker KOK-AT [ ][ ][ ] Kids on Keys
Spinnaker KDC-AT [X][ ][X] Kindercomp
Spinnaker [ ][ ][ ] Ranch
Spinnaker SMC-AT [ ][ ][ ] Story Machine
Spinnaker [ ][ ][ ] Up for Grabs
Synapse [ ][ ] Chicken
Synapse [ ][ ] Claim Jumper
Synapse [ ][ ] Drelbs
Synapse [ ][ ] File Manager
Synapse [X][X] Ft. Apocalypse
Synapse [ ][ ] Nautilus
Synapse [ ][ ] Necromancer
Synapse [ ][ ] Picnic Paranoia
Synapse [X][X] Protector II
Synapse [ ][ ] Shadow World
Synapse [X][X] Shamus
Synapse [ ][ ] Slamball
Synapse [X][ ] Slime
Synapse [ ][ ] Survivor
Synapse [ ][ ] Synassembler
Synapse [ ][ ] The Pharaoh's Curse
Tech-Sketch [ ][ ] Paint-N-Sketch Level I
Tech-Sketch [ ][ ] Paint-N-Sketch Level II
TG Software [ ][ ] Abracadabra
TG Software [ ][ ] Droids
TG Software [ ][ ] Nightstrike
Thorn EMI THA12010 [ ][ ][ ] Computer War
Thorn EMI [ ][ ][ ] Darts
Thorn EMI [ ][ ][ ] Home Financial Management
Thorn EMI THA12002 [X][ ][ ] Jumbo Jet Pilot

Thorn EMI THB12004 [X][ ][ ] Kick Back
Thorn EMI THB12009 [X][ ][ ] Major League Hockey
Thorn EMI THA12008 [X][ ][ ] ORC Attack
Thorn EMI THB12005 [X][ ][X] River Rescue
Thorn EMI THB12003 [X][ ][ ] Soccer
Thorn EMI THA12001 [X][X][X] Submarine Commander
Thorn EMI [ ][ ][ ] Tank Commander
TigerVision [ ][ ] MatterHorn
TigerVision [ ][ ] Springer
Walling Co. [ ][ ] AProm
Walling Co. [ ][ ] AProm XL
Walling Co. [ ][ ] Six Pack I
Walling Co. [ ][ ] Six Pack II

Notes: C = cartridge, I = instructions, B = box, [X] = I own one.
Change every [X] to [ ] and use it to keep track of your own carts.

1361. People, there's already an Atari binaries group!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-13 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <4i8ctf$pn4@crl.crl.com>
Source record: 85386

Wondering if anybody noticed.
It's comp.binaries.atari, and there's no one using it.
It's definitely here on CRL's server, so quite possibly it's on other servers.
Let's start using it :)

John
jvogel@crl.com

1362. Re: Atari BBS List: 96-03-10 UPDATE

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-13 00:00:00 UTC
From: Barry Gordon <bgordon@ecst.csuchico.edu>
Message-ID: <Pine.HPP.3.91.960313221933.16430A-100000@hairball.ecst.csuchico.edu>
Source record: 85387

On 10 Mar 1996, Oscar Fowler wrote:

>
> I've compiled the replies I received for my query on existing BBS's which
> support the Atari 8bit.

Oscar, The City of Grey BBS was located in Sacramento, California. However,
the BBS went down when I moved last August.

However, SELECT BBS in Sacramento is still running on an Atari 8-bit and
is connected to the Carina Network. (916) 392-7279

1363. Re: Koala Pad

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-13 00:00:00 UTC
From: Kit Kimes <kimes@iwtqg.att.com>
Message-ID: <Do833G.EAx@ncrcae.ColumbiaSC.ATTGIS.COM>
Source record: 85388

```
#==========Bruce Willard, 3/11/96==========
#
#I just found a Koala Pad, and went to try it out. The left and
#right buttons
#worked, but not the pad. I started to open it to take a look and
#found out
#it's a C-64 version. Does anyone know if it can work with an
#Atari, possibly
#rewiring, or is there something machine specific in it?

I'm a little confused here. I have a Koala Pad that I haven't
had out in years but I thought it plugged into the SIO port.
Does it plug into the joystick port? If so, it should be
rewirable if it isn't correct. You do need software that
supports it. There was two flavors of drawing programs.
I have the cartridge based version but there was also
a disk based version that magazine reviews tended
to like better. I think Rembrant also supported the
Koala Pad, but I can't remember any others off hand.

Kit Kimes
AT&T Resource Link (under contract to ATT-GIS)
Naperville, IL USA
Kit.Kimes@ColumbiaSC.attgis.com or
KitKimes@AOL.COM
"Patience is waiting without worrying"
```

1364. Re: hipokrates

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-13 00:00:00 UTC
From: tomhunt@bright.net
Message-ID: <4i7o2k$pm6@cletus.bright.net>
Source record: 85389

John Haines <john_haines@pointless.gen.nz> wrote:

<snip>

>Just my 2c worth... :) :)
>
>---
>* SIMPQWK80 * #1 * for Atari8's

Hi John. What really caught my attention is the "SIMPQWK80" at the end of your message. I am not familiar with that program. Is this something from the land down-under? Please tell us about it.

Tom Hunt, Closer To Home Enterprises. | PGP key available on keyservers, or
Developer of CTH Shareware. | Finger tomhunt@brutus.bright.net
Sysop of The Closer To Home BBS, 419-368-4413, 3-14.4, USR.
Key Fingerprint = 98 43 51 AD AA 85 69 07 42 51 A9 A0 65 4F 21 44

1365. Re: New Zork times

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-13 00:00:00 UTC
From: tomhunt@bright.net
Message-ID: <4i7o2n$pm6@cletus.bright.net>
Source record: 85390

jeking@xmission.com (James King) wrote:

>Looking to obtain every issue of the New Zork Times. These newsletters
>were released by InfoCom up until 85, I believe. Anybody having these
>for sale/trade, please contact me.

I'm not sure how complete it is, but I got my copies of the nzt from
ftp.funet.fi, in the if-archive.

Tom Hunt, Closer To Home Enterprises. | PGP key available on keyservers, or
Developer of CTH Shareware. | Finger tomhunt@brutus.bright.net
Sysop of The Closer To Home BBS, 419-368-4413, 3-14.4, USR.
Key Fingerprint = 98 43 51 AD AA 85 69 07 42 51 A9 A0 65 4F 21 44

1366. Re: The Undying Copyrights Issue... (LONG)

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-13 00:00:00 UTC
From: rlent@isd.net
Message-ID: <4i5dv6$j2h@usamrid.innovsoftd.com>
Source record: 85391

BobKlaas <bobkla19@mail.tcd.net> wrote:

>The only reason not to do this is that of letigation. If an old
>software developer sees fit and wishes to push it the server
>could end up in court with substantial finincial losses.

>Vendor sales are very limited unless they happen to luck out and
>find a market we all missed. They are not at this point in time
>loosing much if anything. The only real drawback is the rights
>of the Copyright holder..

>I have been working on contacting some for the purpose of placing
>their old Atari 8bit wares on CD, with compensation to them from
>each CD sold. They are still very reluctant to give any
>permission even with an open book/s option. So figure?

The way a lot of Atari users feel is that Atari software is
"I don't care-ware" - that is, if it is not possible to buy
a copy, it doesn't matter how you get it.

I think some sort of alternative distribution is a good idea.
It is unlikely that Atari software is going to find its way
back into stores..

Perhaps some of the authors might allow the software
to be released shareware and placed on the Internet
at an FTP site? Most people probably would not
register it, but if it isn't available for sale, that
comes out to $0.00 (I had a math minor) and anything
more would be that that, wouldn't it?

I like your CD-ROM idea, though. I just dug the old
Atari 800XL out of the closet... haven't booked up the
floppy drive though...

Rob Lent

1367. So What's Happened?

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-13 00:00:00 UTC
From: thester@nyx.cs.du.edu
Message-ID: <4i7p40$1pu@nyx.cs.du.edu>
Source record: 85392

All the talk of alt.binaries.comp.atari8bit and the
other alt.binaries.warez.atari8bit seems to have
disappeared. Did I miss a thread that said we're
just going to forget it?

And is anyone setting up a site for Classic Atari Software?
(meaning - old, unavailable anywhere for sale, copyrighted stuff)

If not, then I think we should go ahead with the newsgroup
alternative. Yeah, I know some tight-asses are going to
object again, but they haven't offered anything towards a
solution yet so hopefully they'll just shut the **** up.

The thread titled "The Undieing Copyright Issue" was
ironic. We're talking of a dieing (dead) platform here.
Adhering to copyright law at this stage is a little
like suffering from anal retention. What's the point?
It all has to come out eventually.

Let's loosen up somewhat and face reality.
(yeah, copyright law is reality and so is the speed limit)
The AMC channel on television solicits for film preservation,
so what is being solicited here is preservation of _software_
works of art. In spite of copyright law, I don't think
anyone seriously believes that currently unobtainable
software should be relegated to a black hole, and that's
what is happening if we don't do something about it.
Is there a section in the Library of Congress that is
preserving Atari 8bit software. No? Then who is?
Yeah, we can all learn 6502 Assembler and write our
own stuff to sell or share, but that's like saying
to AMC that they should just forget old films and let
new filmmakers tell those stories anew with better
technology and so-forth. Eventually all this hardware
I have is going to fall into disrepair because there will
be nothing left to repair it with. Maybe the emulators
will keep the memories of Atari 8bits, but without the
old software to run on them as well, interest in them
will disappear also.

Some may wish for this thread to go away, but it's not.
Maybe back when Trip Hawkins (EA) and other software
producers blamed their dropping Atari because of piracy
that wish would be valid. Then - the Atari was still
a viable platform (barely) and piracy hurt us. But
now we're saying that we are going to be hurting the

copyright owners of "dead" software? Give me a break!

If alt.binaries.warez.atari8bit or alt.binaries.comp.atari8bit
shows up on my server, then I'm going to start posting some
of that glorius old stuff. Right now, it tells me those
two groups don't exist.

Heck, maybe I'll start posting it right here in _this_
newsgroup.

C'mon people - we need to stop treading in stagnant
waters.

Uncle Fester

--
| SOCIOPATH n. - an aggressively antisocial psychopath taking |
| no responsibility for his/her actions. See "INTERNET" for |
| a collective of distinguishing characteristics - e.g., viz EFF. |
| : *thester@nyx.cs.du.edu* : |

1368. Wanted info on Software Sprites

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-13 00:00:00 UTC
From: Phanton <nirdary@pacificnet.net>
Message-ID: <314773BF.3C20@pacificnet.net>
Source record: 85393

Does any one knows how software sprites works,
software sprites allows you to have more then 4 Players at the same time,
i can break a Player using a DLI Rutine so the top part of the screen cam have 4
players and the bottom part have 4 playes (can be five if you include all
missiles), the horizontal position of the 8 playes can be controlled by itself.
I also have a rutine (wich was done by me and my friend long time ago) wich can
scroll a text thro a playes and the playes will wave in a sinus format.
but how to make more then four Players wich can be controlled horizontal and
vertical by them self.

Does anyone knows????

nirdary@pacificnet.net

1369. Re: Atari 8-bit carts

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-13 00:00:00 UTC
From: darmok@leland.Stanford.EDU
Message-ID: <4i7vl5$9d7@elaine35.Stanford.EDU>
Source record: 85394
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.atari

Robert Merritt (robertm@jagunet.com) wrote:
: This spork scribble is by krieg@miller.cs.uwm.edu (Andrew Krieg: Man or
: Android?)

: >I am updating my list of all carts available for the Atari 8bits, and I would
: >appreciate some help. Here are some specific carts I am trying to verify the
: >existence of or find more information on.

REing Frogger II: Threedeep I have it on the 8-bit, had a cartridge (it was
really cute stylish) now I have a hacked disk version. It's out there and
is a ra-ad game!
:-)
-phil

1370. Test

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-13 00:00:00 UTC
From: BentleyBr@gnn.com
Message-ID: <4i819b$nk3@news-e2b.gnn.com>
Source record: 85395

```
Test
```

1371. Re: Koala Pad

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-13 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.224.00082CE7@mindspring.com>
Source record: 85396

In article <Do833G.EAx@ncrcae.ColumbiaSC.ATTGIS.COM> Kit Kimes <kimes@iwtqg.att.com>
writes:
>From: Kit Kimes <kimes@iwtqg.att.com>
>Subject: Re: Koala Pad
>Date: Wed, 13 Mar 1996 20:18:52 GMT

>#==========Bruce Willard, 3/11/96==========
>#
>#I just found a Koala Pad, and went to try it out. The left and
>#right buttons
>#worked, but not the pad. I started to open it to take a look and
>#found out
>#it's a C-64 version. Does anyone know if it can work with an
>#Atari, possibly
>#rewiring, or is there something machine specific in it?

>I'm a little confused here. I have a Koala Pad that I haven't
>had out in years but I thought it plugged into the SIO port.
>Does it plug into the joystick port? If so, it should be
>rewirable if it isn't correct. You do need software that
>supports it. There was two flavors of drawing programs.
>I have the cartridge based version but there was also
>a disk based version that magazine reviews tended
>to like better. I think Rembrant also supported the
>Koala Pad, but I can't remember any others off hand.

>Kit Kimes

The one I have does plug into the second joystick port. I have a program that
is supposed to work with both a joystick and koala. The instructions say to
plug the joystick in port 1 and koala in port 2.

Bruce Willard bwillard@mindspring.com

1372. Re: Wanted info on Software Sprites

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-14 00:00:00 UTC
From: nlshipp@dictator.uwaterloo.ca
Message-ID: <Do9Jny.H8D@novice.uwaterloo.ca>
Source record: 85256

In article <314773BF.3C20@pacificnet.net>,
Phanton <nirdary@pacificnet.net> wrote:
>Does any one knows how software sprites works,
>software sprites allows you to have more then 4 Players at the same time,
>i can break a Player using a DLI Rutine so the top part of the screen cam have 4
>players and the bottom part have 4 playes (can be five if you include all
>missiles), the horizontal position of the 8 playes can be controlled by itself.
>I also have a rutine (wich was done by me and my friend long time ago) wich can
>scroll a text thro a playes and the playes will wave in a sinus format.
>but how to make more then four Players wich can be controlled horizontal and
>vertical by them self.
>
>Does anyone knows????
>

The only way I see of doing this is to show one set of four players for one
screen draw period, and then switch to a different set during the
next screen draw period. You can easily set up a VBI routine to switch
between your two sets. The problem you're going to run into is flicker.
If you pick your colours right it shouldn't be too bad. Your best
bet would be to do this only when more than 4 sprites overlap in a horizontal
band, otherwise use the technique for splitting player missile bands with
a DLI routine.

--
Neil Shipp -- nlshipp@dictator.uwaterloo.ca
"Have you ever had a dream about dwarves? I've never dreamed about dwarves!"
- Tito the dwarf from the dream sequence in Living in Oblivion

1373. Re: Lifetime of Floppies?

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-14 00:00:00 UTC
From: nlshipp@dictator.uwaterloo.ca
Message-ID: <Do9M4E.LGB@novice.uwaterloo.ca>
Source record: 85257

In article <khaley.826813715@gmi.edu>, Kevin Haley <khaley@nova.gmi.edu> wrote:
>What's the average lifetime on the SS/DD 5.25" floppies?
>
>I have dozens (hundreds?) of floppies for my XE and I've started
>backing up some of my more important software on new floppies.
>I've had many of my old disks for 11 years now and I'm wondering if
>there is a time soon where I can expect them to suddenly lose
>their data and become useless.
>

Some of my disks are beginning to fail. They're about 12 years old.
Unfortunately, it's not the information that's fading, it's the adhesive
that holds the oxide particles to the plastic disk. The head literally
scrapes the particles right off the disk. Most of the stuff I couldn't
care less about, but some of the files were irreplacable. I can't say
for certain which brand-names are failing, but I only used to use
Nashua or Wabash disks.

On another note, what's the life-time of eproms? Some of the cartridges
and device roms are eproms. I've taken them all out and dumped the
contents out to files, but how long will these things last?

--
Neil Shipp -- nlshipp@dictator.uwaterloo.ca
"Have you ever had a dream about dwarves? I've never dreamed about dwarves!"
- Tito the dwarf from the dream sequence in Living in Oblivion

1374. Re: Error-180

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-14 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <31487EAA.463C@ncweb.com>
Source record: 85258

Rick Vazquez wrote:
>
> Can someone please remind me what error 180 is, this is when trying to load a
> game off from DOS.
>
> Rick
>
> UCLA Physics
>
> Oh, sorry 8-bit ATARI

I get that BLASTED ERROR .... A LOT ... I've asked Darek about it too ..
as of this date .. no reply
--
```
************************************************************
* Hi! /\_/\ /\_/\ * cooncat@ncweb.com *
* | O O | | O O | * aj445@po.cwru.edu *
* from = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* ^ ^ ****************************
* Bill "Data" & "Geordi" * It's a BABY; NOT a Choice!*
* (my 2 cats) * Please Spay or Neuter *
* say "Hello" too! * your pets! *
************************************************************
```

1375. Re: The Undying Copyrights Issue... (LONG)

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-14 00:00:00 UTC
From: maffia@fox.CS.Berkeley.EDU
Message-ID: <4i9ron$ekp@agate.berkeley.edu>
Source record: 85259

This is a cross post from the group news.announce.newusers.
This draft FAQ may help clarify some of the issues to anyone who
wants facts... Further infomation, including the text of the relevant
laws, can be obtained from the resources by the author at the end.

Date: Sun, 12 Feb 1995 23:00:39 GMT
Expires: Sun, 12 Mar 1995 23:00:39 GMT
From: brad@clarinet.com (Brad Templeton)
Subject: DRAFT FAQ: 10 big myths about copyright explained
Newsgroups: news.announce.newusers,news.admin.policy,misc.legal,
misc.legal.computing,misc.int-property
Reply-To: brad@clarinet.com

Original-author: brad@clarinet.com (Brad Templeton)
Archive-name: law/Copyright-FAQ/myths/part1
Last-change: 12 Feb 1995 by netannounce@deshaw.com (Mark Moraes)
Changes-posted-to: news.misc

[This is a draft FAQ, proposed for inclusion in news.announce.newusers.
It has not yet been sent to news.answers for approval, so the Archive-name
above is just a proposal. After a few rounds of posting this as a draft,
it'll be added to news.answers. Corrections or improvements to the FAQ
should be sent to the author; please Cc: me on comments about the
appropriateness of the newsgroups that this is posted to. --
netannounce@deshaw.com]

10 Big Myths about copyright explained
By Brad Templeton

1) If it doesn't have a copyright notice, it's not
copyrighted.

This was true in the past, but today almost all major
nations follow the Berne copyright convention. For example,
after April 1, 1989, almost everything created privately in the
USA is copyrighted and protected whether it has a notice or not.
The default you must assume for other people's works is that
they are copyrighted and may not be copied unless you *know*
otherwise. There are some old works that lost protection
without notice, but frankly you should not risk it unless
you know for sure.

It is true that a notice strengthens the protection, by
warning people, and by allowing one to get more and
different damages, but it is not necessary. If it looks

copyrighted, you must assume it is. This applies to pictures,
too. You can't scan pictures from magazines and post them
to the net, and if you come upon something unknown,
you shouldn't post that either.

The correct form for a notice is:
"Copyright <dates> by <author/owner>"
You can use C in a circle instead of "Copyright" but "(C)"
has never been given legal force. The phrase "All Rights
Reserved" used to be required in some nations but is now
not needed.

2) If I don't charge for it, it's not a violation.

False. Whether you charge can affect the damages awarded in
court, but that's essentially the only difference. It's still a
violation if you give it away -- and there can still be
heavy damages if you hurt the commercial value of the
property.

3) If it's posted to Usenete it's in the public domain.

False. Nothing is in the public domain anymore unless the
owner explicitly puts it in the public domain(*). Explicitly,
as in you have a note from the author/owner saying, "I grant
this to the public domain." Those exact words or words very
much like them.

Some argue that posting to Usenete implicitly grants
permission to everybody to copy the posting within fairly
wide bounds, and others feel that Usenete is an automatic store and
forward network where all the thousands of copies made are
done at the command (rather than the consent) of the
poster. This is a matter of some debate, but even if the
former is true (and in this writer's opinion we should all pray
it isn't true) it simply would suggest posters are implicitly
granting permissions "for the sort of copying one might expect
when one posts to Usenete" and in no case is this a placement
of material into the public domain. Furthermore it is very
difficult for an implicit licence to supersede an explicitly
stated licence that the copier was aware of.

Note that all this assumes the poster had the right to post
the item in the first place. If the poster didn't, then all
the copies are pirate, and no implied licence or theoretical
reduction of the copyright can take place.

(*) It's also usually in the public domain if the creator has
been dead for 50 years. If anybody dead for 50 years is posting
to the net, let me know. There are some other fine points
to this issue -- check more detailed documents for info.

4) My posting was just fair use!

See other notes on fair use for a detailed answer, but bear the following in mind:

The "fair use" exemption to copyright law was created to allow things such as commentary, parody, news reporting, research and education about copyrighted works without the permission of the author. Intent, and damage to the commercial value of the work are important considerations. Are you reproducing an article from the New York Times because you needed to in order to criticise the quality of the New York Times, or because you couldn't find time to write your own story, or didn't want your readers to have to pay to log onto the online services with the story or buy a copy of the paper? The former is probably fair use, the latter probably isn't.

Fair use is almost always a short excerpt and almost always attributed. (One should not use more of the work than is necessary to make the commentary.) It should not harm the commercial value of the work (which is another reason why reproduction of the entire work is generally forbidden.)

Note that most inclusion of text in Usenete followups is for commentary and reply, and it doesn't damage the commercial value of the original posting (if it has any) and as such it is fair use. Fair use isn't an exact doctrine, either. The court decides if the right to comment overrides the copyright on an indidvidual basis in each case. There have been cases that go beyond the bounds of what I say above, but in general they don't apply to the typical net misclaim of fair use. It's a risky defence to attempt.

5) If you don't defend your copyright you lose it.

False. Copyright is effectively never lost these days, unless explicitly given away. You may be thinking of trade marks, which can be weakened or lost if not defended.

6) Somebody has that name copyrighted!

You can't copyright a name, or anything short like that. Titles usually don't qualify, but I doubt you could write a song entitled "Everybody's got something to hide except for me and my monkey."

However, you can trademark an adjective, when applied to a generic type of product or service. Like an "Apple" computer. Apple Computer "owns" that word applied to computers, even though it is also an ordinary word. Apple Records owns it when applied to music. Neither owns the word on its own, only in context, and owning a mark doesn't mean complete control -- see a more detailed treatise on this law for details.

You can't use somebody else's trademark in a way that would unfairly hurt the value of the mark, or in a way that might make people confuse you with the real owner of the mark, or which might allow you to profit from the mark's good name. For example, if I were giving advice on music videos, I would be very wary of trying to label my works with a name like "mtv." :-)

7) They can't get me, defendants in court have powerful rights!

Copyright law is mostly civil law. If you violate copyright you would usually get sued, not charged with a crime. "Innocent until proven guilty" is a principle of criminal law, as is "proof beyond a reasonable doubt." Sorry, but in copyright suits, these don't apply the same way or at all. It's mostly which side and set of evidence the judge or jury accepts or believes more, though the rules vary based on the type of infringement. In civil cases you can even be made to self-incriminate.

8) Oh, so copyright violation isn't a crime or anything?

Actually, recently in the USA commercial copyright violation involving more than 10 copies and value over $2500 was made a felony. So watch out. (At least you get the protections of criminal law.) On the other hand, don't think you're going to get people thrown in jail for posting your E-mail. The courts have much better things to do than that. This is a fairly new, untested statute.

9) It doesn't hurt anybody -- in fact it's free advertising.

It's up to the owner to decide if they want the free ads or not. If they want them, they will be sure to contact you. Don't rationalize whether it hurts the owner or not, *ask* them. Usually that's not too hard to do. Time past, ClariNet published the very funny Dave Barry column to a large and appreciative Usenete audience for a fee, but some person didn't ask, and forwarded it to a mailing list, got caught, and the newspaper chain that employs Dave Barry pulled the column from the net, pissing off everybody who enjoyed it. Even if you can't think of how the author or owner gets hurt, think about the fact that piracy on the net hurts everybody who wants a chance to use this wonderful new technology to do more than read other people's flamewars.

10) They e-mailed me a copy, so I can post it.

To have a copy is not to have the copyright. All the E-mail you write is copyrighted. However, E-mail is not, unless previously agreed, secret. So you can certainly *report* on what E-mail you are sent, and reveal what it says. You can even quote parts of it to demonstrate. Frankly, somebody who sues over an ordinary message might well get no damages,

because the message has no commercial value, but if you want to stay strictly in the law, you should ask first. On the other hand, don't go nuts if somebody posts your E-mail. If it was an ordinary non-secret personal letter of minimal commercial value with no copyright notice (like 99.9% of all E-mail), you probably won't get any damages if you sue them.

---------- In Summary ----------

These days, almost all things are copyrighted the moment they are written, and no copyright notice is required.

Copyright is still violated whether you charged money or not, only damages are affected by that.

Postings to the net are not granted to the public domain, and don't grant you any permission to do further copying except *perhaps* the sort of copying the poster might have expected in the ordinary flow of the net.

Fair use is a complex doctrine meant to allow certain valuable social purposes. As yourself why you are republishing what you are posting and why you couldn't have just rewritten it in your own words.

Copyright is not lost because you don't defend it; that's a concept from trademark law. The ownership of names is also from trademark law, so don't say somebody has a name copyrighted.

Copyright law is mostly civil law where the special rights of criminal defendants you hear so much about don't apply. Watch out, however, as new laws are moving copyright violation into the criminal realm.

Don't rationalize that you are helping the copyright holder; often it's not that hard to ask permission.

Posting E-mail is technically a violation, but revealing facts from E-mail isn't, and for almost all typical E-mail, nobody could wring any damages from you for posting it.

Permission is granted to freely copy this
document in electronic form, or to print for
personal use. If you had not seen a notice
like this on the document, you would have to
assume you did not have permission to copy it.
This document is still protected by you-know-
what even though it has no copyright notice.

It should be noted that the author, as publisher of an electronic newspaper on the net, makes his living by

publishing copyrighted material in electronic form and has
the associated biases. However, DO NOT E-MAIL HIM FOR LEGAL
ADVICE; for that use other resources or consult a lawyer.
Also note that while most of these principles are universal
in Berne copyright signatory nations, some are derived from
Canadian and U.S. law. This document is provided to clear
up some common misconceptions about intellectual properly
law that are often seen on the net. It is not intended to
be a complete treatise on all the nuances of the subject. A
more detailed copyright FAQ, covering other issues including
compilation copyright and more intricacies of fair use is
available in the same places you found this note, or for FTP
on rtfm.mit.edu in pub/usenet-by-group/comp.answers/law/Copyright-FAQ.
Also consider gopher://marvel.loc.gov/11/copyright for
actual statutes.

1376. Re: lack of PC Xformer Support

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-14 00:00:00 UTC
From: un55@rzstud1.rz.uni-karlsruhe.de
Message-ID: <4ia073$sl3@rzstud1.rz.uni-karlsruhe.de>
Source record: 85260

In article <792134535wnr@kwll.demon.co.uk>,
Lawrence Staveley <Lawrence@kwll.demon.co.uk> wrote:
>> I've tried it on my Linux-Box. Looks promising, but it's also quite slow right
>> now.
>
>Fair point.... BUT
>
>1) I don't work with Unix/Linex.
>2) The really powerfull unix boxes are, well, REALLY powerful.
>3) I don't want a unix box.
>4) There isn't one for the PC coz it probably can't handle it, which is the point I
> was making.

Well, this UAE isn't that old yet, and it seems it will definitely move on. There's
quite a lot of developement in progress. I think it's better to start developing
an emulator on Unix than on any other platform. Doing this you're forced to design
your code as portable as possible. I doubt one could as easily port the PC XFormer
to other machines as the atari800 emulator by David Firth.

best wishes,

-Marek

Marek.Tomczyk@stud.uni-karlsruhe.de
Marek Tomczyk

1377. Re: lack of PC Xformer Support

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-14 00:00:00 UTC
From: un55@rzstud1.rz.uni-karlsruhe.de
Message-ID: <4ia0su$ob@rzstud1.rz.uni-karlsruhe.de>
Source record: 85261

In article <37226648wnr@kwll.demon.co.uk>,
Lawrence Staveley <Lawrence@kwll.demon.co.uk> wrote:
>However....
>
>2) UAE/Amiga emulation by UAE is worse that XFormer/XL emulation.
> (obviously, being 16bit, custom silicon, etc, etc...)

Sure it's worse, they just started. XFormer is _much_ older. Darek has spent near
half of his lifetime on his project (well, maybe not that long), while UAE is still
in the alpha/beta state.

> The UAE is still not fully running under DOS, and the author states that it runs
> five times slower than a stock a-500, making it pretty useless for games, demos, etc.

... unless you force it with brute force to be usefull by running it on a 166 MHz
PentiumPro
Which indeed makes it useless for 99.9% of all of us.

> My point was that Amiga emulation on the PC (at present) would be impossible/not
> worth the effort, and UAE seems to justify that claim. Don't expect to play
> Battle Squadron on your PC anytime soon....

You're right. But let those UAE guys some time. They will improve, I'm quite confident
on this.

> Lets walk before we run, eh? I'll not expect a 100% Amiga emulator before a 100%
> XL emulator. C'mon Darek, don't prove me wrong again ;-)

:-)

Best wishes,

-Marek

Marek.Tomczyk@stud.uni-karlsruhe.de
Marek Tomczyk

1378. Re: Atari Connection BBS

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-14 00:00:00 UTC
From: "Carl W. \"Charley\" Gray" <charley_gray@together.cudenver.edu>
Message-ID: <4ia12u$oee@dns.denver.k12.co.us>
Source record: 85262

James,

I just read your posting concerning PRO!.

I have been running my BBS since 1988, not quite as long as you, but still hanging in there for a while longer.

It was interesting that you are promoting Carina. Didn't Mr. "relice" program the later versions of Carina in addition to PRO!? I thought I had read that somewhere.

By the way, I am still running on version 3.1c of PRO. Mainly for some of the same reasons that you quoted.

--BAVARIAN
BAVARIAN's GASTHAUS BBS
(303) 367-5877

Aurora, Colorado

1379. Web Page: Bravo's Atari Store: On-Line Catalogs. Check this out!

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-14 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <4ia6s1$72t@kelly.teleport.com>
Source record: 85263
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,fr.comp.sys.atari,de.comp.sys.st,fido.ger.atari,ger.atari,ka.comp.sys.atari

Check out my Web Page for Bravo Sierra Computers. Where you can find Both Classic Atari 8 Bit & Atari ST. HardWare, SoftWare, Books & Accessories. My Web Address is below. On-Line Catalogs that you can View and Contact me via my Web Page! Or Request Catalogs in E-Mail. Specify Classic 8 Bit or ST.
E-Mail: bensmith@teleport.com

http://www.teleport.com/~bensmith/bscomputers.shtml

==Thanx==
===Ben===

To All Customers and anyone reading this. My E-Mail is screwed up. I am not receiving my E-Mail and others I send E-Mail to are not receiving E-Mail from me. I know this for sure because, I have called several of my Customers and they confirmed this. Until this passes, the best way to reach me is by phone. If you send E-Mail to Bravo Sierra Computers and don't receive a reply in a week, call me (here in Oregon.) at (503)256-9974 Best time to reach me is 3 PM - Midnight, Monday - Thursday and Friday from 3 PM - 6 PM Pacific Standard Time. If I'm away from the phone, leave a message with your Home Number and the Best time to reach you. If your calling from outside the United States, I can't call you back, so Please, Try Again. Hopefully, my E-Mail clears up soon. I wanted you to know so you didn't think I was snubbing you.
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. Mon - Thurs 3 PM - Midnight. Friday 3 PM - 6 PM PST Call above # these Hours.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Catalogs are FREE & updated monthly. Reply in E-Mail to bensmith@teleport.com
http://www.teleport.com/~bensmith/bscomputers.shtml Bravo Sierra Atari Store

1380. Re: So What's Happened?

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-14 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <4ia8ok$jju@charm.magnus.acs.ohio-state.edu>
Source record: 85264

In article <4i7p40$1pu@nyx.cs.du.edu>,
Uncle Fester <thester@nyx.cs.du.edu> wrote:
> All the talk of alt.binaries.comp.atari8bit and the
> other alt.binaries.warez.atari8bit seems to have
> disappeared. Did I miss a thread that said we're
> just going to forget it?

I think everyone said what they had to say.

> If not, then I think we should go ahead with the newsgroup
> alternative. Yeah, I know some tight-asses are going to
> object again, but they haven't offered anything towards a
> solution yet so hopefully they'll just shut the **** up.
[...]
> so what is being solicited here is preservation of _software_
> works of art.

Refer back to what I said about newsgroups being the worst way of
attempting to archive software. Do you want a binaries newsgroup, or
do you want an archive?

> Heck, maybe I'll start posting it right here in _this_
> newsgroup.

Maybe it's time to learn about writing cancelbots....
--
------------ R o b F u n k ------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

1381. Re: People, there's already an Atari binaries group!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-14 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <4ia9bg$jl9@charm.magnus.acs.ohio-state.edu>
Source record: 85265

```
In article <4i9ovi$d8d@agate.berkeley.edu>,
ANTHONY_WAYNE_PETER MAFFIA <maffia@fox.CS.Berkeley.EDU> wrote:
> The
>school server refuses to carry any group containing "bin" in the
>name

I wonder if the people in rec.climbing know about that...
^^^
> But rather than even bothering with a binaries newsgroup
>I'd like to see a comprehensive ftp site set up.

If I had a domain of my own, I'd consider setting such a site up, just
so this discussion would die out.

--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr
```

1382. Conversion help needed

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-14 00:00:00 UTC
From: bendiebold@aol.com
Message-ID: <4ia5i5$mqm@newsbf02.news.aol.com>
Source record: 85266

I'm Atari-ignorant, so please excuse any howlers I may make here.

My professor needs to have some files converted to a Mac or PC readable format. Unfortunately for us, they are currently on 5-1/4" disks apparently formatted with Atari DOS 2.5, and were written with a word processor called Xlent.

A book is being help up from publication because we can't find a machine that can read these files, so I'm turning to the Net to ask for help. If you think you can read some old Atari files written in Xlent and put them on a disk that we can read on a Mac or PC, then please let me know.

Please answer to benjamin.diebold@yale.edu, as I don't check the board much, or use this account much (though I'll try to in the next few days).

Sorry for the ad here, but I didn't know where else to post.

Ben

P.S. I'm authorized to offer a small token of our gratitude in exchange, like $50 for conversion of the files on 4 disks (both sides).

1383. Re: Atari 8-bit carts

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-14 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <Do8u21.F0x@iglou.com>
Source record: 85267
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.atari

In article <4i79di$ibp@uwm.edu>,
Andrew Krieg: Man or Android? <krieg@miller.cs.uwm.edu> wrote:
> Bumper Bash
> Micro Maestro
> Spider City
>
>Any idea who released these carts?

Micro Maestro was one of the carts made by Chalkboard for their PowerPad drawing tablet. Other titles were Leo's Links and Leo's Lectric Paintbrush. The PowerPad plugged into a joystick port but was not compatible with software for KoalaPad or Atari Graphic Tablet.

--
Bill Marcum bmarcum@iglou.com
"They're all lawyers, and think that the laws of physics can be amended with a voice vote." -- Mary Shafer (shafer@ursa-major.spdcc.com) on Politicians

1384. Re: Happy Compactor question

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-14 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <Do8u6p.FHL@iglou.com>
Source record: 85268

In article <4i7d4e$fkg@nyx.cs.du.edu>,
Uncle Fester <thester@nyx.cs.du.edu> wrote:
> * For MYDOS, error 180 can only occur when XIO 39 is
> invoked to load a file.
>
Mydos will give error 180 if you try to load a non-binary file from the menu.

--
Bill Marcum bmarcum@iglou.com
"They're all lawyers, and think that the laws of physics can be amended with
a voice vote." -- Mary Shafer (shafer@ursa-major.spdcc.com) on Politicians

1385. Re: Behind Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-14 00:00:00 UTC
From: Lawrence Staveley <Lawrence@kwll.demon.co.uk>
Message-ID: <509350365wnr@kwll.demon.co.uk>
Source record: 85269

> But then, if it is an alien, you get one stuck in your ship!! Is there
> any way of killing off an alien when he gets in your ship??
> (I know that your ship goes totally mental - I just wondered if there was
> any way of speeding the process up....

Hit the boosters, hang on, and wish yourself luck. The mothership may just be back!

"I can't see the solution - Through this state of confusion....."

Lawrence@kwll.demon.co.uk

1386. Re: People, there's already an Atari binaries group!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-14 00:00:00 UTC
From: john@pie.net
Message-ID: <4i8j2a$3jp@stratus.skypoint.net>
Source record: 85270

In article <4i8ctf$pn4@crl.crl.com>, jvogel@crl.com (John M. Vogel) says:
>
>Wondering if anybody noticed.
>It's comp.binaries.atari, and there's no one using it.
>It's definitely here on CRL's server, so quite possibly it's on other
>servers.
>Let's start using it :)
>
>John
>jvogel@crl.com
>

On my server there is alt.binaries.comp.atari8bit and
alt.binaries.warez.atari8bit in case you'd liek to know. :)

1387. Re: Still Wanted: Atari BASIC Rev. C ROM Image

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-14 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <4i9el1$f9h@charm.magnus.acs.ohio-state.edu>
Source record: 85271

Hi Tony.

Rather than an image of a Rev.C ROM, you might try getting a
debugged image of a Rev.A or B ROM. ANALOG printed a program once
to make one, and I probably have the resulting file on a an Atari disk
somewhere....

--
------------ R o b F u n k -------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

1388. Re: Atari 8-bit carts

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-14 00:00:00 UTC
From: RLCOLLI@IBM.NET
Message-ID: <ymCSxksjYNGF088yn@IBM.NET>
Source record: 85272
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.atari

In article <4i79di$ibp@uwm.edu>,
krieg@miller.cs.uwm.edu (Andrew Krieg: Man or Android?) wrote:
> Atari CA400201 XE Demo cart (4 games)
>
>I don't know anything about these. They were taken from someone else's list
>which indicated them as never released. Were prototypes made?

I have a copy of this, but I don't know if it was ever released. It looks
like it could've been released, at least to dealers.

> Parker Bros. Mr. Do's Castle
>
>I've seen this on other lists but as far as I know this game was never coded
>for the Atari 8bits. (Someone please prove me wrong!) Is there some remote
>chance a prototype exists?

I have this on disk somewhere, I have no clue where I got it, but it was
the favorite of my corridor freshman year at college!!! (I've never played
the arcade version, so I don't know how faithful to the original the 8-bit
version is.)

--

Ryan 'Gozar' Collins rlcolli@IBM.NET
"You can count on others, but its better to use your own fingers and toes"
http://www.kenton.com/users/gozar/index.htm

1389. Re: People, there's already an Atari binaries group!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-14 00:00:00 UTC
From: maffia@fox.CS.Berkeley.EDU
Message-ID: <4i9ovi$d8d@agate.berkeley.edu>
Source record: 85273

In article <4i8j2a$3jp@stratus.skypoint.net>, <john@pie.net> wrote:
>In article <4i8ctf$pn4@crl.crl.com>, jvogel@crl.com (John M. Vogel) says:
>>
>>Wondering if anybody noticed.
>>It's comp.binaries.atari, and there's no one using it.
>>It's definitely here on CRL's server, so quite possibly it's on other
>>servers.
>>Let's start using it :)
>>
>>John
>>jvogel@crl.com
>>
>
>On my server there is alt.binaries.comp.atari8bit and
>alt.binaries.warez.atari8bit in case you'd liek to know. :)

I've got access to two news servers, and neither carry either! The
school server refuses to carry any group containing "bin" in the
name and netcom has a very poor selection of binary groups. Poor,
as in about 5.

And I read this group every day. I can sift through a binary or two
if it appears. But rather than even bothering with a binaries newsgroup
I'd like to see a comprehensive ftp site set up. The 8bit archive
is almost impossible to get into, and the users of this group are
insanely moralistic about copyright infringement. I guess it's just
guilty feelings over destroying Atari (granted, management helped us...)

- Anthony Maffia
maffia@po.eecs.berkeley.edu

1390. Re: Atari 8-bit carts

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-14 00:00:00 UTC
From: mbates@s3.sonnet.com
Message-ID: <mbates-1403962331450001@ppp5-stk.sonnet.com>
Source record: 85274
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.atari

In article <4i79di$ibp@uwm.edu>, krieg@miller.cs.uwm.edu (Andrew Krieg:
Man or Android?) wrote:

> I am updating my list of all carts available for the Atari 8bits, and I would
> appreciate some help. Here are some specific carts I am trying to verify the
> existence of or find more information on.
>
> Atari Berzerk

I have a prototype copy of this. Plays very well.

> Atari Xevious
>

Never had or seen this one. Sorry.

>
> Atari Kangaroo
>
> Were prototype carts made of this? I know about the bootleg file version.
>
I have a prototype of this one as well. 400/800 only.

> Atari Superman III

I have a prototype of this one as well. the game bites.

> Atari Super PILOT (programming language)
> Atari CA400201 XE Demo cart (4 games)
>
> I don't know anything about these. They were taken from someone else's list
> which indicated them as never released. Were prototypes made?

I have a production version of the XE demo cart. I am assuming it was
released to dealers etc.

>
> Frogger II: Threedeep
>
> Who released this cart, Parker Bros. or Sega?

Parker Bros.

> Spider City

Siruis.

Btw, check out my web page <http://www.stocko.sonnet.com:80/Fujidom/>. My Atari 8-bit list is complete for not only the carts I have but also every one I know of. The list is quite extensive (over 300 carts)

-Marlin

1391. Info needed on...

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-14 00:00:00 UTC
From: William Howald <howald@u.washington.edu>
Message-ID: <Pine.OSF.3.91I.960314013316.10107C-100000@saul7.u.washington.edu>
Source record: 85275

I found a "Monkey Wrench II" cart, but no docs...
can some one give me the basic commands for it?
Can you use it to hack carts? Just what CAN it do?

also... I have seen the term "Happy" drives used here...
(a hardware moded 1050?)
What can this mod do, and where can I get one?
Are their any other copy disk mods-programs in use now?

Thanks in advance,
Aaron Howald
howald@u.washington.edu

1392. Re: Atari 8-bit carts

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-14 00:00:00 UTC
From: landon@netcom.com
Message-ID: <landonDo9Drq.Jt2@netcom.com>
Source record: 85276
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.atari

Andrew Krieg: Man or Android? (krieg@miller.cs.uwm.edu) wrote:
:
: Atari RX8037 Star Trux

this project went about nine months before it was cancelled; it's
possible that some development cartridges leaked [the lab where EPROMs
were burned was one of the leakiest parts of the company]. marketing
wanted a game that "didn't involve shooting." the game was designed
by committee, a spec was thrown at a programmer, and the result was
basically (and predictably) a disaster.

--

landon dyer (landon@netcom.com)

%SIG-34-ERR(TYP=CDA,O=US,FN=@RTERR!CDA/FORK,TA=RDS,ERR=-34)
%IRR-34-MSG(MESS="A CDA EXCEPTION OCURRED")
%NEG-34-COM(FAULT:THIS POSTING WAS NOT CLEARED BY SITE CENSORS AND SHOULD
%% BE DISREGARDED)

1393. Re: The Undying Copyrights Issue... (LONG)

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-14 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1996Mar14.193333.8788@wariat.UUCP>
Source record: 85277

(This THING by Maffia. From newuser FAQ.)
Maffia didn't say what he was talking about. I read that FAQ 'myths'
thing before. What I wanna know is, I guess MAFFIA is in the internet
heirarchy somewhere, does this mean alt.binaries.comp.atari8bit is
gone? I don't know how to put a group up, I certainly don't know how
to take one down. I guess Maffia took that one down?
The only atari binaries I saw in my old list of usenet groups was
comp.binaries.atari.st. I didn't see any alt.binaries.atari.
So, have we been busted?
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

1394. Re: People, there's already an Atari binaries group!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-14 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <4ib6ci$f4e@crl8.crl.com>
Source record: 85278

Russ Gilbert (Russ.Gilbert@apk.wariat.org) wrote:
: (Somebody says there's already an Atari binaries group.)
: Right, there is and has been for some time. I meant to look up that
: group before I posted, but it's too late for that now.
: I seem to recall that that group is an ST only group. Seemed like it
: was alt.binaries.atari.st if I remember correctly. What I'm saying is
: there may be a problem with using this alt.binaries.atari group.

That's comp.binaries.atari. I don't think that it's an ST group, as
there is also comp.binaries.atari.st sitting next to it.

John
jvogel@crl.com

1395. Re: Behind Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-14 00:00:00 UTC
From: pih100@york.ac.uk
Message-ID: <4i80q9$mvi@netty.york.ac.uk>
Source record: 85279

David Scutt (k926891@kingston.ac.uk) wrote:
: But then, if it is an alien, you get one stuck in your ship!! Is there
: any way of killing off an alien when he gets in your ship??
: (I know that your ship goes totally mental - I just wondered if there was
: any way of speeding the process up....

{grin} Not easy - if you have a full load of fuel and try to keep your ship out of the ground then you might survive long enough for the alien to die (or do your rescued pilots kill it?!) The usual way is to wait for the mothership, and hit 'B' for the boosters - the alien will be killed very quickly. I used to fly my ship until she went dry before switching on my boosters - I liked the way she'd coast towards the ground as the engines died.

1396. Re: People, there's already an Atari binaries group!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-14 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1996Mar14.164853.27740@wariat.UUCP>
Source record: 85280

(Somebody says there's already an Atari binaries group.)
Right, there is and has been for some time. I meant to look up that
group before I posted, but it's too late for that now.
I seem to recall that that group is an ST only group. Seemed like it
was alt.binaries.atari.st if I remember correctly. What I'm saying is
there may be a problem with using this alt.binaries.atari group.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

1397. Re: Atari 8-bit carts

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-14 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1996Mar14.165732.27740@wariat.UUCP>
Source record: 85281

I spent so long looking for the msg. asking about 'Ducks Ahoy' I
decided to answer the question here instead of e-mail. After you load
your boat up with ducks, go to wall at upper left of screen. I think
you push fire button and put ducks up one at a time on the wall. After
you have 10 ducks lined up on the wall, you sorta start over.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

1398. Atari Connection BBS

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-14 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <4i944g$ddd@news.xmission.com>
Source record: 85282

Note, personal opinion forth-coming

Well, after running my BBS for 10 years off-and-on, I've decided to shut it down, in its current form, forever.

I urge everyone who's considering an 8bit Atari based BBS to NOT choose Pro! While it might be good software (thanks ONLY to Keith Ledbetter), the ownership and support is considerably lacking and overwhelmingly hostile.

Not once have I ever encountered an organization that was more interested in abusing its customers, rather than supporting them.

Over the last 5 years, Pro went from around 400 BBS's to around 50 current day - primarily because those other sysops (much like myself) just wouldnt take the abuse any longer.

If you wish to have a BBS running on your Atari, seriously consider contacting David Hunt about Carina, or Bob Puff on his own home-made BBS solution.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

1399. 80meg MFM HD for sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-14 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <4i94ch$ddd@news.xmission.com>
Source record: 85397

I have a Micropolis 80meg hard disk (MIO formatted) chock FULL of 8bit
Atari software.

Best offers take.

This was the primary hard drive from my now defunct BBS and ftp site.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

1400. 6502 Multitasking OS announce

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-14 00:00:00 UTC
From: fachat@physik.tu-chemnitz.de
Message-ID: <4i94fs$stj@narses.hrz.tu-chemnitz.de>
Source record: 85398
Cross-posted to:
comp.sys.cbm,comp.os.misc,alt.comp.hardware.homebuilt,comp.sys.apple2,comp.sys.apple2.programmer,comp.sys.atari.8bit

OS/A65

This is the announcement of "OS/A65", a 6502 CPU operating system
I wrote some time ago and which I now put on the Web. It is
copyrighted under the GNU public license.

Some of its features are:

- preemptive multitasking

- (kind of) microkernel design

- filesystems for PC FAT disks and CBM floppy drives on a IEEE488 interface

- runs on 6502 computer with and without MMU

- developed on a selfdesigned and -built 6502 computer

If someone is really interested in, I can also write an article for
a publication or so about it. But, well, 8 bit times are gone...

I'm coming from the Commordore world, not from atari (8bit) nor apple side.
The hardware is close to CBM3032 compatible, but the kernel itself is
completely hardware independent. So just the device drivers have to
be rewritten for porting it to another platform.

It is a good machine/OS to do some small control tasks,
where you can watch them from another shell...
My computer controls my audio equipment via infrared signals ;-)

Well, if you are interested in, here is it's homepage:

http://www.tu-chemnitz.de/~fachat/csa/

so long
Andre Fachat

--
fachat@physik.tu-chemnitz.de | Andre Fachat, Phone: ++49-371-531-3551
-----------------------------| Stadlerstr 17, 09126 Chemnitz, Germany
Distribution via the |---
Microsoft Network prohibited!| Unix was invented prior to user-friendlyness!

1401. Re: What *were* dead sectors?

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-14 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <150972@cup.portal.com>
Source record: 85399

s (m) writes:

: (C) Custom format tracks. THESE WERE (are) a bitch to copy!! Not
: copyable by the archiver 1.2 but supposedly by the 2.0 (did gustafson
: ever release it?)

Don't know who this "gustafson" character is supposed to be, although somewhere in the dark recesses of my mind a voice says, "Mike Gustafson was the original operator of Computer Software Services (CSS), before Bob Puff bought him out..." Is that correct?

Anyway... I don't know WHO released the Archiver 2.0, but one or the other of the above-mentioned gentlemen did, and Bob P. is still selling them AFAIK.

I have one, and it does indeed handle custom-format tracks. Pulls a bunch of other nifty tricks, too, just the kind of thing I really enjoy seeing. :-) I've never found anything the Archiver 2.0 wouldn't copy. But then, I don't do that much copying...

Chris
Chris_F_Chiesa@cup.portal.com

1402. Re: Free 130XE (1st come 1st serve)

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-14 00:00:00 UTC
From: garrick@acsu.buffalo.edu
Message-ID: <4iabsi$juu@azure.acsu.buffalo.edu>
Source record: 85400

In article <4hlmi4$9bu@azure.acsu.buffalo.edu>,
Sean Garrick <garrick@acsu.buffalo.edu> wrote:
>The 130XE has been taken.
>

Well I have just unpacked the 130XE and powered it up. It has been about 2.5 years since I have last done so. I must say it was an emotional experience. The very familiar boot up sound almost brought tears to my eyes.

I was given my first Atari computer in 1981/1982, a 600XL. At the time it was the only thing that remotely captured my interest. I think my parents saw it as somewhat of a last hope for me to get interested in something. School (junior high) was the last thing on my mind, and they figured well it is a computer and it is educational. Well to their surprise I instantly took off. I ditched my 410 tape recorder for a 1050 disk drive, and I was dreaming of getting a 1450XLD. Well the 1450 never made it to the stores, and I held out and got a 128K 130XE. I have written quite a bit of software for it. My favorite a the burglar alarm that I converted a joystick into. It is a very nice machine. I will miss those days dearly.

Now I am doing all of my programming using C++ on a PowerMac. It is not nearly as exciting as programming a 16K 600XL, but it will have to do.

I would like to say to all the Atari users out there keep it up!!

The recipient of my computer is Glenn of NYC. He will be receiving a 130XE, 1050 DD, XM301 modem, 1 joystick, and a few manuals.
The 1050 does not work, but I think it is simply the power supply.

Sean C. Garrick
garrick@eng.buffalo.edu

1403. WHERE ARE 8-BIT ATARI GAMES?

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-14 00:00:00 UTC
From: KJS96001@UConnVM.UConn.Edu
Message-ID: <1774A11287S86.KJS96001@UConnVM.UConn.Edu>
Source record: 85401

Hello, I recently downloaded the atari 8bit emulator demo for msdos. I'm amazed at the speed my PC can play the ROBOTCES demo, but I've been searching in vain for good "classic" atari 8 bit stuff... like Hollywood Medieval, Quasimodo's revenge, K-razy shootout, Star Raider, and maybe Shamus.

I miss these games (which are lost on "bad sectored" floppies) is there a CDROM someplace? how about an ftp... I can't seem to subscribe to alt.bin...comp...atari8. any help is appreciated.

/{ (= \/ ! \
kjs96001@uconnvm.uconn.edu

1404. Wanted: M.U.L.E. Docs

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-14 00:00:00 UTC
From: Steve <72662.3573@CompuServe.COM>
Message-ID: <4i89us$8aa$1@mhafn.production.compuserve.com>
Source record: 85402

Dug out the 8-bit last week and had a great time. Unfortunately, I did a much better job of saving diskettes than saving docs. Does anyone have a copy of the M.U.L.E. documentation? I can fake my way through most of it, but would really appreciate the whole story.

Grateful for any e-mails hitting the highlights/essentials.

Thanks in advance,
S

1405. Re: 6502 Multitasking OS announce

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-14 00:00:00 UTC
From: dibald@netcom.com
Message-ID: <dibaldDo9Lp2.K7r@netcom.com>
Source record: 85403
Cross-posted to:
comp.sys.cbm,comp.os.misc,alt.comp.hardware.homebuilt,comp.sys.apple2,comp.sys.apple2.programmer,comp.sys.atari.8bit

Andre Fachat (fachat@physik.tu-chemnitz.de) wrote:

: If someone is really interested in, I can also write an article for
: a publication or so about it. But, well, 8 bit times are gone...

They're not gone in The Computer Journal. The TCJ #78 (March/April) will
have an article on a 6502 board designed by one of our readers.
--
-=-=-=-=-=-=-=-=-=-=-=- Check out 'alt.tcj' -=-=-=-=-=-=-=-=-=-=-=-=-
Dave Baldwin: dibald@netcom.com | The Computer Journal 1(800)424-8825
DIBs Electronic Design | Home page "http://www.psyber.com/~tcj/"
Voice : (916) 722-3877 | Hands-on hardware and software
TCJ/DIBs BBS: (916) 722-5799 | TCJ/DIBs FAX: (916) 722-7480
-=-=-=-=-=- @#$%^&* I can't even quote myself! Oh,well. -=-=-=-=-=-

1406. Atari 400/800/XL Software for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-14 00:00:00 UTC
From: richs@interlog.com
Message-ID: <4i87t1$c58@steel.interlog.com>
Source record: 85404

```
Welcome to the Atari 400/800/XL/XE software sale catalog.

This list is also available at:

http://www.interlog.com/~richs/atari.html

The range of titles is constantly changing, with new titles being
added weekly.
Most stock is limited so we are having to operate on a first come
first served basis.

The list below details our current inventory.

Last updated: March 13th, 1996.

8-Bit Software

Title Format Stock Status Price

---------------------------------------------------------------------
Asteroids cartridge in stock $10
Atari Logo cartridge in stock $10
Atari Music I disk (24K) in stock $10
Atari Music II disk (24K) in stock $10
Atlantis (Imagic) cartridge in stock $10
Ballblazer cartridge in stock $10
Blue Max cartridge in stock $10
Centipede cartridge in stock $10
Choplifter cartridge in stock $10
Conversational French tape (16K) in stock $10
Conversational Italian tape (16K) in stock $10
Crime Buster cartridge in stock $10
Crossbow cartridge in stock $10
Crossfire (Sierravision) cartridge in stock $10
Crystal Castles cartridge in stock $10
David's Midnight Magic cartridge in stock $10
Defender cartridge in stock $10
Demon Attack (Imagic) cartridge in stock $10
Desert Falcon cartridge in stock $10
Eastern Front cartridge in stock $10
Final Legacy cartridge in stock $10
Food Fight cartridge in stock $10
Football cartridge in stock $10
Galaxian cartridge in stock $10
Home Filing Manager disk in stock $10
Into the Eagles Nest cartridge in stock $10
Invitation to Programming 1 tape (8K) in stock $10
```

Invitation to Programming 2 tape (8K) in stock $10
Joust cartridge in stock $10
Jet Boot Jack disk (48K) in stock $10
Juggles House disk (16K) in stock $10
Millipede cartridge in stock $10
Missile Command cartridge in stock $10
Moon Patrol cartridge in stock $10
My First Alphabet disk (32K) in stock $10
Necromancer cartridge in stock $10
One on One cartridge in stock $10
Pacman cartridge in stock $10
Paint cartridge in stock $10
Pole Position cartridge in stock $10
Qix cartridge in stock $10
Rescue on Fractalus cartridge in stock $10
Robotron 2084 cartridge in stock $10
Space Invaders cartridge in stock $10
Summer Games cartridge in stock $10
Thunderfox cartridge in stock $10
Touch Typing tape (16K) in stock $10
World Geography disk (48K) in stock $10

Unless otherwise stated, all of the above titles are brand new, unused, in their original packaging and complete with manuals etc.

Please note that quantities are limited, and prices are subject to change without notice.

Hardware

Item Condition Stock Status Price

Paddle Controllers brand new in stock $25.00
Trackball brand new in stock $25.00
Atari Lab Light Module brand new in stock $25.00
(requires starter kit)

Books

Book Description Condition Stock Status Price

Atari Basic brand new in stock $3.00
- Learning by Using
Inside Atari Basic brand new in stock $3.00
- Bill Carris

Magazines

We also have a small selection of the following Atari specific magazines:

- Antic
- Analog

- Compute!

Please email us for more details.

Payment

Payment can only be made in the following three ways:

(1) Money Order
(2) By cheque drawn against a Canadian Bank
(3) Cash

Cheques and Money Orders are to be made payable to Richard Smith.

Shipping and Handling

Inside Canada:
$5.00 per order.

To the U.S.:
$6.00 per order.

Outside North America:
We will ship anywhere. Drop us a line and enquire !

Ordering Information

(1) Please email the list of items you require to the address
at the bottom of this page.

(2) You will then receive an email message in return confirming
stock levels, and the total cost of your order.

(3) Should you decide to go ahead with your order, email us and
the items will then be reserved for you.

(4) Then please send us your money order/cash/cheque for the items.
As soon as payment is received, your items will be shipped to
you the following business day, except for cheques which will
be held for 3 days to allow for clearance.

If payment is not received within 15 days, the items will be
taken off reserve.

Mailing List
If you wish to be added to the stock mailing list, please send me
your email address. Updates will be sent out every 3 weeks.

The email address for orders/enquiries is:
richs@interlog.com

My mailing address is:

Richard Smith
P.O.Box 71017
16655 Yonge Street

Newmarket
Ontario
Canada L3X 1Y8

1407. Lifetime of Floppies?

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-14 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.826813715@gmi.edu>
Source record: 85405

What's the average lifetime on the SS/DD 5.25" floppies?

I have dozens (hundreds?) of floppies for my XE and I've started
backing up some of my more important software on new floppies.
I've had many of my old disks for 11 years now and I'm wondering if
there is a time soon where I can expect them to suddenly lose
their data and become useless.

/Kevin

1408. Re: 6502 Multitasking OS announce

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-15 00:00:00 UTC
From: johnlb@primenet.com
Message-ID: <4idocl$5ts@nnrp1.news.primenet.com>
Source record: 85206
Cross-posted to:
comp.sys.cbm,comp.os.misc,alt.comp.hardware.homebuilt,comp.sys.apple2,comp.sys.apple2.programmer,comp.sys.atari.8bit

In article <4i94fs$stj@narses.hrz.tu-chemnitz.de>,
Andre Fachat <fachat@physik.tu-chemnitz.de> wrote:
>
> OS/A65
> ------
>
>This is the announcement of "OS/A65", a 6502 CPU operating system
>I wrote some time ago and which I now put on the Web. It is
>copyrighted under the GNU public license.
>
>Some of its features are:
>
> - preemptive multitasking
>
> - (kind of) microkernel design
>
> - filesystems for PC FAT disks and CBM floppy drives on a IEEE488 interface
>
> - runs on 6502 computer with and without MMU

Just what is your MMU for a 6502? I've never heard of one that's
completely compatable (designed for 65... series processors). Possibly
with a lot of interface chips and major software design a 68000 series
MMU could be made to work. As far as I know, Commodore never had an MMU
in any of their 6502 systems. If you're thinking of what they did to
make the C128, that isn't memory management, but just a latch toggle
system to switch in multiple banks of RAM.

> - developed on a selfdesigned and -built 6502 computer
>
>
>If someone is really interested in, I can also write an article for
>a publication or so about it. But, well, 8 bit times are gone...

8 bit times for personnal computers may be going (lots of Apple][s still
doing a great job out there), but there still is a vast (and growing) market
for 8 bit micro controllers, and the 6502 is still used in a lot of them.
8 bitters can easily handle deluxe microwave ovens, VCR's, etc. Places
where using 16 bits is just a waste of silicon. Some of these functions
can be done by 4 bitters if anyone made them. And some are being done
with single bit units (8 internal, but single bit serial interfaces to
RAM, ROM, etc.).

>I'm coming from the Commordore world, not from atari (8bit) nor apple side.
>The hardware is close to CBM3032 compatible, but the kernel itself is
>completely hardware independent. So just the device drivers have to
>be rewritten for porting it to another platform.
>
>It is a good machine/OS to do some small control tasks,
>where you can watch them from another shell...
>My computer controls my audio equipment via infrared signals ;-)

Now that is something I consider a very interesting project, but only if
the computer can be used for lots of other things at the same time it is
doing it's control thing. Otherwise, it's no better than a remote.

>Well, if you are interested in, here is it's homepage:
>
>http://www.tu-chemnitz.de/~fachat/csa/
>
>
>so long
>Andre Fachat
>
>
>--
>fachat@physik.tu-chemnitz.de | Andre Fachat, Phone: ++49-371-531-3551
>----------------------------| Stadlerstr 17, 09126 Chemnitz, Germany
>Distribution via the |---
>Microsoft Network prohibited!| Unix was invented prior to user-friendlyness!

--

John Bowling |Apple II GS can whip the pants off its little
johnlb@primenet.com |brother (Mac) any time!

1409. Re: What *were* dead sectors?

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-15 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <3149a3dd.795702@news.superlink.net>
Source record: 85283

```
>s (m) writes:
>
>: (C) Custom format tracks. THESE WERE (are) a bitch to copy!! Not
>: copyable by the archiver 1.2 but supposedly by the 2.0 (did gustafson
>: ever release it?)
>
>Don't know who this "gustafson" character is supposed to be, although some-
>where in the dark recesses of my mind a voice says, "Mike Gustafson was the
>original operator of Computer Software Services (CSS), before Bob Puff bought
>him out..." Is that correct?
>
Yeah, Mike Gufaston, original marketer of the Archiver. I find it
interesting that the 2.0 is still being sold??? Where???

Personally, I always found it much easier to REMOVE the copy
protection cause' sector copies are so much faster.....

The other thing that was nice about the archiver, you can actually
create a track with 23 sectors in it, that the archiver COULD NOT
copy, but if done right, you could use it for an UNCOPYABLE BY
ANYTHING, even Happy, but was consistent for use in copy protection.
```

1410. Uploaded: Atari800-0.3.3.tar.gz

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-15 00:00:00 UTC
From: David Firth <david@signus.demon.co.uk>
Message-ID: <1996Mar15.214832.489@signus.demon.co.uk>
Source record: 85284
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

```
Atari 800 Emulator for Unix, Version 0.3.3
------------------------------------------

The latest version of this emulator can be downloaded from:-

ftp://ftp.demon.co.uk/pub/emulators/atari/Atari800-0.3.3.tar.gz

An Amiga A1200 binary (still slow) can be downloaded from:-

ftp://ftp.demon.co.uk/pub/emulators/atari/Atari800-0.3.3-amiga-bin.lzh

Features
--------

+ 48K/52K Atari 400/800 emulation (optional RAM between 0xc000 and 0xcfff)
+ Atari 800XL emulation.
+ Atari 130XE emulation (but Antic access the same bank the CPU is using)
+ OSS Super Cartridges.
+ Wide / Normal / Standard Playfields.
+ Joystick controller using numeric keypad.
+ Paddle controller using X Window mouse position.
+ Display List and Vertical Blank Interrupts.
+ All Antic Display modes.
+ GTIA graphics support for *all* Antic modes (GTIA Characters etc.)
+ Player Missile Graphics with collision detection.
+ H: devices replaces C: devices giving local filesystem access.
+ Reads both ATR and XFD disk files.
+ XVIEW and Amiga User Interfaces
+ PILL mode - allows memory between 0x8000 and 0xbfff to be toggled
between RAM and ROM.
+ Horizontal and Vertical Fine Scrolling
+ Playfield and Player/Missile Priorities
+ Sound Support on Unix using the Network Audio System
+ Printer support

Changes in 0.3.3
----------------

- New System menu in XVIEW version allowing selection of operating
system etc.
- Amiga: Iconify working.
- Amiga: System menu contains options for Insert ROM, Remove ROM,
Enable PILL, Selection of Operating System and all previous disk
options.
- Amiga: Help menu option is now working using Multiview.
```

Changes in 0.3.2

- Modified BRK instruction to take account of the I flag. The BRK
instruction is ignored if the I flag is set.
- Added all unofficial NOP opcodes.
- New cartridge handling. The XVIEW version provides menu items
enabling the insertion and removal of cartridges.

Changes in 0.3.1

- Defined PRINT_COMMAND in devices.c for Amiga
- Minor optimisation to PMG handling
- Modified DLI Handling and ScanLine processing
--
David Firth <david@signus.demon.co.uk>

1411. Copyrights: Scott Adams (AI) speaks

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-15 00:00:00 UTC
From: sydtech@skypoint.com
Message-ID: <4iarid$18@stratus.skypoint.net>
Source record: 85285

I recently got some email from Scott Adams, the Adventure guy. I took the opportunity to ask his opinion on the whole copyright and FTP issue, and (with his permission) am forwarding his comments on for discussion....

Scott (Butler)

Scott Butler wrote:
>
> ----------
> From: Scott Butler
> Sent: Wednesday, March 06, 1996 4:11 PM
> To: 'Scott Adams'
> Subject: RE: What happened to Scott Adams?
>
> Hello Scott....
>
> I'm sending this message again, and hopefully the lines are short
> enough that Netscape won't truncate them....
>
> --------
>
> Hey! Fantastic! Glad to hear from you! I hope your post-AI life has
> treated you well. I was a big fan of your games, and I'd really be
> interested in finding out about your updated versions for Windows 95 as
> they become available.
>
> And while I have your attention, here's an interesting question for you:
> on comp.sys.atari.8bit, a Usenet newsgroup, there's been a lot of talk
> about putting up an FTP site with software for Atari's old 8-bit line of
> computers, since most of it is no longer available for purchase, and
> many people are worried that some of it may be lost forever.
>
> This has been a thorny issue, both from a legal (copyright) and ethical
> standpoint. Although most of the companies that put out this software
> are long gone, their copyrights will stand for quite some time. Also,
> even though most of this stuff is not available for purchase anymore,
> there's concern that the developers who created the software might
> have a problem with it being distributed free of charge via FTP,
> especially without permission.
>
> I'd be really interested in hearing your opinion on this, since you're
> obviously well-qualified to speak to the issue. How would you feel about
> your AI games for discontinued platforms such as the Atari 8-bit being
> put on an FTP site and given away for free? Are these items still a

> significant source of revenue for you? As far as other software for
> obsolete platforms, how do you think an FTP "preservation" project
> should be pursued for an obsolete system like the Atari 8-bits? Do you
> think it even *should* be done? Should people try to locate the original
> developers of some of the software for permission, or should they
> merely put up the site with a note saying that they'll promptly remove
> any software if the original developer or copyright holder takes issue
> with it being made available online?
>
> Thanks again, and take care....
> Scott

I recieve no monies at all from previous Advenute efforts. Personally I
would love to see the Atari 8 bit stuff up on a web site. But I'm not sure
"who" owns the previous copyrights these days. (probably no one!) Anyway
I'm working on WIn95 version of games...

--
Scott Adams (Not Dilbert, Adventure!)
msadams@pcii.net
http://users.mwci.net/~msadams/index.htm

<end of message>

1412. ATR to DCM?

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-15 00:00:00 UTC
From: mcmahon@inil.com
Message-ID: <3f7cc$1027c.194@news.inil.com>
Source record: 85286

Hello!

Surely there must be a way to convert ATR images to DCM files? Is there a program available to do this? The reason I'm asking, is that I just bought a CD ROM recorder and want to make a CD with 8 bit software, and can make all the ATR's I want, but is not compatible for an 8 bitter to use a ATR file, when DCM is the preferred format. What I would like to do is to get information on both formats and create a program (either Atari/IBM executable or basic) to convert these. This way i can put either format on the CD that would satisfy IBM'ers and 8 bitters.

Maybe this could be a group effort or point me in the direction of the documents for the DCM and ATR formats and I'll get to work...

Rory Mcmahon
,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,
* Rory McMahon Atari Fanatic by CHOICE! Falcon030/4/85/SyQuest EZ135 *
# mcmahon@inil.com 8 bits and above! Pentium 90 Xformer! #
'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'

1413. Re: How many 1200XLs were sold

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-15 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <4ibmem$rlj@news.tcd.net>
Source record: 85287

There we a bunch of 1200XL sold, I paid $100.00 for a used one when they were current. The computer you mentioned would be the 1400XLD, 1200xl style with a modem and disk drive, I saw one of these years ago but have not seen one since.

I have several good working 1200XL's now.

1414. Re: People, there's already an Atari binaries group!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-15 00:00:00 UTC
From: followel@cris.com
Message-ID: <31496209.986881@news.cris.com>
Source record: 85288

On 13 Mar 1996 22:04:31 -0800, jvogel@crl.com (John M. Vogel) wrote:

>Wondering if anybody noticed.
>It's comp.binaries.atari, and there's no one using it.
>It's definitely here on CRL's server, so quite possibly it's on other
>servers.
>Let's start using it :)
>
>John
>jvogel@crl.com
>

It must be fairly new! I check for new groups daily and my
server has never shown such a group. You sure you're not talking about
comp.binaries.atari.st ?

Sincerely,
- Byron Followell
followel@cris.com

1415. Re: hipokrates

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-15 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4icd9d$hnv@nuke.csu.net>
Source record: 85289

John Haines (john_haines@pointless.gen.nz) wrote:
: Now for someone like me who hasn't got ready access to an IBM to unzip them,
: this makes this site virtually usless to me and my Atari...

Well, if you're downloading via a Unix or VMS box or something, you can get
and use UnZIP for those.

: Anyway just thought I'd warn anyone out there that has ONLY an Atari to work
: with, that if they download files from the above site they won't be able to
: process them unless they have access to a computer that can UNzip... (Why
: the person in charge of that site didn't .ARC them is beyond me.....)

Atari's can UnZip! :) Not the most compatible (I think PK1.0 style, while the
latest is PK2.something on PC's), but it might work! :)

Ivo, you're working on this guy, right? If so, what's the status.

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/~kendrick/
http://www.sterba.com/

1416. Re: Atari 800 Cartridges to 5.25" Diskettes

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-15 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <3148be0f.1626877@news.superlink.net>
Source record: 85290

On Tue, 12 Mar 1996 21:12, MIS0160@MVS.UDEL.EDU (Roger Cole) wrote:

>In article <826203892.14318@cortexuk.demon.co.uk>,
>Mark Elliott <Mark@cortex.uk.demon.co.uk> writes:
>
>>jykins@aol.com (JyKins) wrote:
>>> I have Atari 400/800 game cartridges I want to copy onto Atari 5.25"
>>>diskettes, using an 810 or 1050 disk drive. (from there I want to move
>>>them to my PC's Atari emulator, the PC Xformer 3.5) I heard there was a
>>>program which could transfer cartridge games to diskette. What is it
>>>called? Where can I download or buy it?
>
>There were several programs that could dump a ROM cartridge to a disk
>file. The problem was that most ROM cartridges contain a copy
>protection scheme that will detect whether the program is running from
>RAM or not. If you're familiar with ML programming, you probably can
>figure out the scheme and neutralize it; otherwise your file copy won't
>do you much good.

Most common protection scheme for earlier carts was to have the cart
program try to write to a memory location inside the cartridge; if it
was running from RAM, it would change the byte, if from ROM, nothing
would change. So disassembly of the cart program would be necessary to
modify that. Unless you can locate a product called "The Pill" which
was a blank cartridge that when the switch was flipped on it,
protected that area of RAM and made the computer think it was ROM.
Incidentially, I am looking for a PILL, does anyone have one? They
have several Good uses in cracking games.

1417. Re: Info needed on...

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-15 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <3149a51e.1117119@news.superlink.net>
Source record: 85291

On Thu, 14 Mar 1996 01:40:47 -0800, William Howald
<howald@u.washington.edu> wrote:

>I found a "Monkey Wrench II" cart, but no docs...
>can some one give me the basic commands for it?
>Can you use it to hack carts? Just what CAN it do?
>
>also... I have seen the term "Happy" drives used here...
>(a hardware moded 1050?)
>What can this mod do, and where can I get one?
>Are their any other copy disk mods-programs in use now?
>
>Thanks in advance,
>Aaron Howald
>howald@u.washington.edu

The Monkey Wrench II cartridge was made to go into the right cart slot on an original 800. As far as I could tell with it, it was enhancements to atari basic. I had the docs to it when I was into the atari originally (around 1982-85) and I seem to remember it was pretty much useless.

A Happy enhancement is a board for the 810 and 1050 drives that
(a) copies protected software
(b) compacts protected software (puts it all on one disk, ie 3 titles on 1)
(c) and most usefully, SPEEDS UP I/O time 400%-500%!!

GET ONE for reason c!!

I'm told the Archiver is still being sold (see "Dead Sector? message) which also copies software w/o the i/o speedup. The other thing you can use to copy programs is an Omnimon. A machine language monitor that is hardware based, allowing you to interupt any program that is running. Did you ever get a game that you had on a full boot disk, and then you saw as a regular DOS file? Basically you use the omnimon to write out the contents of memory to a blank disk, then you can use Binary Save when you reboot regular dos to save the game as a regular dos file, taking up less disks and removing the copy protection at the same time! If a game has disk access, you can do the same thing.

I have a few of these items on order for myself, being as I sold them all in the 80's, and when I get them back I will probably reinstate a series I wrote then called "The Cracking Column" which explains how to remove copy protection with these and other tools.

1418. Re: Lifetime of Floppies?

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-15 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <3149a725.1636161@news.superlink.net>
Source record: 85292

On Thu, 14 Mar 1996 16:07:26 GMT, nlshipp@dictator.uwaterloo.ca (Neil Shipp) wrote:

>
>On another note, what's the life-time of eproms? Some of the cartridges
>and device roms are eproms. I've taken them all out and dumped the
>contents out to files, but how long will these things last?
>
EEPROMS used in pinball machines are by manufacturer spec listed for a lifetime of 10 years. The eeproms are the same as the ones in the carts, so I would say that as a good estimate. Interestingly enough, the Song minidisc media is listed as 10 years also. I thought CD's were supposed to last FOREVER!

1419. Impossible/Pill wanted

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-15 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <3149a7a8.1767525@news.superlink.net>
Source record: 85293

Hi all, just wondering if anyone want to sell me a device called "THE
PILL" for the Atari. I could use it for de-protection of software....
Also Does anyone have the replacement OS card "The Impossible" for the
800? Also useful for deprotecting software.
email scharles@superlink.net

1420. NEED SOFTWARE FOR 8-BIT ARCHIVE

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-15 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <3149a809.1864261@news.superlink.net>
Source record: 85294

Hello, everyone, I would like to collect all the old atari 8 bit
software and make it available at a nominal fee to everyone on CDR.
I would need info on (a) hard drive interface for the 8 bit
(b) the software, which by my calculations, everything worth having
would fit easily into 650 megs
(c) Would give major contributers to this effort a CD at cost.
Thanks in advance and email scharles@superlink.net with clues!

1421. People, there's already an Atari binaries group!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-15 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <3149ded2@pianosa.demon.co.uk>
Source record: 85295

Whilst reading the usual rubbish I find here, John M. Vogel wrote something
interesting to All about People, there's already an Atari binaries group!!!:

Hello John,

JMV> Wondering if anybody noticed.
JMV> It's comp.binaries.atari, and there's no one using it. It's definitely

True, but cb.atari8bit exists, too. Chances are the one you mention was
originally used by both 8 & 16 bitters.

JMV> here on CRL's server, so quite possibly it's on other servers.
JMV> Let's start using it :)

I've d/l'ed only one thing from atari8bit. The bulk of posts there are spam.
:-(

_
Regards, /_) 2:251/40.1 39:134/11.1
/ _)rad brad@pianosa.demon.co.uk

... Do you think I'm a raving idiot, just got off the boat?
Deny; The Clash

1422. latest revs. of Ice-T and FlickerTerm80?

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-15 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <3149D7EE.3B6B@ncweb.com>
Source record: 85296

Hi all,

Someone I know is looking for an 80 character term program for the Atari 8bit. I have some older version of Ice-T and Flickerterm, but wonder where the latest revs are on the 'net. I'm actually a registered Ice-T user ... but I believe that the newest versions of either Ice-T or Flickerterm will only run on 130XE's and not 800XLs, which is what this friend is running. Any info will be appreciated.

--
```
*************************************************************
* Hi! /\_/\ /\_/\ * cooncat@ncweb.com *
* | O O | | O O | * aj445@po.cwru.edu *
* from = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* ^ ^ ******************************
* Bill "Data" & "Geordi" * It's a BABY; NOT a Choice!*
* (my 2 cats) * Please Spay or Neuter *
* say "Hello" too! * your pets! *
*************************************************************
```

1423. Web Page: Bravo's Atari Store: On-Line Catalogs. Check this out!

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-15 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <4id7s0$f6m@linda.teleport.com>
Source record: 85297
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,fr.comp.sys.atari,de.comp.sys.st,fido.ger.atari,ger.atari,ka.comp.sys.atari

Check out my Web Page for Bravo Sierra Computers. Where you can find Both Classic Atari 8 Bit & Atari ST. HardWare, SoftWare, Books & Accessories. My Web Address is below. On-Line Catalogs that you can View and Contact me via my Web Page! Or Request Catalogs in E-Mail. Specify Classic 8 Bit or ST. E-Mail: bensmith@teleport.com

http://www.teleport.com/~bensmith/bscomputers.shtml

=========

To All Customers and anyone reading this. My E-Mail is screwed up. I am not receiving my E-Mail and others I send E-Mail to are not receiving E-Mail from me. I know this for sure because, I have called several of my Customers and they confirmed this. Until this passes, the best way to reach me is by phone. If you send E-Mail to Bravo Sierra Computers and don't receive a reply in a week, call me (here in Oregon.) at (503)256-9974 Best time to reach me is 3 PM - Midnight, Monday - Thursday and Friday from 3 PM - 6 PM Pacific Standard Time. If I'm away from the phone, leave a message with your Home Number and the Best time to reach you. If your calling from outside the United States, I can't call you back, so Please, Try Again. Hopefully, my E-Mail clears up soon. I wanted you to know so you didn't think I was snubbing you.

==Thanx==
===Ben===
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. Mon - Thurs 3 PM - Midnight. Friday 3 PM - 6 PM PST Call above # these Hours.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Catalogs are FREE & updated monthly. Reply in E-Mail to bensmith@teleport.com
http://www.teleport.com/~bensmith/bscomputers.shtml Bravo Sierra Atari Store

1424. Re: Lifetime of Floppies?

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-15 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <DoBxBF.L31@iglou.com>
Source record: 85298

Most cartridges are mask-programmed ROMs, not EPROMs or EEPROMS. They should last as long as any other chip in the Atari, probably longer unless you leave the same cart plugged in constantly. On the other hand, if you are constantly plugging and unplugging them, the connector could wear out.

Mask ROM=1's and 0's are etched in the chip when it is made.
EPROM=erasable programmable ROM; programmed electrically, erased by ultraviolet light.
EEPROM=electrically eraseable programmable read only memory; sometimes called "read mostly memory".
--
Bill Marcum bmarcum@iglou.com
"They're all lawyers, and think that the laws of physics can be amended with a voice vote." -- Mary Shafer (shafer@ursa-major.spdcc.com) on Politicians

1425. Re: New Zork times

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-15 00:00:00 UTC
From: Kit Kimes <kimes@iwtqg.att.com>
Message-ID: <DoBKyA.G2I@ncrcae.ColumbiaSC.ATTGIS.COM>
Source record: 85299

#==========Tom Hunt, 3/13/96==========
#
#jeking@xmission.com (James King) wrote:
#
#>Looking to obtain every issue of the New Zork Times. These
newsletters
#>were released by InfoCom up until 85, I believe. Anybody having these
#>for sale/trade, please contact me.
#
#
I'm not sure how complete it is, but I got my copies of
the nzt from
#ftp.funet.fi, in the if-archive.

I haven't looked there so I don't know what they have, but I have
several issues that I could loan to someone if they wanted to scan
them and load them somewhere. Right now I don't have a home
page (that will change soon) nor do I have a way to scan them in.
Color wouldn't matter since there aren't any colors in the issues
I have anyway. I don't know if any came with color or not.

Kit Kimes
AT&T Resource Link (under contract to ATT-GIS)
Naperville, IL USA
Kit.Kimes@ColumbiaSC.attgis.com or
KitKimes@AOL.COM
"Patience is waiting without worrying"

1426. Re: So What's Happened?

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-15 00:00:00 UTC
From: Kit Kimes <kimes@iwtqg.att.com>
Message-ID: <DoBKtK.FKs@ncrcae.ColumbiaSC.ATTGIS.COM>
Source record: 85300

```
#==========Uncle Fester, 3/13/96==========
#
# If alt.binaries.warez.atari8bit or alt.binaries.comp.atari8bit
# shows up on my server, then I'm going to start posting some
# of that glorius old stuff. Right now, it tells me those
# two groups don't exist.

You might want to consider joining America Online. They are
now giving away 15 free hours for joining and they carry both
of these newsgroups. Of course, they are as empty there as
they are here. But if you started posting things, maybe others
would get the idea.

Kit Kimes
AT&T Resource Link (under contract to ATT-GIS)
Naperville, IL USA
Kit.Kimes@ColumbiaSC.attgis.com or
KitKimes@AOL.COM
"Patience is waiting without worrying"
```

1427. sol. for Mercenary

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-15 00:00:00 UTC
From: Nir_Dary <nirdary@pacificnet.net>
Message-ID: <3149D8EF.2C5D@pacificnet.net>
Source record: 85301

Solution to Escape to Targ: Mercenary 1

A: Buy Dominion Dart after you crash on Targ.
B: Fly to 09-06, get the SIGH, ENERGY CRYSTAL, MEDICAL SUPPIES, CATERING PROVISIONS. (N.B go through transporter in the room with the MEDICAL supplies to get the PHOTON EMITTER)
C: Fly to 81-35, get GOLD and KEY (for COLONY CRAFT HANGER)
D: Fly to **_**, get WINCHESTER, and board the CONCORD craft
E: Fly to COLONY CRAFT (08-08). Sell WINCHESTER in LABORATORY, CATERING PROVISIONS in KITCHENS, MEDICAL SUPPLIES in INFIRMARY, GOLD in EXCHEQUER, ENERGY CRYSTAL in POWER ROOM. Get KITCHEN SINK
F: Fly to 09-06. Get COBWEB (with KITCHEN SINK, it will open all doors.)
G: Fly to 09-05. Get ANTENNA, NEUTRON FUEL
H: Fly to 03-00. Get ESSENTIAL 12939 SUPPLY, MECHNOID.(if wished, fly to **_** to get the DOMINION DART)
I: Fly to 11-13. Get USEFUL ARMAMENT
J: Fly to COLONY CRAFT. sell MECHANOID in INTERVIEW ROOM, NEUTRON FUEL in ENGINE ROOM, 12939 SUPPLY in CONFRENCE ROOM, USEFUL ARMAMENT in ARMOURY
K: Fly to 09-06. Go to COMMUNICATIONS ROOM. Rent a spaceship. Fly to 08-08. Board ship and leave TARG! if you dont have any maps of the locatons, do take the time to wander around TARG, if not for the sake of completing the game, then just look about and enjoy the scenery and Poul Woakes' humor.

This solution was done by Roy Griffith and was posted at the New Atari Magazine Issue 58

1428. Re: People, there's already an Atari binaries group!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-15 00:00:00 UTC
From: Kit Kimes <kimes@iwtqg.att.com>
Message-ID: <DoBL95.GEL@ncrcae.ColumbiaSC.ATTGIS.COM>
Source record: 85302

```
#==========John M. Vogel, 3/13/96==========
#
#Wondering if anybody noticed.
#It's comp.binaries.atari, and there's no one using it.
#It's definitely here on CRL's server, so quite possibly it's on other
#servers.
#Let's start using it :)

The only official binaries group is comp.binaries.atari.st and it
is supposed to be just for ST software. At least that is what the
charter says. This has all been discussed before and it is always
determined that that is not the right place to post binaries even
if we put 8BIT in the subject line. Now that it seems that no one is
posting ST binaries there either, I say lets go ahead and use it.
To hell with the charter. The worst that can happen is that the
messages will get cancelled and we'll get some nasty email.
Just another ordinary day. Who goes first?

Kit Kimes
AT&T Resource Link (under contract to ATT-GIS)
Naperville, IL USA
Kit.Kimes@ColumbiaSC.attgis.com or
KitKimes@AOL.COM
"Patience is waiting without worrying"
```

1429. Atari binary newsgroups

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-15 00:00:00 UTC
From: richs@interlog.com
Message-ID: <4iatis$ibm@steel.interlog.com>
Source record: 85303

Can anybody tell me if there is any activity in the following
newsgroups:

alt.binaries.comp.atari8bit
and alt.binaries.warez.atari8bit ?

I have been monitoring those groups for a while now, and so far I have
never seen anything posted in either of them.

Thanks,

Richard.

1430. Re: People, there's already an Atari binaries group!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-15 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1996Mar15.021125.15972@wariat.UUCP>
Source record: 85304

It's 2 AM and I'm still thinking. I think I sent what I intended to be
a post to Mr. Maffia as e-mail. What I said was, I went back and tried
to delete my two posts and I don't think they deleted. This whole
matter has gotten me thinking, and I try to avoid that as much as
possible.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

1431. Re: People, there's already an Atari binaries group!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-15 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <4id18i$3j4@crl12.crl.com>
Source record: 85305

Kit Kimes (kimes@iwtqg.att.com) wrote:

: The only official binaries group is comp.binaries.atari.st and it
: is supposed to be just for ST software. At least that is what the
: charter says. This has all been discussed before and it is always
: determined that that is not the right place to post binaries even
: if we put 8BIT in the subject line. Now that it seems that no one is
: posting ST binaries there either, I say lets go ahead and use it.
: To hell with the charter. The worst that can happen is that the
: messages will get cancelled and we'll get some nasty email.
: Just another ordinary day. Who goes first?

Agreed, if comp.binaries.atari.st exists at more servers than
comp.binaries.atari, and if there's no one using it, let's do it! :)

John
jvogel@crl.com

1432. WANTED: Dealers for SwapMeet: Pacific NorthWest!

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-16 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <4ie5nf$epf@linda.teleport.com>
Source record: 85207
Cross-posted to: alt.forsale,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.mac.wanted,comp.sys.tandy,comp.sys.ti,or.forsale

The next SwapMeet is Monday, April 1st, 1996.

WANTED: Dealers to sell at Upcoming Swap Meets. Dealerships sought fall into such Categories as Computer Dealers, all kinds. All kinds of Computer HardWare, SoftWare, Peripherals & Accessories for ALL Computer Makes and Types.

Also Sought are Dealers in Video Gaming Equipment, such as Video Game Consoles, Cartidges, Video Game CD Players and Video Game CDs. ALL Video Game Makes and Types. ALL Video Game Consoles, Cartridges, CDs, Peripherals & Accessories.

On the April 1st SwapMeet, we will be Raffling off a Panasonic Printer! Anyone showing up can win. Just be their for the Drawing. The first Ticket is ***FREE***! Additional Tickets are 2 for a Dollar. This is One of Many good reasons to come to Our SwapMeets. Don't miss this SwapMeet and be an April Fool!

Recruiting New Dealers with Membership for Dealer Value. You could setup at a full year of swapmeets, 12 Monthly swapmeets at $10 a Meet, for $120 a year, or join our group and setup ***FREE*** for a year for ONLY $50! Greater than a 50% Savings!

Also Wanted are Dealers in ALL Types of Electronics.

WANTED are Dealers in Ham Radio, CB Radio, Music CDs and other Recorded Music. Stereo Equipment also Wanted.

Also Wanted are VCR's, Video Tapes, TVs and Satelite Gear.

This is an ALL Computers, Game Machine and Electronics Swap Meet!!

Small Businesses, and Dealers Welcome and Wanted!!

NO ADMISSION CHARGE!!! PLENTY OF FREE PARKING!!! NO ADMISSION CHARGE!!!

TABLES $10! TABLES, FIRST COME, FIRST SERVE!

Swap Meet Location in Portland, Oregon. USA. At 1819 N.W. Everett St. at the NorthWest Service Center On the First Monday of each Month.

To find out about more about the Swap Meet call our 24 Hour Recorded info line at (503)650-7196 or for Live info, call from 3 PM - Midnight, Monday - Thursday, Friday 3 PM - 6 PM. Please call, especially dealers at: (503)256-9974 (VOICE/VOICE MESSAGING), leave your home number if Ben is not answering!

Reply in E-Mail to bensmith@teleport.com. Or Call Ben Anytime at

Please Direct all replies to bensmith@teleport.com in E-Mail or Call
Our 24 Hour Recorded Info Line at (503)650-7196

The next SwapMeet is Monday, April 1st, 1996.
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. Mon - Thurs 3 PM - Midnight. Friday 3 PM - 6 PM PST Call above # these Hours.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Catalogs are FREE & updated monthly. Reply in E-Mail to bensmith@teleport.com
http://www.teleport.com/~bensmith/bscomputers.shtml Bravo Sierra Atari Store

1433. ALL Computer & Electronics SwapMeet & Raffle: Pacific NorthWest!

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-16 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <4ie6db$f3m@linda.teleport.com>
Source record: 85208
Cross-posted to: alt.forsale,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.mac.wanted,comp.sys.tandy,comp.sys.ti,or.forsale

The next SwapMeet is Monday, April 1st, 1996.

ACE of America, an All Computers and Electronics User Group, with a special emphasis on Atari. At ACE Swap Meets you might find Atari, Apple, Macintosh, Commodore, Amiga, IBM & Clones, Nintendo, SNES, Sega Genesis, Jaguar, Game Boy, Game Gear and Lynx. You could also find the following items to go with your system, such as Printers, MoDeMs, Monitors, Hard Drives, Disk Drives, Power Supplies, MIDI Devices, Mice, Joysticks, CD Roms, Cables, supplies and Accessories.

ALL COMPUTERS, GAME MACHINES AND ELECTRONICS ARE WELCOME!!

ACE Is currently holding Monthly Swap Meets on the First Monday of each Month from 7 PM, except on certain Holidays that we must reschedule due to our facility being closed. Swap Meets are Held at 1819 NW Everett at the NW Service Center 3 Blocks North of the corner of 18th and W Burnside in Portland, Oregon. USA! Table space is $10. Tables provided as long as they last. Show up early to get a good table, like 6:30 PM.

FREE ADMISSIONFREE ADMISSION**FREE ADMISSION**FREE ADMISSION**

On the April 1st SwapMeet, we will be Raffling off a Panasonic Printer! Anyone showing up can win. Just be their for the Drawing. The first Ticket is ***FREE***! Additional Tickets are 2 for a Dollar. This is One of Many good reasons to come to Our SwapMeets. Don't miss this SwapMeet and be an April Fool!

PLENTY OF FREE PARKINGEVERYONE WELCOME**PLENTY OF FREE PARKING**

FOR INFO CALL OUR SWAPMEET HOTLINE WITH 24 HOUR RECORDED INFO, CALL: (503)650-7196 OR FOR FURTHER INFO FROM BEN, INCLUDING TABLES: CALL FROM 3 PM - MIDNIGHT / MON-THU, FRI 3 PM - 6 PM: CALL BEN AT (503)256-9974!! IF BEN IS AWAY FROM THE PHONE, PLEASE LEAVE YOUR HOME NUMBER AND HE'LL TRY TO RETURN YOUR MESSAGE! THESE SWAP MEET SPONSORED BY ACE OF AMERICA!!

This Message is distributed throughout the Pacific NorthWest, everyone reading and their Brother is welcome to come and Attend!!

Please Direct all Replies to bensmith@teleport.com in E-Mail or call (503)650-7196 anytime.

The next SwapMeet is Monday, April 1st, 1996.
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. Mon - Thurs 3 PM - Midnight. Friday 3 PM - 6 PM PST Call above # these Hours.

Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Catalogs are FREE & updated monthly. Reply in E-Mail to bensmith@teleport.com
http://www.teleport.com/~bensmith/bscomputers.shtml Bravo Sierra Atari Store

1434. Re: The Undying Copyrights Issue... (LONG)

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-16 00:00:00 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <Z9AokfR.lmcclure@delphi.com>
Source record: 85209

In a message dated 3-14-95 maffia@fox.CS.Berkeley.EDU (ANTHONY_WAYNE_PETER MAFFIA) posted the following from a post reposted from another newsgroup:

> "5) If you don't defend your copyright you lose it.
>
> False. Copyright is effectively never lost these
> days, unless explicitly given away. You may be
> thinking of trade marks, which can be weakened or
> lost if not defended."
>
>

I wonder what the author of this article made of the Xerox vs. Apple suit, which occurred soon after Apple's "look & feel" suit against Microsoft several years ago? As I recall, the main reason cited by the judge in the case for the decision going against Xerox was the time they waited to claim any infringement on their Xerox Star interface. Of course, this all took place before the 1989 changes to the copyright law.

In another case, Intel lost a suit against NEC over their 8088 & 8086 compatible V-20 and V-30 chips due mostly to the fact that a large number of Intel 8086 chips were sold at one time with no copyright marking (an item that was changed in 1989, as the article you reposted noted).

1435. Re: Lifetime of Floppies?

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-16 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.226.00075F46@mindspring.com>
Source record: 85210

In article <314AC6BD.47B@nfi.com> Ray C <rayct19@nfi.com> writes:
>From: Ray C <rayct19@nfi.com>
>Subject: Re: Lifetime of Floppies?
>Date: Sat, 16 Mar 1996 08:48:45 -0500

>Yogi wrote:

>> carts, so I would say that as a good estimate. Interestingly enough,
>> the Song minidisc media is listed as 10 years also. I thought CD's
>> were supposed to last FOREVER!

>Regular CDs should. Although I havn't heard this about the minidisk, it
>sounds plausable- the minidisk uses a reflective material that is influenced
>by magnetic fields. To record on the disk, the laser heats the surface of the
>disk, and a magnetic field is applied (heating one particular spot makes it
>easier to change the magnetic polarization of that spot, since the focused laser
>beam is much smaller than the field generated by the magnetic head, this allows
>a
>higher packing of magnetif flux changes). I suppose that it would be possible
>for
>the magnetic field to disapate over time, especially since the changes in field
>direction are so densly packed (much more so than a floppy).

The problem is flow of the media over time. The data is distorted and
eventually would not be readable. I have heard the life of a worm disk is 10
years and 5 years for rewriteable optical. I would expect CD's to be along the
line of a worm. I also expect they will last 20 years or better, but not
forever.

Bruce Willard bwillard@mindspring.com

1436. Re: People, there's already an Atari binaries group!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-16 00:00:00 UTC
From: oscar@primenet.com
Message-ID: <4ifast$il1@nnrp1.news.primenet.com>
Source record: 85211

In article <DoBL95.GEL@ncrcae.columbiasc.attgis.com>,
Kit Kimes <kimes@iwtqg.att.com> wrote:
>if we put 8BIT in the subject line. Now that it seems that no one is
>posting ST binaries there either, I say lets go ahead and use it.
>To hell with the charter. The worst that can happen is that the
>messages will get cancelled and we'll get some nasty email.
>Just another ordinary day. Who goes first?

Not a bad idea. Personally, I'd like to see alt.binaries.comp.atari8bit
become a well supported group (I guess it's my baby... =)), but
since that may take a while to happen, why not crosspost to
both groups?

1437. Re: 6502 Multitasking OS announce

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-16 00:00:00 UTC
From: Brad Rodriguez <bj@headwaters.com>
Message-ID: <4iejgg$2f9@news.bellglobal.com>
Source record: 85212
Cross-posted to:
comp.sys.cbm,comp.os.misc,alt.comp.hardware.homebuilt,comp.sys.apple2,comp.sys.apple2.programmer,comp.sys.atari.8bit

dibald@netcom.com (Dave Baldwin) wrote:
>Andre Fachat (fachat@physik.tu-chemnitz.de) wrote:
>
>: If someone is really interested in, I can also write an article for
>: a publication or so about it. But, well, 8 bit times are gone...
>
>They're not gone in The Computer Journal. The TCJ #78 (March/April) will
>have an article on a 6502 board designed by one of our readers.

Yes! Please write that article!

--
Brad Rodriguez bj@headwaters.com Computers on the Small Scale
Contributing Editor, The Computer Journal... http://www.psyber.com/~tcj
Director, Forth Interest Group..... http://www.forth.org/fig.html
-=> 1996 Rochester Forth Conference: June 19-22 in Toronto, Ontario <=-
Register now & save! See http://maccs.dcss.mcmaster.ca/~ns/96roch.html

1438. Re: hipokrates

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-16 00:00:00 UTC
From: tomhunt@bright.net
Message-ID: <314ae3c4.12730571@news.bright.net>
Source record: 85213

John Haines <john_haines@pointless.gen.nz> wrote:

<snip>

>Just my 2c worth... :) :)
>
>---
>* SIMPQWK80 * #1 * for Atari8's

Hi John. What really caught my attention is the "SIMPQWK80"
at the end of your message. I am not familiar with that program. Is
this something from the land down-under? Please tell us about it.

Tom Hunt, Closer To Home Enterprises. | PGP key available on keyservers, or
Developer of CTH Shareware. | Finger tomhunt@brutus.bright.net
Sysop of The Closer To Home BBS, 419-368-4413, 3-14.4, USR.
Key Fingerprint = 98 43 51 AD AA 85 69 07 42 51 A9 A0 65 4F 21 44

1439. Atari Classics v. 5, No. 1 (Review)

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-16 00:00:00 UTC
From: Joe Walsh <ransom@connect.iconnect.net>
Message-ID: <Pine.BSD/.3.91.960316152809.5564A-100000@connect.iconnect.net>
Source record: 85214

As each of the issues of the "new" 'Atari Classics' have come out, I have reviewed them. Each has gotten a very poor review (and from emails I have recieved, as well as posts made here, I was not alone in finding the magazine content lacking). I began to wonder whether I should renew my subscription, when it is time for that.

Now that the new issue is here, however, I am feeling better about renewing my subscription. What follows is a summary review of the issue.

Correspondence: The "E-Mail Yes" letter was informative, but the rest of this section was useless to me. But, that's just me and my needs. There are probably others out there who could use the "Head Parking" information, among others, and I'm glad those letters were printed.

Report From England: Richard Gore's article was informative and enjoyable. It gave me an insight into the A8 community of England, and I'm glad I read it.

Turbo BASIC XL: I skipped this article, because I have tried TBXL in the past, found it worthwhile, but also found that I prefer BASIC XE.

A-T-A-R-I: The alternate uses for Atari computers presented in this article were neat, but it left me wanting more. Maybe a full-length article could be done in the future?

Basic Skills - Soldering: WOW! Thanks, Bob Wooley, for writing this article. While I was able to get through the Super Video 2.1 upgrade using my bare soldering skills, this article will help me in future projects. I was pretty much shooting in the dark in the past, when I soldered. I did things that I had heard were "the right way," but I didn't know why they were "right." Now I do. Not only that, but I picked up more than a few tips in the article. Finally, the parenthetical note on wood-burning sets was an excellent aside. Indeed, in these days of blaming TV for kids setting things on fire with parents' lighters, who would consider providing a child with a red hot woodburning iron? Yet, many of us grew up with these, and even more potentially dangerous toys and craft items - without ill effect! It makes you wonder . . .
I'd like to see an article along these lines in each issue, until all the fundamentals of hardware hacking have been covered.

GENie At 9600 Baud: Decker McAllister, Jr. does a good job of explaining the use of a 14.4Kbaud modem with the 850 interface. I went through this with my Practical Peripherals 14.4 FXMT modem about a year ago, and I know it's not simple to figure the proper init string out by oneself.

Perhaps a catalogue of proper init strings for each modem could be kept by AC, or some nice user with a website?

Secrets of PaperClip: I enjoyed this article, even though I do not have and never plan to purchase PaperClip. Even though I favor AtariWriter+, knowing the features of other available word processors is never a bad thing. If I need a feature that is only available in another product, I'll be glad I know of it. I'd like to see an article like this in each issue.

Hole In One...: Uh...ok. Jack Lea spins a tale (true story?) of Atari fantaticism, but it lacks punch. It was enjoyable to read...to a point. At the end of the page, I expected it to continue, but it did not. I can definitely see a place for this sort of material in AC, but next time perhaps the author will give his or her work more of the qualities of a story - conflicts, resolution, etc. There were conflicts,and there was a resolution of a sort. But it was unsatisfying, to me. It started out as a story of engrossment in a videogame, turned into a story of conflict with an obsessive gamer, then turned into a story of the conflict between Atari-obsessed husband with an unsympathetic and derisive wife. Perhaps if Mr. Lea had been given a couple more pages, he could have put together a more coherent story. Again, I'd like to see more of this sort of material (one three- or four-page story per issue, perhaps), but with more "oomph."

PoolDisk Review: Bob Wooley one again writes a masterful article, detailing enough about the PoolDisk CD-ROM for the reader to make an educated decision on whether to make the purchase. Excellent use of column-inches. :)

Controlling Servos: Bob Wooley does it again! Wow! This is just the sort of article I used to love reading in ANALOG. This is an excellent example of an article that provides the reader with something he can use - something new to do with his favorite electronic device. One article of this type should be an absolute must in every issue.

Adieu Atari?: Would have liked to see some commentary on this, but I am glad it was included as every Atari fan should have the chance to see the actual WSJ article that broke the story.

General Comments: The cover was great - so many things to look at! And the title page finally has the email addresses of Bob Wolley and Jim Hood, thankfully. This will allow prospective authors to easily contact them. I had the Devil's own time contacting Bob Wooley about writing an article for AC, as the only email address for him I could get was an account which he apparently only checks once in a blue moon.
This issue was worth the cover price - which is all I ask from any magazine I subscribe to.
Thanks for the great work on this issue, guys. Keep it up!

-Joe

Joseph E. Walsh | Atari 8-Bit User and Programmer Since 1982
ransom@iconnect.net | Classic Traveller Referee Since 1983
Stuck in the '80s | Microsoft-Free and Loving It! :)

1440. Re: The Undying Copyrights Issue... (LONG)

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-16 00:00:00 UTC
From: oscar@primenet.com
Message-ID: <4ifa2l$hv4@nnrp1.news.primenet.com>
Source record: 85215

In article <1996Mar14.193333.8788@wariat.uucp>,
Russ Gilbert <Russ.Gilbert@apk.wariat.org> wrote:
>(This THING by Maffia. From newuser FAQ.)
>Maffia didn't say what he was talking about. I read that FAQ 'myths'
>thing before. What I wanna know is, I guess MAFFIA is in the internet
>heirarchy somewhere, does this mean alt.binaries.comp.atari8bit is
>gone? I don't know how to put a group up, I certainly don't know how
>to take one down. I guess Maffia took that one down?
>The only atari binaries I saw in my old list of usenet groups was
>comp.binaries.atari.st. I didn't see any alt.binaries.atari.

No, alt.binaries.comp.atari8bit is a valid group on most news servers.
If you don't see it on yours, ask your news administrator to carry
it.

Oscar

1441. Seeking Info on FTE (Fine Tooned Eng).

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-16 00:00:00 UTC
From: m.harvey@ix.netcom.com
Message-ID: <4idf2n$m5f@dfw-ixnews6.ix.netcom.com>
Source record: 85216

I'm seeking info on a company that purchased all of Wes Newells Memory
& other upgrade boards for both 8 bits & Atari ST computers. These
boards I assume were going to be continued to be sold by this 8 bit
retailer I believe. If anyone here has any info on weather or not
this company still exists, I'd appreciate some info on them. I'm
trying to locate one of Wes's TOS 2.06 board to upgrade me Mega ST to
TOS 2.06 since my Codehead board is broken and Wes's board we extremly
cheap compared to the others. ($29.95 I think) vs $100+..

E-mail to m.harvey@ix.netcom.com
Thanks

1442. FS: WARGAME CONSTRUCTION SET

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-16 00:00:00 UTC
From: markreed@postoffice.ptd.net
Message-ID: <4ieq83$cmf@ns2.ptd.net>
Source record: 85217

I have one copy (5.25 disk) in original box with manual of Strategic
Simulations, Inc. "Wargame Construction Set". 48K req. Also includes
Scenario disk. For sale only $10.00 plud 3.00 shipping. If interested,
contact me at : markreed@postoffice.ptd.net
Thank you, Mark.

1443. Re: lack of PC Xformer Support

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-17 00:00:00 UTC
From: Lawrence Staveley <Lawrence@kwll.demon.co.uk>
Message-ID: <742686242wnr@kwll.demon.co.uk>
Source record: 85218

> >2) UAE/Amiga emulation by UAE is worse that XFormer/XL emulation.
> > (obviously, being 16bit, custom silicon, etc, etc...)
>
> Sure it's worse, they just started. XFormer is _much_ older. Darek has spent near
> half of his lifetime on his project (well, maybe not that long), while UAE is still
> in the alpha/beta state.

Fiar point. Fully accepted ;-)

>
> > The UAE is still not fully running under DOS, and the author states that it runs
> > five times slower than a stock a-500, making it pretty useless for games, demos,
etc.
>
> ... unless you force it with brute force to be usefull by running it on a 166 MHz
PentiumPro
> Which indeed makes it useless for 99.9% of all of us.

Again, wait'n'see, eh?

>
> > My point was that Amiga emulation on the PC (at present) would be impossible/not
> > worth the effort, and UAE seems to justify that claim. Don't expect to play
> > Battle Squadron on your PC anytime soon....
>
> You're right. But let those UAE guys some time. They will improve, I'm quite confident
> on this.

Don't get me wrong. It's amazing it works at all, and they've done a great job, but....

>
> > Lets walk before we run, eh? I'll not expect a 100% Amiga emulator before a 100%
> > XL emulator. C'mon Darek, don't prove me wrong again ;-)
>
> :-)
>
> Best wishes,
>
> -Marek
>
> --------------------------------
> Marek.Tomczyk@stud.uni-karlsruhe.de
> Marek Tomczyk
>
>
--

"I can't see the solution - Through this state of confusion....."

Lawrence@kwll.demon.co.uk

1444. Re: Info needed on...

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-17 00:00:00 UTC
From: tomhunt@bright.net
Message-ID: <314aeca3.14986945@news.bright.net>
Source record: 85219

On Fri, 15 Mar 1996 17:19:44 GMT, scharles@superlink.net (Yogi) wrote:

snip

>I have a few of these items on order for myself, being as I sold them
>all in the 80's, and when I get them back I will probably reinstate a
>series I wrote then called "The Cracking Column" which explains how to
>remove copy protection with these and other tools.
>
>

Would you happen to be the same "Yogi", as the own who used to
run Jellystone Park BBS, and a member of NAPO?

Just curious.

1445. Re: Lifetime of Floppies?

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-17 00:00:00 UTC
From: tomhunt@bright.net
Message-ID: <314aed93.15225759@news.bright.net>
Source record: 85220

On Sat, 16 Mar 1996 10:09:34 -0400, bwillard@mindspring.com (Bruce Willard) wrote:

>The problem is flow of the media over time. The data is distorted and
>eventually would not be readable. I have heard the life of a worm disk is 10
>years and 5 years for rewriteable optical. I would expect CD's to be along the
>line of a worm. I also expect they will last 20 years or better, but not
>forever.
>
>
>Bruce Willard bwillard@mindspring.com

With a CD, the edges of the reflective substrate begin to oxidize first, breaking down the outer area. After that, oxidization begins to penetrate deeper into the CD.

It's a pity, that all modern archiving material is putting information at risk. The only way this information will survive is through massive proliferation of media, which we are seeing now.

1446. Re: 6502 Multitasking OS announce

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-17 00:00:00 UTC
From: holger@deep.hb.provi.de
Message-ID: <holger.948.00030EE6@deep.hb.provi.de>
Source record: 85221
Cross-posted to:
comp.sys.cbm,comp.os.misc,alt.comp.hardware.homebuilt,comp.sys.apple2,comp.sys.apple2.programmer,comp.sys.atari.8bit

In article <4i94fs$stj@narses.hrz.tu-chemnitz.de>
fachat@physik.tu-chemnitz.de (Andre Fachat) writes:

>This is the announcement of "OS/A65", a 6502 CPU operating system
>I wrote some time ago and which I now put on the Web. It is
>copyrighted under the GNU public license.

>Some of its features are:

> - preemptive multitasking

> - (kind of) microkernel design

> - filesystems for PC FAT disks and CBM floppy drives on a IEEE488 interface

> - runs on 6502 computer with and without MMU

> - developed on a selfdesigned and -built 6502 computer

>If someone is really interested in, I can also write an article for
>a publication or so about it. But, well, 8 bit times are gone...

Dear Andre,

no, this is not true. Small microcomputers based upon an 8 bit data bus are
still a good catch for a lot of purposes. I built a 6502 system with 32 kB RAM
to control my self developed digital audio codec. The system has only a
bootstrap EPROM, a serial port based upon an 6551 ACIA and some PIA and VIA
chips to connect a SP/DIF-transceiver, several ADC's and a DAC with my
microcomputer. The EPROM contains only a very small amount of code. After
reset, the code reads from the ACIA the program which will be run immediately
after loading. Since I'm still developing new features, I wrote a simple
debugger which can be used as a system monitor as well as a core of an
operating system. As a system monitor my debugger is very similar to popular
debugging tools like debug (for DOS) and SID (for CPM). As a core of an
operating system, my debugger is not quite advanced. It has no disk I/O. All
inputs and outputs must be done with the serial port. But it has some
procedures which can be invoked from the IRQ signal. The IRQ serves the
serial I/O and the PIA and VIA chips - like many other 6502 microcomputers.

I have the idea to expand my code to a realtime system with multitasking
properties, because several operations must be controlled simultanously. I
shall use a clock signal, which will be generated by one the timers, which are
themself a part of the VIA chip. Each clock tic generates a time slot. This
mechanism can easily be used as a base for a multitasking system.

An operating system for the 6502 should have some of the properties of CPM.
Parameters could be passed into registers and some zeropage locations.
The operating system should be invoked with the BRK instruction. This was my
latest idea. But it seems so far, I am to late. I do not know, if your system
works in this way, Andre. I have not seen your code until now. But you have
done the job. My congratulations.

Regards,
Holger Bruns

PS: If anyone wants to get more information about my homebrew 6502 system:
Please send me a mail. But be warned. The comments of my debugger are written
in German. I could write an English version, but this would take some time.

1447. Web Page Announce...

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-17 00:00:00 UTC
From: clisowsk@condor.mcs.kent.edu
Message-ID: <4ihjtv$5pv@ns.mcs.kent.edu>
Source record: 85222

Hello folks. Just Recently I've added quite a few hardware upgrades docs
to my Atari 8Bit webpage. If anyone knows or has any upgrade docs not
on the page, I'de love to add them to the page. For those new here, the
url is http://nimitz.mcs.kent.edu/~clisowsk/8bit.html.

--Craig
--
We the willing, lead by the ungrateful, are doing the impossible with nothing.
We have done so much, with so little, for so long that we are now qualified to
do anything with nothing.

1448. Utility Programs for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-17 00:00:00 UTC
From: Rick_Reaser@msn.com
Message-ID: <UPMAIL07.19960318013641017 3@msn.com>
Source record: 85223

```
Utility Programs for Sale

All include original box and manual. Shipping is extra.

Atari Assembler Editor Cartridge -$2
AtariWriter Cartridge -$2
Basic Rev B Cartridge -$2
Basic Rev C Cartridge -$5
Diamond GOS 2.0 Cartridge -$15
Diamond Paint 2.2 Disk -$5
Diamond Write 2.1 Disk -$5
Express Cartridge -$20
ICD Flashback HD Backup Disk -$5
Kyan Pascal w/Utilities Disk -$20
Monkey Wrench Right Cartridge -$10
MAC/65 Cartridge -$15
MAC/65 Toolkit Disk -$10
SpartaDOS 3.2 Disk -$5
Syncalc - $5
Visicalc - $5

Rick Reaser
rick_reaser@msn.com
(310) 643-8626
```

1449. Hardware for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-17 00:00:00 UTC
From: Rick_Reaser@msn.com
Message-ID: <UPMAIL07.19960318013647070 2@msn.com>
Source record: 85224

Hardware for Sale

Everything works. Includes manuals and documentation. Shipping extra.

Atari 400 Program Recorder (tape counter doesn't work) - $5

Atari 800XL (w/ps), 256 RAMBO upgrade, Super Video Upgrade, Rev B Basic ROMs,
Alps keyboard - $40

Atari 850 Interface Module (w/ps & cable) - $15

Atari 1020 Color Plotter (new in box) - $10

Atari ST Mouse and pad - $15

Daisy Writer 2000 48K Letter Quality Printer, w/5 wheels and tractor feed -
$50
(built like a tank, also have several "parts" Daisy Writer printers as well)

Hayes 1200 baud modem (w/cable) - $5

Percom RFD44-S2, Dual, Double Density Disk Drive (w/cable) - $50
(two double density drives in one case)

Smart One 2400 modem (w/cable) - $10

Rick Reaser
rick_reaser@msn.com
(310) 643-8626

1450. FS: Misc Atari ST/8-bit software/cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-17 00:00:00 UTC
From: steven@rain.org
Message-ID: <4igema$66k@news.rain.org>
Source record: 85225
Cross-posted to: comp.sys.atari.8bit,misc.forsale.computers.other.software

I am posting this message for a friend without Internet access.

ALL SOFTWARE PACKAGES ARE ORIGINALS WITH COMPLETE DOCS, DISKS, AND
BOXES, unless noted with a * which means there is no box. I will guarantee
all disks and cartridges work or I will refund your money.

Atari ST 3.5" software - $3 each
E-Z Track MIDI Sequencer - new, unopened (2 of them)
Personal Pascal *
ST Key *

Atari 8-bit 5.25" software - $3 each
Atariwriter (cartridge) *
Home Filing Manager (disk) *
Pilot language (cartridge) *
Print Shop (disk) *
Telelink (cartridge) *
Turtle Tracks (disk)

Also looking for Clowns & Balloons game disk -- will trade

The above prices do not include shipping. I'm in California. Depending on
how far away you are, how many items you want, if they have boxes, and how
heavy everything is, the shipping cost usually ranges from $4 to $8 UPS or
priority US mail. I don't have time to deal with lots of small transactions,
so I need to ask a minimum of $12 worth of items. I'll pay all shipping if
you buy (almost) everything.

I will only ship within the continental UNITED STATES. No exceptions.

Thank you,
Randall

Please send e-mail to steven@rain.org and include at the top of the
message or in the subject header: "Forward to Randall". Because these
messages will be hand-carried on floppy disk once per week, it may take
me a little while to respond.

1451. Mercenary

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-17 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <314c2db3@pianosa.demon.co.uk>
Source record: 85226

Whilst reading the usual rubbish I find here, PI Halliday wrote something interesting to All about Mercenary:

Hello PI,

>> I'm looking for solution for Mercenary! Can anybody help me??
PH> Been at least five years since I played that game. Where are you stuck?
PH> (Didn't you get maps and a hint-book with the game??)

IIRC, you only got the maps, etc. with the double header, Mercenary & Second City. Even then, just the 'solution' to Mercenary. It's ages since I've played, too.

_
Regards, /_) 2:251/40.1 39:134/11.1
/ _)rad brad@pianosa.demon.co.uk

... I'm tired of being told what to think, I'm tired of being told what to do. - Mr. Suit; Wire

1452. For Sale: Atari 8 bit cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-17 00:00:00 UTC
From: dsheafer@delphi.com
Message-ID: <BZGJcjl.dsheafer@delphi.com>
Source record: 85227

I have the following for sale,

Atari Writer Cart (with proofreader disk)
Star Raiders
Dig Dug
Centipede
Basic

Also have book, De Re Atari,

if interested in any/all make offer to
dsheafer@delphi.com

thanks,

David

1453. Re: 6502 Multitasking OS announce

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-18 00:00:00 UTC
From: ralph.mason@liffe.com
Message-ID: <4ijuic$iiq@gatekeeper.liffe.com>
Source record: 85228
Cross-posted to:
comp.sys.cbm,comp.os.misc,alt.comp.hardware.homebuilt,comp.sys.apple2,comp.sys.apple2.programmer,comp.sys.atari.8bit

Michael Ellis <michael@anest4.anest.ufl.edu> wrote:

>holger@deep.hb.provi.de (Holger Bruns) wrote:

>>An operating system for the 6502 should have some of the properties of CPM.
>>Parameters could be passed into registers and some zeropage locations.

> The way to get around this is to pass all parameters on the stack, and use separate
> stacks for the separate tasks.

All well & good BUT the 6502 does not have a relocatable stack pointer
so your kinda left with a bit of a problem when it commes to
multitasking, ie you cant give each process it's own stack without
copying the whole stack (maybe just to the current sp value?)during
each context switch.

-Ralph Mason

1454. Re: 6502 Multitasking OS announce

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-18 00:00:00 UTC
From: fachat@physik.tu-chemnitz.de
Message-ID: <4ijp49$eil@narses.hrz.tu-chemnitz.de>
Source record: 85229
Cross-posted to:
comp.sys.cbm,comp.os.misc,alt.comp.hardware.homebuilt,comp.sys.apple2,comp.sys.apple2.programmer,comp.sys.atari.8bit

Andre Fachat (fachat@physik.tu-chemnitz.de) wrote:

: OS/A65
: ------

: This is the announcement of "OS/A65", a 6502 CPU operating system
: I wrote some time ago and which I now put on the Web. It is
: copyrighted under the GNU public license.

After I received some mail, I thought I should give some more info.
Besides that I'm going to port the kernel startup and the video
device to the C64 to actually show how to do some porting.
It should be working within a week (I have many other things on
my schedule...)

so long
Andre

The MMU, which I used in my homemade system is non of the ususal
68xxx or something, it's a 74ls610, a 'standard' TTL chip.
Because of this it has no resemblence with the C128 or C64 so
called MMU. It has 16 registers with 12 bit each (only 8 are used)
that expand the upper 4 address bits to 8. I.e. the contents of the
appropriate register is used as the upper 8 address bits, while the
upper 4 CPU address bits are used to select the register.
So the computer can - indirectly - access 1 MByte of memory.

I have no idea of how this resembles the Atari or 65816 memory management.
The idea of the MMU is to switch between different memory environments
for the different tasks. Other page sizes or even other mechanisms should be
working too after some development.

With a MMU, the computer can run the same program multiple times,
without any change. Each task has its own memory.
But then, it's slow: for each timing critical task the multitasking
has to be switched off by a SEI statement.
This slows the system down. Sending infrared commands for the
audio equipment needs to shut down irq handling all the time
during the send - characters may get lost on a serial line, for
example.

Without a MMU, only programs that use different memory locations
can be executed. The stack is divided into several areas, thus

shortening the stack for each task but allowing several tasks
to coexist. This version is a bit faster, as no MMU handling has to be
done, but this doesn't do much. Without MMU, in contrast to the version
with MMU, an NMI routine is available, that might be able to handle
very time critical stuff.

The memory needs depend on what you do with the system.
The kernel itself needs 4kByte of ROM to run in, not more. The total ROM
size depends on which programs you put in the ROM. I have a 32kByte
EPROM with kernel, fsiec, fsibm, fsdev, shell and monitor, stdlib,
and many devices.
With MMU you have to have 4kByte RAM for the system, and at least 4kByte
for each task. Devices need 4kByte only of they don't use the
kernel page.
A system without MMU can pack the used memory locations much better,
so it should be running fine in 8kByte (which I haven't tested, though).
32kByte are almost always enough.

To port the system to, e.g. the C64, you have to take the version
without MMU, of course. The kernel is hardware independent, there just
have to be some irq sources (handled by devices) to allow task switching
when a task is interrupted (in my homebuilt computer there is a 50Hz irq
line). The startup code has to be modified for the CPU registers.

Then the video device has to be modified to handle the VIC interface
and the C64 keyboard, may be also allowing several consoles.
The fsiec filesystem has to be modified to handle the C64 serial bus
interface.

Then a first test version should actually be ready to go, with
fsiec, fsdev, null device, spooler device and video devices.

Hm, that sounds to simple to me that I wonder why I haven't done it
before...

I do not sell any hardware, nor do I build them for free ;-)
The boards I have are completely handwired and I will never
give them away.

--
fachat@physik.tu-chemnitz.de | Andre Fachat, Phone: ++49-371-531-3551
----------------------------| Vettersstr. 72/622, 09126 Chemnitz, Germany
Distribution via the |--
Microsoft Network prohibited!| Unix was invented prior to user-friendlyness!

1455. Disk Communicator

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-18 00:00:00 UTC
From: c-gle@math.utah.edu
Message-ID: <4iiank$h6@news.cc.utah.edu>
Source record: 85230

Can anyone give me some tips about using Disk Communicator to "expand" .dcm files? I've tried both dskcom32 and diskcomm from the Atari Archive (they're both supposed to be the same file). I try running the com file from DOS (2.5 or 2.0), it loads for a few seconds, and then just sits idle.

Is the file corrupt, or is there some special procedure I must use?

1456. Re: Q: Best Hard Drive Setup?

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-18 00:00:00 UTC
From: d1dol@dtek.chalmers.se
Message-ID: <4ijvts$qqg@nyheter.chalmers.se>
Source record: 85231

In article <4ii9ko$8k7@nuke.csu.net>,
William Kendrick <kendrick@zippy.sonoma.edu> wrote:
>What's the best type of hard drive setup to get? Not only on the Atari side,

I've had success with black-boxes.
Get harddrive without parity!

>but on the HD side (ie, what brand, what type (normal or removable), etc.).

Some conners, like 200Meggers, will not let you disable parity & useless
unless you get the parity chip from puff, mine must be busted since it
doesn't work anyway, (on the ST, PC it works)
Other conners like 1060S (fast 1 Gigger) lets you disable parity &
may work!
I use a Quantum LPS52S or something like that, and it works like a charm
with the XE.

>Also, anyone have some good init strings for an Intel 14.4k? I can't even get
>good 9600 bps rcv out of it with this P:R:Conn! (I also can't connect with

Well, I dont think the PR manages 9600 well, get a Black Box or maybe a
850 interface, I had success with them @ 9600 if you feed them aaaaaaaaaat
instead of at!

Fredrik Lundholm
d1dol@dtek.chalmers.se

1457. Re: Disk Communicator

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-18 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <4ik6ej$ml0@news.tcd.net>
Source record: 85232

The files appear to be corrupt. You are loading dos without basic right? They should boot up and give you a menu to select from on the screen.

I also have found that files Diskcomed with the older versions of Diskcom will not undo on the latest version so you may have to hunt down earlier versions to get files up and running properly.

1458. Web Page: Bravo's Atari Store: On-Line Catalogs. Check this out!

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-18 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <4iktur$fj2@linda.teleport.com>
Source record: 85233
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,fr.comp.sys.atari,de.comp.sys.st,fido.ger.atari,ger.atari,ka.comp.sys.atari

Check out my Web Page for Bravo Sierra Computers. Where you can find Both Classic Atari 8 Bit & Atari ST. HardWare, SoftWare, Books & Accessories. My Web Address is below. On-Line Catalogs that you can View and Contact me via my Web Page! Or Request Catalogs in E-Mail. Specify Classic 8 Bit or ST.
E-Mail: bensmith@teleport.com

http://www.teleport.com/~bensmith/bscomputers.shtml

To All Customers and Readers... I Believe my Problems with E-Mail are over. I would appreciate E-Mail from Customers. If I don't respond to you in a week call (503)256-9974 during these Hours: 3 PM-Midnight Mon - Thurs, Friday from 3 PM-6 PM PST. If you call and get my Voice-Messaging, I'm either on the Phone with someone else or away from the Phone. If your calling from Outside the United States, please call back as I can't call International. OtherWise Leave your Home Phone with the best time to call you back. Remember, I said your Home Phone! And Remember, If you dont leave a Messeage, I can't Return your Call.
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. Mon - Thurs 3 PM - Midnight. Friday 3 PM - 6 PM PST Call above # these Hours.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Catalogs are FREE & updated monthly. Reply in E-Mail to bensmith@teleport.com
http://www.teleport.com/~bensmith/bscomputers.shtml Bravo Sierra Atari Store

1459. Re: 6502 Multitasking OS announce

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-18 00:00:00 UTC
From: supercat@MCS.COM
Message-ID: <4il3v4$qa4@Mercury.mcs.com>
Source record: 85234
Cross-posted to:
comp.sys.cbm,comp.os.misc,alt.comp.hardware.homebuilt,comp.sys.apple2,comp.sys.apple2.programmer,comp.sys.atari.8bit

[Apple and Atari groups left in in case they do anything like this; homebuilt
group in case someone wants to build something like this]

In article <4ijuic$iiq@gatekeeper.liffe.com>,
Ralph Mason <ralph.mason@liffe.com> wrote:
>Michael Ellis <michael@anest4.anest.ufl.edu> wrote:
>
>> The way to get around this is to pass all parameters on the stack, and use separate
>> stacks for the separate tasks.
>
>All well & good BUT the 6502 does not have a relocatable stack pointer
>so your kinda left with a bit of a problem when it commes to
>multitasking, ie you cant give each process it's own stack without
>copying the whole stack (maybe just to the current sp value?)during
>each context switch.

On the Commodore 128, one of the few useful things their MMU actually does
is to allow the user to relocate addresses $0000-$00FF and $0100-$01FF to
any page in memory. With such an MMU a full multi-tasking operating system
can become a practical option since tasks can freely use zero page and stack
without needing to allocate them; they can then access the rest of memory
using indirect indexed or indexed indirect addressing (which if they have all
of zero page to play with should be quite adequate).
--
----
supercat@mcs.com | "Je crois que je ne vais jamais voir... | J_/L
John Payson | Un animal aussi beau qu'un chat." | (o o)

1460. Re: 6502 Multitasking OS announce

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-18 00:00:00 UTC
From: Michael Ellis <michael@anest4.anest.ufl.edu>
Message-ID: <4ijtbe$7ca@no-names.nerdc.ufl.edu>
Source record: 85235
Cross-posted to:
comp.sys.cbm,comp.os.misc,alt.comp.hardware.homebuilt,comp.sys.apple2,comp.sys.apple2.programmer,comp.sys.atari.8bit

holger@deep.hb.provi.de (Holger Bruns) wrote:

>An operating system for the 6502 should have some of the properties of CPM.
>Parameters could be passed into registers and some zeropage locations.
>The operating system should be invoked with the BRK instruction. This was my
>latest idea. But it seems so far, I am to late. I do not know, if your system
>works in this way, Andre. I have not seen your code until now. But you have
>done the job. My congratulations.
>

There are two problems with the above:

1) Passing parameters via registers is not such a great idea on the 6502 because,
as you know, there are only three of them. It's very difficult to convery
any amount of information in 24 total bits of data. At best you get on address
and one byte of data. Not enough really.

2) Passing parameters via zero page has problems with the fact that your code will
NOT be reentrant. If you propose to do ANY multitasking whatsoever, you must
write reentrant code. If you don't, the following will happen:

1. parameters are installed and program jumps to routine

2. timer interrupt comes in and invokes the dispatcher which then
decides to give time to another task

3. other task determines that the same work needs to be done calls the
routine of step 1

4. the routine completes and the processor returns to the original task

5. the original task pulls its parameters out of ram only to find that
they were corrupted by the last task who stored its parameters in the
some block of RAM.

The way to get around this is to pass all parameters on the stack, and use separate
stacks for the separate tasks.

Hope this helps...

Michael Ellis

1461. Re: Disk Communicator

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-18 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <4iiqfp$gmj@charm.magnus.acs.ohio-state.edu>
Source record: 85236

In article <4iiank$h6@news.cc.utah.edu>,
Lawrence Edwin Gold <c-gle@math.utah.edu> wrote:
>(they're both supposed to be the same file). I try running the com file
>from DOS (2.5 or 2.0), it loads for a few seconds, and then just sits idle.
>
>Is the file corrupt, or is there some special procedure I must use?

Maybe a silly quuestion, but... are you booting with or without Basic?
Make sure you hold Option when you boot up if it's an XL or XE.

--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

1462. Re: What *were* dead sectors?

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-18 00:00:00 UTC
From: thester@nyx.cs.du.edu
Message-ID: <4iljsk$km9@nyx.cs.du.edu>
Source record: 85237

In article <3149a3dd.795702@news.superlink.net>,
Yogi <scharles@superlink.net> wrote:
><snip...>
>The other thing that was nice about the archiver, you can actually
>create a track with 23 sectors in it, that the archiver COULD NOT
>copy, but if done right, you could use it for an UNCOPYABLE BY
>ANYTHING, even Happy, but was consistent for use in copy protection.

Interesting.
So can you answer this question?
In the Happy Backup program, there is a "Special Recovery Menu"
which allows you to change a variety of things _including_ the
number of sectors needed in a track. That, along with increasing
the number of scan retries makes it virtually impossible to
"outwit" Happy.

Well...short of zapping a sector with a laser beam, that is.
And it's my understanding that it was never done on any
software for the Atari 8bit platform.
Anyway, you can go all the way up to $FF (ludicrous, to be sure)
but what was the point of including the capability to do such a
thing in the Happy software/hardware if it wasn't ever needed?
Not $FF - but your example of 23 is only 5 more than the standard
18. (Happy's default)

Why should 23 sectors be uncopyable?

Uncle Fester

--
| SOCIOPATH n. - an aggressively antisocial psychopath taking |
| no responsibility for his/her actions. See "INTERNET" for |
| a collective of distinguishing characteristics - e.g., viz EFF. |
| : *thester@nyx.cs.du.edu* : |

1463. So What's Happened?

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-18 00:00:00 UTC
From: ricortes@Garg.Campbell.CA.US
Message-ID: <HcgykD1w165w@Garg.Campbell.CA.US>
Source record: 85238

In article <4i7p40$1pu@nyx.cs.du.edu>,
Uncle Fester <thester@nyx.cs.du.edu> wrote:
> All the talk of alt.binaries.comp.atari8bit and the
> other alt.binaries.warez.atari8bit seems to have
> disappeared.

;The talk died down because I think most people agreed
;it would be a good idea. Alt.binaries.comp.atari8bit is
^^^^
Oscar Oscar Oscar (done in my best Felix)
I counted maybe 12 or so people that responded to the thread
with at least 6 of them saying it was not a good idea for
one reason or another. The only reason why no one is responding
any longer IMO is you lost the argument on any moral, legal,
plurality, or common sense grounds, but decided to proceed
anyway. As for me, I'm only comming off the wall to let you
know that silence from here on out is not a vote in favor of
violating copyright laws.
;a valid newsgroup on most news servers. If yours
;doesn't carry it, ask your admin to do so. There have
;only been a couple of posts to the group, and the distribution
;is kind of spotty (that is, some news servers saw the
;messages, some didn't). I suggest posting some tests
;to see if anyone else can see your messages.

;Alt.binaries.warez.atari8bit is a dead group. It
;wasn't created through the semi-proper channels and
;was removed on most news servers. Don't bother posting
;to it.
Suprise!

>And is anyone setting up a site for Classic Atari Software?
>(meaning - old, unavailable anywhere for sale, copyrighted stuff)
Ones man meat is another mans poison. I get sick of the constant
post here with classic software forsale. Ralph Maddox, Bob Klass,
& a few others completely excepted. But I have to admit, at least
Ben Smith isn't making what seemed to be daily updates of his sale
list anymore.
I just picked up carts, Hardball, Rescue on Fractalus, and
Donkey Kong Junior last week, all new in box for $5 each: Not that
hard to find.
;A couple of people have shown interest in providing a site
;for this stuff. I'll post an update as soon as things are
;more ironed-out. If you (or anyone else) has the resources
;for this kind of thing, please let me know.

Not me, combination of indifference & laziness, but I'd bet dimes
to dollars if these sites come up in the USA, there will be
someone *somewhere* that will complain & shut her down.
This'll happen as soon as someone like Philip Price sees the AR
series go up for instance. Ditto for stuff like Temple of Apshi
where the original author is still active, even if the software
house like Epyx isn't.
One more piece of advice that, likely to be ignored <but what
the hey!>: If there is a site that goes up, tell people via email
vs a public post. Just as a common courtesy for people who don't
want to see the group's collective reputation lowered.

> The thread titled "The Undieing Copyright Issue" was
> ironic. We're talking of a dieing (dead) platform here.
> Adhering to copyright law at this stage is a little
> like suffering from anal retention. What's the point?
> It all has to come out eventually.
;The platform is commercially dead, but the copyrights issue
;is alive and well in many aspects of our society.
Matter of semantics, but if it is truly dead, then why are you
bothering with copyrighted software? "Abandoned by commercial
software developers" & "No longer manufactured" are a little
more accurate. I own a 4WD '83 Ranger & while it hasn't been
manufactured in years, Ford wishes I would just by a new truck,
& it runs terrible, but it is not quite dead yet. Truth be known, I
am more fond of my 8 bit then that truck! But it ain't dead.
Further, your talk about taking over/sharing the .bin.st group
has already been tried W/O sucess. Those guys are just the kind
of weenies that will get you chastised by your sysadmin for posting
copyrighted material to an 'inappropriate' news group. They will be
able to generate that power/authority with your sysadmin due to the
nature of what you are doing. Once again, ask your local sysadmin
first before you do something that is likely to embarrass them. Then
again, just get an AOL account & it will seem average for the
species<sic>.

;Thanks for your comments,
;Oscar
You <two>too. I don't need to know the site name, but if it
survives 3 months, you can let me have it with a "I told you so!"
Rick

--
ricortes@Garg.Campbell.CA.US (Rick Cortese)
The Land of Garg BBS -- +1 408 378-5108

1464. Re: Disk Communicator

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-18 00:00:00 UTC
From: c-gle@math.utah.edu
Message-ID: <4ij87h$693@news.cc.utah.edu>
Source record: 85239

Rob Funk (rfunk@magnus.acs.ohio-state.edu) wrote:

: Maybe a silly quuestion, but... are you booting with or without Basic?
: Make sure you hold Option when you boot up if it's an XL or XE.

Yeah... unfortunately, it makes no difference. :-(

1465. WTB: HaPpY Copier System for 810/1050

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-18 00:00:00 UTC
From: "Elvis Smurf"@IBM.IBM.NET
Message-ID: <b18.9/21/95M28.6112524@IBM.IBM.NET>
Source record: 85240

I'd like to get a hold of this add-on and the slow-down mod for either the 810 or 1050 drive (drive incl.?). Doesn't have to be an original product, am Happy to get a clone. Also looking for archiver v2.0 or greater. Thank you neighbors!

ESmurf.

1466. 800XL Equipment : Do I use it or lose it ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-18 00:00:00 UTC
From: "M:DEMONKA9Qspoolmail" <dbenj@gdeng.demon.co.uk>
Message-ID: <408056420wnr@gdeng.demon.co.uk>
Source record: 85241

I have a boxfull of 800XL bits and pieces. Is it possible to hook this
up to the 'Net or should I pension it off and sell it all ?

I'm not that bothered about web-sites. I'm more interested in e-mail
and newsgroups.

I have a couple of 1050's, an 850 I/Face, an XEP80 (80 column display
thing)and loads of other odds and sods.

What else do I need ?
Are there any modems with a decent baud rate which can be used with an
850 ?
What software do I use ?

I supoose this sort of thing gets asked several times a month so
apologies for being boring :-)
I found this group by accident and hadn't really thought of using an
8-bit Atari on the 'Net.....This groups here, so I suppose it must be
possible.....??

--
Dave Benjafield
+-------------------------+
| e-mail : |
| dbenj@gdeng.demon.co.uk |
+-------------------------+
These views and opinions are not necessarily
those of my employer

1467. Atari compatibility???

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-18 00:00:00 UTC
From: ab616@ccn.cs.dal.ca
Message-ID: <4ikqmv$9bl@apollo.isisnet.com>
Source record: 85242

Hi,

Is the Atari 2600 cartridge compatible with the Atari 400? Can either computer play each other's software? The cartidges look as though they would fit.

Thanks;

Email to: ab616@ccn.cs.dal.ca

1468. Q: Best Hard Drive Setup?

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-18 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4ii9ko$8k7@nuke.csu.net>
Source record: 85243

What's the best type of hard drive setup to get? Not only on the Atari side, but on the HD side (ie, what brand, what type (normal or removable), etc.).

Thanks!

Also, anyone have some good init strings for an Intel 14.4k? I can't even get good 9600 bps rcv out of it with this P:R:Conn! (I also can't connect with this Unix box cuz of compression or something! >:^( )

Stuck with a slow PC fileserver an 2400bps mode...

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/~kendrick/

1469. Re: What *were* dead sectors?

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-18 00:00:00 UTC
From: thester@nyx.cs.du.edu
Message-ID: <4ilkba$kvg@nyx.cs.du.edu>
Source record: 85244

Oh, and just to be sure you understand my last message about
the 23 sectors, I wasn't trying to be impertinent, but just
curious. You see, I have a few things in my collection that
just happen to have the name "Yogi" in them for some strange
reason. :-)

So - I know that I'm asking someone who understands these
things _way_ more than mere mortals like myself. Heh.

Uncle Fester

--
| SOCIOPATH n. - an aggressively antisocial psychopath taking |
| no responsibility for his/her actions. See "INTERNET" for |
| a collective of distinguishing characteristics - e.g., viz EFF. |
| : *thester@nyx.cs.du.edu* : |

1470. Axlon Ramdisk Info needed

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-18 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <314E04D2.9A4@ncweb.com>
Source record: 85245

Hi all you old time hardware hackers!

I was chatting with the author of Ice-T (comm. program), and we got into discussing the Axlon Ramdisk handler that my old 288k Atari 800 is using. His question was: "what type of memory banking scheme does it use, and what is the starting address for the banks"? I wasn't sure, since I had no info on this .. I only know that it works, and that it works DIFFERENTLY than the 16k banking format of the 130xe (and its clones).

Can anyone help, and either post the info here, or send it to me, so that I can forward it to Itay??

TIA

--

```
**********************************************************
* Hi! /\_/\ /\_/\ * cooncat@ncweb.com *
* | O O | | O O | * aj445@po.cwru.edu *
* from = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* ^ ^ ****************************
* Bill "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* (my 2 cats) * Please Spay or Neuter *
* say "Hello" too! * your pet cat or dog! *
**********************************************************
```

1471. Re: 6502 Multitasking OS announce

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-18 00:00:00 UTC
From: jponge@mtu.edu
Message-ID: <4ik00v$9r@fishlab7.fsh.mtu.edu>
Source record: 85246
Cross-posted to:
comp.sys.cbm,comp.os.misc,alt.comp.hardware.homebuilt,comp.sys.apple2,comp.sys.apple2.programmer,comp.sys.atari.8bit

Ralph Mason (ralph.mason@liffe.com) wrote:
: Michael Ellis <michael@anest4.anest.ufl.edu> wrote:

: >holger@deep.hb.provi.de (Holger Bruns) wrote:

: >>An operating system for the 6502 should have some of the properties of CPM.
: >>Parameters could be passed into registers and some zeropage locations.

: > The way to get around this is to pass all parameters on the stack, and use separate
: > stacks for the separate tasks.

: All well & good BUT the 6502 does not have a relocatable stack pointer
: so your kinda left with a bit of a problem when it commes to
: multitasking, ie you cant give each process it's own stack without
: copying the whole stack (maybe just to the current sp value?)during
: each context switch.

I believe that, from reading Andre's webpage on his OS, the operating
system saves registers, to keep each program in it's own little world. You
should read his description, it's quite ineresting.

josh

1472. Re: Mercenary

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-18 00:00:00 UTC
From: Lawrence Staveley <Lawrence@kwll.demon.co.uk>
Message-ID: <452523583wnr@kwll.demon.co.uk>
Source record: 85247

> Fun things to do: Exit out the door with skull&crossbones in the airship.
> Tick off the enemy and fly as high as you can (it helps

Fly the cheese!!!!!!

"I can't see the solution - Through this state of confusion....."

Lawrence@kwll.demon.co.uk

1473. Re: 6502 Multitasking OS announce

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-18 00:00:00 UTC
From: Psi <oplec@wmin.ac.uk>
Message-ID: <314DCA5F.69D8BD19@wmin.ac.uk>
Source record: 85248
Cross-posted to:
comp.sys.cbm,comp.os.misc,alt.comp.hardware.homebuilt,comp.sys.apple2,comp.sys.apple2.programmer,comp.sys.atari.8bit

Holger Bruns wrote:
>
> In article <4i94fs$stj@narses.hrz.tu-chemnitz.de>
> fachat@physik.tu-chemnitz.de (Andre Fachat) writes:
>
> >This is the announcement of "OS/A65", a 6502 CPU operating system
> >I wrote some time ago and which I now put on the Web. It is
> >copyrighted under the GNU public license.

Could you supply me with a URL for this please as I am interested
it Operating Systems in general...

or even email it to me

Thank you in advance
Psi

1474. Commodore 1902 Docs/Cable Sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-18 00:00:00 UTC
From: b.poehland@genie.com
Message-ID: <199603190306.AA109124784@relay1.geis.com>
Source record: 85249

Greetings All,

I have an original copy of the service manual & schematics for the Commodore 1902 split-video composite color monitor. Will sell for $9.00 postpaid in USA.

Also still have a few split-video cables (Luma, Chroma, Audio, Comp. Video) for use with the Commodore & other brands of split-video monitors. Price per cable is $6.50 postpaid in USA.

USA buyers ONLY, please!

Contact: b.poehland@genie.geis.com

- Ben Poehland

1475. Re: "Thrifts... Just What're They Thinking About ?"

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-18 00:00:00 UTC
From: Jason Hasenbuhler <hasenbuh@rex.cs.tulane.edu>
Message-ID: <314E667E.29B3@rex.cs.tulane.edu>
Source record: 85250
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,rec.games.video.atari,comp.sys.atari.8bit

Eric B. wrote:
>
> On the other hand, weasles like me have been able to dive through
> the stacks of dead cameras, umbrellas, and answering machine
> power supplies to find all sorts of goodies: nice 5200 sticks (graphite
> coated flex circuits), carts, power supplies, and even software tapes.
>
> But the point is valid: how many times have I walked in and found a
> 5200 with a few carts but NO sticks or power supply. Grrr. But the
> Golden Mean plays out in the end...
>
> Eric B.

I've noticed a reverse problem with the thrift I frequent:

They seem to think that *any* joystick works with *any* system
and that each system needs at least twice as many joysticks as
it has ports. I didn't really mind this too much (hey I've got
2 ataris and seven joysticks :) except for the fact that I'm
looking for just *one* 7800 joystick. Unfortunately all the
7800 joysticks (4 of them) were stuck in a package with a 2600jr
and the price was raised just above what I'm willing to pay.
And, of course, it's against store policy to break up packages..
no matter how high up the food chain the person is you're talking
to.

Argh,

Jay

1476. MULE wanted

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-18 00:00:00 UTC
From: lwright@wintermute.awinc.com
Message-ID: <4ijdac$o9v@kryten.awinc.com>
Source record: 85251

I'm looking for a copy of MULE I can give to my father as a birthday present.

I know it's a long shot, but if you've got one you'd like to trade or
sell, please email me. Send replies to lwright@awinc.com, replies to
this post will most likely bounce.

L.

1477. NULL modem cable

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-19 00:00:00 UTC
From: areeve@avana.net
Message-ID: <4il62r$a96@tiger.avana.net>
Source record: 85252

I'm trying to transfer various files from my old Atari 130XE over to my PC via a null modem cable. With my hookup using the Express cartridge and ProComm Plus for Windows I can send data from the Atari to the PC, but can't send from the PC to the Atari (i.e. it's a one way transfer). I'm using 8N1 and half duplex as I suspect I should and have hardware handshaking disabled. If anyone has any clues that could lead me to getting this to work properly they would be much appreciated as I've spend many hours pondering over this.

I seem to recall getting this to work on my ST and even tried that with the same results as above.

- Thanks, Alan

1478. Atari 8bit BBS List: UPDATE 96-03-18

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-19 00:00:00 UTC
From: oscar@primenet.com
Message-ID: <4iloci$13@nnrp1.news.primenet.com>
Source record: 85253

Please keep me informed with updates to the list and I'll post revisions
as necessary. In particular, if one of the BBS's is within your local
calling area, please give them a call and let me know whether they're
currently operational.

The format of the individual entries is below. Note that each entry uses
four lines. "Type" indicates the type of hardware used to run
the board. "Status" is whether the board was up or not the
last time it was checked, which was on the "status date". I assume
the remaining fields are self-explanitory.

```
*****************************
* Atari 8bit Support BBS's *
* *
* Last update: 96-03-18 *
* *
*****************************

<BBS name> : <phone number>
<location>
<type> : <status> : <status date>
<notes>

? : 716-337-3628
New York, USA
? : ? : 96-03-10
Carina

ABACUS : 415-564-8062
San Francisco, California, USA
Atari-16 : ? : 96-03-10
ST Express

ABBUC Box : +49-5439-3265
Bersenbrueck (?), Germany
Atari-8 : OK : 96-03-13
M-F 19:00-07:00; S-S 15:00-08:00 MET

ACUTE : 610-648-8027
?
? : ? : 96-03-10
ProNode 330

ASB Zan Sweeds : +46-3145-8807
?
? : ? : 96-03-10
ProNode 463
```

Atari Connection : 801-969-1468
?
? : ? : 96-03-10
<no notes>

Atari Express : 506-652-6826
?
? : ? : 96-03-10
ProNode 112

Atari XE Group : 613-225-0901
Ottawa, Ontario, Canada
? : ? : 96-03-10
Dave Brown. X_232, IAN net soon

BAAUG : 408-986-0215
San Leandro, California, USA
Atari-16 : ? : 96-03-10
MichTron

Barvarian Gaus : 303-367-5877
?
? : ? : 96-03-10
ProNode 108

Beco Tel : +31-2063-26859
Amsterdam, The Netherlands
? : OK : 96-03-10
Bernard Kok. Hours - 17:00-06:00 GMT

Carnival : 810-235-0158
?
? : ? : 96-03-10
ProNode 349

Closer to Home : 419-368-4413
?
? : ? : 96-03-10
ProNode 439

Computer World : 716-247-8355
?
Atari-8 : OK : 96-03-10
Bob Puff.

CSS : 716-247-7157
?
? : ? : 96-03-10
<no notes>

DarkForce! : 606-886-9014
?
Atari-16 : OK : 96-03-11
Ronald Hall

Enterprise : 607-648-8027
?
? : ? : 96-03-10
ProNode 393

Hard Core : 203-871-1842
?
? : ? : 96-03-10
ProNode 317

Heechee Heaven : 803-788-7982
?
? : ? : 96-03-10
ProNode 366

Inside 8bit 1 : 706-798-2474
?
? : ? : 96-03-10
ProNode 47

Inside 8bit West : 510-895-8022
?
? : ? : 96-03-10
<no notes>

Iron Horse : 602-247-1036
?
Atari-8 : OK : 96-03-10
ProNode 381; NWPAC

JAIL : 416-762-9316
?
? : ? : 96-03-10
ProNode 335

Last Hope : 604-460-1195
Maple Ridge, BC, Canada
Atari-8 : OK : 96-03-14
Express X_232, soon IAN & Undernet

Menzobarranzen : 504-649-4194
?
? : ? : 96-03-10
ProNode 415

MOOSE : 716-381-5139
?
? : ? : 96-03-10
<no notes>

New Nest : 516-234-4943
?
? : ? : 96-03-10
ProNode 218

Northern Limits : 905-937-2786
?
? : ? : 96-03-10
ProNode 338

Owl's Nest : 510-276-6394
?
? : ? : 96-03-10
ProNode 430

Part Time : 216-582-1196
?
? : ? : 96-03-10
ProNode 7

PAUGS/NWPAC : 602-278-8505
?
? : ? : 96-03-10
ProNode 92

Pot Hole : 604-642-6795
?
? : ? : 96-03-10
ProNode 365

Precinct : 504-766-3315
?
? : ? : 96-03-10
ProNode 207

Programmer's : 416-466-6749
?
? : ? : 96-03-10
<no notes>

Repair Shop : 801-967-8738
?
? : ? : 96-03-10
ProNode 53

Rest Stop : 916-568-1712
?
? : ? : 96-03-10
ProNode 412

Revelstone : 717-263-9689
?
? : ? : 96-03-10
ProNode 227

SELECT : 916-392-7279
Sacramento, California, USA
Atari-8 : OK : 96-03-15
Carina Net

Simplicity : +643-352-0688
Christchurch, New Zealand
Atari-8 : OK : 96-03-19
Oasis 4.8 - Total 8-bit support

Slidell Express : 504-649-7921
?
? : ? : 96-03-10
ProNode 181

SNACC : 702-438-2208
?
? : ? : 96-03-10
ProNode 121

SPACE : 612-427-4317
St. Paul, Minnesota, USA
Atari-8 : OK : 96-03-10
1Meg XE, 1Meg MIO, 40MB HD, 14.4K

Star Wars : 210-737-3019
?
? : ? : 96-03-10
ProNode 118

System Reset! : 905-544-6162
Hamilton, Ontario, Canada
? : ? : 96-03-10
USF net, IAN net, X_59

Underdog : 508-820-3089
?
? : ? : 96-03-10
ProNode 102

Wall : 904-730-8659
?
? : ? : 96-03-10
ProNode 287

Wayne's World : 614-761-1891
Columbus, Ohio, USA
? : ? : 96-03-10
Wayne Arenz.

Westex : 610-776-7495
?
? : ? : 96-03-10
ProNode 169

1479. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-19 00:00:00 UTC
From: Michael Current <MCURRENT@carleton.edu>
Message-ID: <atari-8-bit/vendev_827207059@rtfm.mit.edu>
Source record: 85254
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: monthly

Welcome to the comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group!

Atari 8-Bit Computers

Vendors and Developers List

Revised 14-Mar-96

NEW ---- All Repair Shops are now listed here. ---- NEW

---- All Print and Disk Magazines are now listed here. ----

Additions/suggestions/comments/corrections are needed! Please send to:

Michael D. Current
URL:mailto:mcurrent@carleton.edu

Where to get the latest copy of this list:

The home of many FTP archives, automatically updated monthly:
URL:ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/vendev

The World Wide Web hypertext version, automatically generated monthly:
URL:http://www.smartpages.com/faqs/atari-8-bit/vendev/faq.html
URL:http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/vendev/faq.html

WWW "flat hypertext" versions, automatically generated monthly:
URL:http://www.cs.ruu.nl/wais/html/na-dir/atari-8-bit/vendev.html
URL:http://www.lib.ox.ac.uk/internet/news/faq/archive/atari-8-bit.vendev.html

Usenet newsgroups where this list is automatically posted monthly:
URL:news:comp.sys.atari.8bit URL:news:comp.answers URL:news:news.answers

You can also send for this list by mail.
URL:mailto:mail-server@rtfm.mit.edu message says:
send usenet/news.answers/atari-8-bit/vendev
quit

Finally, you can always ask me for a copy at URL:mailto:mcurrent@carleton.edu

Conventions
-----------
All commercial vendors, developers, publishers, and repair shops should be
listed here. "Major" shareware/freeware/PD developers should also be listed.
```

"Vendor" = Reseller of products produced by others. Types of products sold are given in categories: new hardware, used hardware, public domain software/freeware/shareware, (new) commercial software, used (commercial) software.

"Developer" = Producer of products. Titles of products produced by the developer are listed. No product can be developed by more than one developer. No prices are given.

"Publisher" = Publishes a print or disk magazine, or a book. Complete subscription or ordering information is given, including prices.

"Repair Shop" = Can repair many 8-bit Atari and related hardware devices. Be sure to contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication title. If no company name exists, a personal name is used. "See" references indicate complete information may be found under the given heading. "See also" references indicate closely-related information may be found under the given heading.

When writing to request catalogs, it's always a good idea to include a Self-Addressed Stamped Envelope. When writing to foreign firms, try enclosing a couple of International Reply Coupons (IRC's) as well.

Verfications -> YOU!

This list is in a constant state of development, and comes with no guarantees. Information of this nature constantly ages; therefore, the information contained in this list is constantly updated. Please use the latest release of this list whenever possible!

I collect information for this list from wherever I can find it. While most updates to this list come from you, the user of the list, I'd like to recognize a few of the more prominent sources I use. Current Notes magazine, published by Robert Boardman and Howard E. Carson; Atari Classics magazine, published by Jim Hood and Bob Woolley; and The Atari 8-Bit Omnibus, published by David A. Paterson.

Remember, the success of this list is dependent on YOU, the reader, to send me updates that correct errors that you find. If you use this list, please do your part in keeping it useful for everyone!

Subject: A

8-Bits Forever (book)
See: GFH Marketing

ABBUC (Atari Bit Byter User Club)
c/o Wolfgang Burger
Wieschenbeck 45
D-45699 Herten
Germany

Phone/Fax: +49 2366 39623
Mailbox: +49 5439 3265
Developer: various hardware and software (also schematics, mailbox,
disk magazine, repair-service, helpline addresses, meetings)
Publisher: Diskmagazin (disk magazine)
Repair Shop.

Aerion Software
PO Box 1222
Bronx NY 10471-0601
USA
tel: (212) 548-0514
Developer: Fury: The Wrath of Taljun Cathu, Lasermaze

The AGDA Group
See also: DataQue
See also: Jeff Potter
Developer: Maze of AGDAgon, GameLink-II (cable)

Paul V. Alhart
524 North Zee St.
Lompoc, CA 93436
Publisher: The AtariWriter+ Companion (book) - $5

Altronic E.I.R.L.
Bolognesi 952
Bellavista
Callao 2
Peru
tel: (51)(1) 429-4298
Vendor: New and used hardware and software
Repair shop.

AMC-Verlag
Bluecherstr. 17
W-65195 Wiesbaden
Germany
tel: +49 611/405611
Developer: Portronic (joystick port switch/extension),
STEREO Blaster (several versions), STEREO Blaster PRO, Herbert I, Herbert II,
other games

American Techna-Vision (Ralph Maddox)
Mail Order:
15338 Inverness St
San Leandro CA 94579-2016
USA
Sales Office:
1903 Fairway Dr
San Leandro CA 94577-5632
USA
tel: (510) 352-3787

FAX: (510) 352-9227
URL:mailto:rmax99@ix.netcom.com
Vendor: new hardware, commercial software
Repair Shop. 1050 Disk Drives only

Amethyst Software
211 S Kansas Ave
Danville IL 61834-5272
USA
Vendor: commercial/PD/freeware/shareware

David Aronson
2911 Bree Hill Rd
Oakton VA 22124-1213
USA
tel: (703) 620-6183
Vendor: used hardware

Artacyis Software (James Catalano)
639 W Grace St Apt 336
Chicago IL 60613-4005
USA
tel: (312) 248-6065
Developer: over 60 original game titles

AS
See: Mirage

Assisting Children to Excel
PO Box 1213
Camarillo CA 93011-1213
USA
Developer: Educational Master Cartridge, Dorsett Teaching Tapes (8-tape sets each in: Reading, Spelling, Math, Economics, Physics, Psychology, U.S. History, World History, Digital Electronics)

Atari 8-Bit Alive
c/o Damon Walker
RR 1 Box 62
Salem NJ 08079-9714
USA
tel: (609) 299-4667
URL:mailto:b.walker26@genie.geis.com
Fidonet: Node 1:266/52
Publisher: Atari 8-Bit Alive (print magazine)
bimonthly, $2.79/issue, or $8/three issues

Atari 8-Bit Omnibus (publication)
See: David A. Paterson

Atari 8-bit/SpartaDOS Project (Nelson Nieves)
P.O. Box 1702
Hatillo, PR 00659-1702

tel: 1 (809) 820-3135 : 8 am to 5 pm eastern standard time
URL:mailto:nkey@ixc.net
Developer: SpartaDOS enhancements

The Atari Classic Programmer's Club
Pen-Tyddyn
Capel Coch
LLangefni
Anglesey
Gwynedd
Wales LL77 7UR
United Kingdom
URL:mailto:101502.651@compuserve.com (David Wyn Davies)
Developer: Swift Spreadsheet (Standard or New), Loopz, Helter Skelter

Atari Classics
5507 Langford Ct
Concord CA 94521-1614
USA
tel: (510) 672-1244
FAX: (510) 672-7611
URL:mailto:75126.3446@compuserve.com
URL:mailto:rwoolley@ix.netcom.com (Bob Woolley, Editorial Director)
URL:mailto:j.hood9@genie.geis.com (Jim Hood, Editor-In-Chief)
Publisher: Atari Classics (print magazine)
"no more than 6 per year" 1 Year 2 Years 3 Years
USA 2nd Class Mail $25 $46 $63
Canada Surface Mail $30 $56 $78
Other Foreign Surface Mail $32 $60 $84
European Airmail $38 $72 $102
Asia/Pacific Airmail $40 $76 $108
AC Software Disk (Anywhere) $9 $18 $27 (3 disks/yr)

ATARImagazin (print magazine)
See: Power Per Post

Atari PD Software
c/o Andrew Pittman
418 Marilyn Dr
Pearl MS 39208-3715
USA
Vendor: shareware/freeware/PD

Atari Video Club
c/o Dan Iacovelli
1411 N 36th Ave
Melrose Park IL 60160-2726
USA
tel: (708) 345-4127
Vendor: games

The AtariWriter+ Companion (book)
See: Paul V. Alhart

ATCOM Micro Center (address mail to Barry Keyes, *not* ATCOM Micro Center)
PO Box 294
Newbury Park CA 91319-0294
USA
tel: (805) 376-0299
FAX: (805) 370-0972
Vendor: new/used hardware, new/used software, PD/freeware/shareware
Repair Shop. full-service, all items

ATESIG
c/o Decker G. McAllister, Jr.
145 Surf Pl
Seal Beach CA 90740-5909
USA
tel: (310) 430-5433
tel: (310) 596-6123
URL:mailto:d.mcalliste2@genie.geis.com
Developer: hardware and software for model railroading applications

Avatar (Ulf Petersen)
Postfach 1103
D-24318 Luetjenburg
Germany
tel: +49/4381/418260 (ISDN)
tel: +49/4381/418261 (ISDN)
tel: +49/4381/418262 (ISDN)
FAX: +49/4381/418243
URL:mailto:ulf%antic@cle.de
FIDO: Ulf Petersen@2:240/4060.22
Vendor: new/used hardware, commercial/PD/freeware/shareware
Developer: Pirates of the Barbary Coast, LDS Freezer XL/XE,
LDS "C:" Emulator, Paradise Games #1, PC/XL-Convert II, Ultracopier II
Publisher: User-Mag (disk magazine)
bi-monthly

Subject: B

B&C ComputerVisions
1725 De La Cruz Blvd Ste 7
Santa Clara CA 95050-3011
USA
tel: (408) 986-9960 Phone Orders Tue-Fri 10AM-6PM
FAX: (408) 986-9968 Store Hours Thur & Fri 10am-6pm; Sat-10am-5pm
Vendor: new/used hardware, commercial/PD/freeware/shareware

Marlin Bates, IV (Fuji-dom)
mailto:mbates@s3.sonnet.com
http://www.stocko.sonnet.com:80/Fujidom/

Vendor: used hardware, used software

Bensley Consulting
PO Box 301
Westfield IL 62474-0301
USA
tel: (217) 967-5465
URL:mailto:csbdb@eiu.edu
Developer: Happy's Programs - Math, U.S. History, Astronauts, Triangles

Best Electronics
2021 The Alameda Ste 290
San Jose CA 95126-1127
USA
tel: (408) 243-6950 1-5pm Pacific Time Mon-Fri
FAX: (408) 243-8274
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun

Larry Black
2337 Douglas Rd
Panama City FL 32405-5902
USA
Developer: Atar-Z-Modem

Black Moon Systems (BJ Martnick)
PO Box 152
Wind Gap PA 18091-0152
USA
URL:mailto:benm@sectv.com
Developer: Small Business System, Label Master, Multi-Column Lister

Bolt's Electronic Repair Service
920 Thornwood St
Simi Valley CA 93065-5646
USA
tel: (805) 579-9954
Vendor: used hardware
Repair Shop.

Branch Always Software
14150 NE 20th St Ste 302
Bellevue WA 98007-3700
USA
tel: (206) 236-0540
FAX: (206) 236-0257
URL:mailto:brasoft@halcyon.com <- preferred!
URL:mailto:brasoft@genie.geis.com
MSN: BRASOFT
URL:http://www.halcyon.com/brasoft/
Developer: ST Xformer 3.0 (for Atari ST), PC Xformer 3.3 (for MS-DOS or
Windows 3.1), Xformer cable. Coming soon: PC Xformer 4.0 for Windows 95.

Bravo Sierra Computers (Ben Smith)
tel: (503) 256-9974 24hrs
BBS: (503) 255-9657
URL:mailto:bensmith@teleport.com
URL:http://www.teleport.com/~bensmith/bscomputers.shtml
Vendor: new/used hardware/software

BRE Software
352 W Bedford Ave Ste 104
Fresno CA 93711-6190
USA
tel: 1-800-347-6760
tel: (209) 432-3072
Vendor: PD/freeware/shareware

Bresnik Software
555 Ware St
Mansfield MA 02048-2947
USA
tel: (508) 339-6090
Developer: Illusions/Audiovisualizer, Ecologian, Word-Search Maker, Animals, Mathematics, Fractals

B. Utschig
This address has recently been reported invalid. Confirmations?
Mailbox
2012 S 314th St
Federal Way WA 98003-5622
USA
Vendor: PD/freeware/shareware

Subject: C

C&T ComputerActive
PO Box 893
Clinton OK 73601-0893
USA
tel: (405) 323-5890
Vendor: ???what???

Change In Heat
12 Bella Vista Pl
Iowa City IA 52245-5840
USA
Developer: Pondering About Max's, 1 other game ???what???

ChildsPlay SoftWare Services
6812 Hill Pl N
Minneapolis MN 55427-2259
USA
Developer: various software

Closer To Home (Tom Hunt)
BBS: (419) 368-4413, 3-14.4, USR
URL:mailto:tomhunt@brutus.bright.net
URL:http://www.bright.net/~tomhunt/
Developer: SpartaDos 3.2 Utilities: Sound Utility, Term80 Version 1.6,
Hyper-Desktop (Under Construction), Long-Integer Library, Armorizer,
Shell For Sparta 3.2d, Shell For Sparta 3.2g/gx, SelF eXtraction Utility,
Read It, Snapshot 3.3m, Disk Fragmentation Displayer, Filenote Utility,
HELP Maker (MAC/65), Zip-Compatable CRC32 File Checker

The Complete and Essential Map (book, in 2 volumes)
See: TWAUG

Compsult
PO Box 5160
San Luis Obispo CA 93403-5160
USA
tel: (805) 544-6616
Vendor: closeout commercial software

Computer Games Plus
1839 E Chapman Ave
Orange CA 92667-7774
USA
tel: (714) 639-8189 Noon-6pm Tue-Fri, Noon-3pm Sat
FAX: (714) 538-1707
URL:mailto:aturco@netcom.com (Art Turco)
Vendor: commercial software

Computer Software Services
See also: Bob Puff
PO Box 17660
Rochester NY 14617-0660
USA
tel: (716) 429-5639 10am-6pm Mon-Fri
FAX: (716) 247-7158
BBS: (716) 247-7157 300-9600 bps
URL:mailto:76702.1076@compuserve.com (Bob Puff)
Vendor: commercial software
Developer: Black Box, Black Box Enhancer, Black Box Printer/Spooler,
Hard Drive Pro Backup, SIO Power Booster, Super E-Burner, Quintopus,
Power Plus, Multiplexer, XF551 Enhancer, XF Single Drive Upgrade,
XF Dual Drive Upgrade, Super Archiver, Super Archiver II, Bit-Writer,
Ultra Speed Plus OS, Floppy Board, XF551 Update, Bit-Writer
Repair Shop.

Creative Software Systems (Rob Satonica)
7775 S Scottdale Rd
Berrien Springs MI 49103-9711
USA
tel: (616) 473-3904
URL:mailto:ddjt62c@prodigy.com
Service: converts disks from Atari to IBM PC 3.5" for SIO2PC/PC Xformer

Vendor: PD/freeware/shareware, formatted for SIO2PC/PC Xformer
Developer: Atari Virtual Disk Shell (for MS-DOS)

Current Notes
559 Birchmount Rd. #2
Scarborough, ON
Canada M1K 1P8
tel: 416-261-5997
tel: 416-752-2744
URL:mailto:redfrog@io.org (Robert Boardman, Publisher/8-Bit Computing)
URL:mailto:hcarson@io.org (Howard E. Carson, Managing Editor)
Publisher: Current Notes (ISSN 8750-1937, "at least 6 times per year")
U.S. Rates: $25/1 yr, $46/2 yr. (US Funds)
Canada: $35/1 yr, $65/2 yr. (Cdn Funds)
Foreign: $48/1 yr, $90/2 yr. (US Funds)

Subject: D

Daisy Dot Software
c/o Roy Goldman
2440 S Jasmine St
Denver CO 80222-6313
USA
Developer: Daisy-Dot III

Nir Dary
19185 Castlebay Ln
Northridge CA 91326-1046
USA
tel: (818) 831-2353 evenings only
Developer: PAL/NTSC Upgrade

Data 8
PO Box 210
Mouthcard KY 41548-0210
USA
Vendor: used hardware, used/commercial/PD/freeware/shareware

DataQue
See also: The AGDA Group
1623 W 4th St
Mansfield OH 44906-1701
USA
tel: (419) 529-9797 1pm-5:30pm EST M-F
URL:mailto:dataque.1@genie.geis.com
URL:mailto:71777.3223@compuserve.com
Developer: 4 Megabyte Bank Select Cartridge, 16K Standard EPROM
Cartridge, TransKey (attach a PC keyboard), Battery Backed ZRAM,
Programmer's Pal, Turbo-Calc 1.01, various Turbo-Calc source list
options, 6502/65816 PC Cross-Development Package, 8-Bit Survival Kit,

Maze of AGDAgon 1.02 Disk and Cartridge, 6ft Atari-8 TriLink GameLinkII Cable

Dean Garraghty
62 Thomson Ave.
Balby
Doncaster
DN4 0NU
England
tel: +44-1302-855-026
Vendor: used hardware, commercial/PD/freeware/shareware
Developer: Digi-Studio, Alien Blast
Publisher: News-Paper (print magazine)
UK: #6.00 / 4 issues
Europe: #8.00 / 4 issues
USA: #10.50 (US$21) / 4 issues
Far East & Rest Of World: #13.00 / 4 issues

Discount Video Too
3223 S US Highway 1 Ste F
Fort Pierce FL 34982-6380
USA
tel: (407) 464-0019 1pm-9pm (EST) Mon-Sat
Vendor: commercial software

Diskmagazin (disk magazine)
See: A.B.B.U.C. e.V.

Doug's Electronic Repair
112 N 1st St
Jacksonville AR 72076-4468
USA
tel: (501) 982-9246
Repair shop.

Dynacomp Inc
178 Phillips Rd Ste 1
Webster NY 14580-9797
USA
tel: (800) 828-6772
Developer: various software

Subject: E

East Hartford Computer
202 Robert St.
East Hartford, CT 06108
United States
tel: (203) 528-4448 11am-8pm Eastern Time Mon-Sat
Vendor: closeout commercial software

Jeff Edwards
138 South Main St.
Travelers Rest, SC 29690
United States
Developer: Digital Music System, PrintShop/Awardware graphics

The Electronic Clinic (Steve Tompkins)
4916 Del-Ray Ave.
Bethesda, MD 20814
United States
tel: (301) 656-7983 or (301) 656-8620
URL:elclinic@aol.com
Vendor: used hardware, commercial/used software
Repair Shop.

Entertainment Excellence
1805 Princeton Place
Merrick, NY 11566
United States
Vendor: commercial software

Evangelo's Software
Angelo V.
27 Stiles St.
Elizabeth, NJ 07208
United States
tel: (908) 558-9518
Vendor: commercial software

Subject: F

Far North Computers
59 College Rd., #217
Fairbanks, AK 99701
United States
tel: (907) 456-3700
Vendor: hardware, software

Fine Tooned Engineering (Mike Hohman)
PO Box 31270
Mesa AZ 85275-1270
USA
URL:mailto:ftooned@crl.com
Developer: Action! Language Cart, Action! Runtime Libraries Disk, Action! Language Toolkit Disk, BASIC XE Language Cart, BASIC XL Language Cart, BASIC XL Runtime Libraries Dsk, BASIC XL Language Toolkit Disk, X-Press! Terminal Super/Cart, Flashback! HD Backup Software, MAC/65 Language Cart, MAC/65 Language Toolkit Disk, MIO 130XE Extender Card, Atari 850 Style Modem Cable, The MARS 8 Enhancement Board, Newell 256KXLE Memory Board, Newell 65XE 1MB Memory Board, Newell 130XE Memory Board, Newell 800/1200 XL Memory Brd, Omnimon! OS Upgrade for 800, Omnimon! OS Upgrade for XL/XE, Omniview 256K OS Upgrade,

Omniview XL/XE OS Upgrade, P:R: Connection, Atari 850 Style Printer Cable, RamRod OS RAM/ROM Card for 800, Ramrod Triple OS for XL/XE's, R-Time 8 Clock Cart, Sweet 16 Upgrade Board ('816), SpartaDOS 3.2, SpartaDOS X Super-Cart, SDX Upgrade ROM, US Doubler

David Firth
URL:mailto:david@signus.demon.co.uk
URL:ftp://ftp.demon.co.uk/pub/emulators/atari/ (158.152.1.44)
Developer: Atari Emulator for Unix and Amiga - 0.2.7

John Foskett
26 Auckland Rd.
Kingston-Upon-Thames
Surrey
England KT1 3BG
United Kingdom
tel: 081 549 8620
Developer: The Cave, Ye Olde House (both adventures), Jurrasic

Futura (disk magazine)
See: North of Scotland Atari User Group (NOSAUG)

Subject: G

Games+
610 North Alma School Rd.
Chandler, AZ 85224
United States
tel: (602) 890-0556
Vendor: new/used hardware, new/used software

GFH Marketing (Gordon Hooper)
253 Regina Ave.
Victoria, BC V8Z 1J6
Canada
Publisher: 8-Bits Forever (book)
$6.99 US or $7.99 CDN (money orders only)

Richard Gore
79 Sprotbrough Road
Sprotbrough
Doncaster
DN5 8BW
England
tel: (01302) 784642
URL:mailto:chmrig@leeds.ac.uk
Vendor: commercial software
Developer: Jawbreaker, Mousekattack, Arena, Bubble Zone, Super Print-Lab XE, GTracker, GTracker XL Utilities, Clip Tracker XE, Black Lamp, Tube Baddies

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Subject: H

Historically Brewed (print magazine)
See: Historical Computer Society

Historical Computer Society (David A. Greelish)
2962 Park St., #1
Jacksonville, FL 32205
United States
URL:mailto:historical@aol.com
Publisher: Historically Brewed (print magazine)
6 bimonthly issues: $18 ; or $2 for a sample issue

Horizon Computers
601 South Broadway, Suite B
Denver, CO 80209
United States
tel: (303) 777-8080
Vendor: ????

/HS\-Computertechnik
c/o Tobias Hang
Berliner Str. 31
D-55435 Gau-Algesheim
Germany
tel: (0)6725/2488
Developer: joystick port monitor, 8 channel relais interface,
Interface Control Application Software (INCA), 8 channel Logic Analyser

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Subject: I

IB Computers
10980 S.W. Mulewood Dr.
Portland, OR 97225
United States
tel: (503) 297-8425
Vendor: closeout hardware

IceSoft
c/o Itay Chamiel
9-A Narkis St.
Jerusalem 92461
Israel
URL:mailto:brucka@eruvin.jct.ac.il
Developer: Ice-T 2.5 XE, 1.1

Subject: J

Jameco Electronic Components and Computer Products
1355 Shoreway Road
Belmont, CA 94002-4100

USA
tel: 1-800-831-4242
Developer: Atari 400/800/800XL/130XE power supplies (catalog available)

Jeff's Atari Action Outpost
P.O. Box 771244
Lakewood, OH 44107
United States
Vendor: ????

JRC
Vanickova 5
16900
Praha 6-Strahov
Czech Republic
Developer: Turbo Tape, Turbo Tape DOS, Visicopy III (IV?)

JTM Ltd
330 1st NE
Mason City, IA 50401
United States
URL:mailto:jimmason@worf.infonet.net
Developer: dedicated weather station

Subject: K

Kake Software
9 Smith Ct.
Vincentown, NJ 08088
United States
Vendor: PD/freeware/shareware

KARIN
ul. Przemyska 11a
02-361 Warszawa
Poland
tel: (0-49)-(0-22)-659-70-42
-659-34-13
-22-23-31
FAX: -659-34-14
Vendor: commercial software
Developer: KARIN MAXI Disk Drive
Repair Shop: all Atari computers

K-Products (Bob Klaas)
P.O. Box 22122 A.M.F.
Salt Lake City, UT 84120
United States
tel/FAX: (801) 967-7400
BBS: (801) 967-8738
URL:mailto:bobkla19@mail.tcd.net

Vendor: used hardware
Developer: BBS Express! Professional Ver 5.0b, Multiline Version,
Multiline Version & Mux Hardware, Networking Modules,
Pro_Term Terminal Modules, Hardback & Restore, Mux_Time Software,
TurBoss! High Speed O/S, BBS Express! Professional Update Disks,
KPI Hard Disk Drive Interface
Repair Shop.

Nick Kennedy
300 South Vancouver Ave.
Russellville, AR 72801
United States
tel: (501) 967-3843
Developer: SIO2PC 4.04

KE-Soft
c/o Kemal Ezcan
Frankenstrasse 24
63477 Maintal
Germany
tel: +49 6181 87539
FAX: +49 6181 83436
Vendor: new hardware, commercial/PD/freeware/shareware
Developer: Donald, Saper, Tactic, Zador II, Atomit II,
Tecno Ninja, Fisher-Technik interface, The Brundles
Publisher: Zong (print magazine)
40DM/6 months (3 issues)
magazine + disk: 55DM/6 months (3 mags., 3 disks)
abroad: add 10DM p&p

Kinetic Designs
P.O. Box 1646
Orange Park, FL 32067-1646
United States
Vendor: PD/freeware/shareware

Konrad M. Kokoszkiewicz and Jacek Zuk
ul. Tomaszowska 95/37
PL-26-420 Nowe Miasto nad Pilica
Poland
URL:mailto:conradus@plearn.edu.pl
Developer: IDE Hard Drive Interface

Subject: L

L&Y Electronics
13644C Jefferson Davis Hwy NEW/TO CONFIRM: 14628 Build America Drive
Woodbridge, VA 22191
United States
tel: (703) 494-3444 VA

tel: (703) 643-1729 Metro
FAX: (703) 494-3663
Vendor: new/used hardware, new/used software

LACE (London Atari Computer Enthusiasts)
c/o Roy Whiteman, Secretary
153b Swaby Rd.
Earlsfield
London
England SW16
United Kingdom
URL:mailto:trew@def.bae.co.uk
Vendor: used hardware/software, PD/freeware/shareware
Publisher: LACE Newsletter
#7.00 / year (monthly), or free to members

Bertrand Le Roy
See also: Fabien Royer
72 rue des landes
78400 Chatou
France
URL:mailto:bleroy@ccr.jussieu.fr
Developer: F.R.E.E. (graphic adventure)

Lex-Tronics
See: DataQue

Chris Liam
URL:mailto:lamcw@aston.ac.uk
URL:http://www.aston.ac.uk/~lamcw/emulators.html
Developer: Rainbow (for Macintosh)

L.K. Avalon
PO BOX 66
35-959 Rzeszow 2
Poland
Vendor: Blinky's Scary School, Cavernia, Mirax Force, Ninja Commando, Speed Ace, Stack Up, Zybex, Android, Imagine, Microx, RAM-CART (cartridge with 64KB or 128KB RAM with battery), Centronics interface: Microprint, all Polish software
Developer: -games: Barbarian, Frank&Mark, Hawkmoon, Wloczykij, A.D. 2044, Adax, Barahir, Global War, Hans Kloss, Kampania Wrzesniowa, Klatwa, Lasermania+Robbo Konstruktor, Misja+Fred, Neron, Piekielko, Robbo, Smus, Spy Master, Syn Boga Wiatru, The Last Guardian, Uczen Czarnoksieznika, Upior, Vicky, Wladcy Ciemnosci, Zeus, Aurum, Captain Gather, Change, Constellation, Czaszki+Electra, Dagobar, Darkness Hour, Digi Duck, Easy Money+Honky, Gold Hunter, Hydraulik+Snowball, Kernaw, Lorien's Tomb, Major Bronx, Rucu, Saper, The Jet Action, Trix, U235
-tools: Animator (graph&anim), Automat Perkusyjny (digi drums), Chaos Music Composer, Geometria (education), Kurs Fizyki (education), Panther (text editor), Quick Assembler (with some other tools), Szperacz Dyskowy (disk monitor)

LonerSoft
c/o Clay Halliwell
407 South 2nd St.
Clinton, MO 64735-2107
United States
URL:mailto:halliwee@ts436.dyess.af.mil
URL:mailto:e.halliwell@genie.geis.com
Developer: FlickerTerm 80 (beta), ColorViewSquash, ColorSquashView, EbonView, Pantheon View, MacView 800, Quad-View 9, XF-ATR, DOMMenu, Link Basher, Maze-War 3D

Subject: M

Mars Merchandising
1041-B East St. Charles Rd.
Lombard, IL 60148-2059
United States
tel: (708) MARS-INC ((708) 627-7465)
Vendor: new hardware, commercial/PD/freeware/shareware

MCM Electronics
650 Congress Park Drive
Centerville, OH 45459-4072
USA
tel: 1-800-543-4330
Developer: 13 conductor Atari type plug kit - I.E. plugs to make cables for SIO ports joystick replacement cables and cable extensions (catalog available)

Mega Magazine (Freddy Offenga, a.k.a. Frankenstein)
P.O. Box 164
8800 AD Franeker
The Netherlands
URL:http://pmwww.cs.vu.nl/home/ipoorten/MegaZine/
URL:ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit/megazine/
URL:mailto:offen300@hio.tem.nhl.nl
Publisher: Mega Magazine (disk magazine) -- freeware

Micro-Discount (Derek Fern)
265 Chester Road
Streetly
West Midlands
B74 3EA
England
tel: 0121 353 5730 4pm-8pm Mon-Fri
FAX: 0121 352 1669
Vendor: new/used hardware, commercial software
Developer: Print-LAB, Tricky Print, Turbo Charger, Menu Print

Mirage / AS
ul. Gen. Abrahama 4
03-982 Warsaw

Poland
tel: 671-77-77
FAX: 671-76-22
Vendor: All Polish software
Developer: -games: Operation Blood, Problem Jasia, Tanks, Bang Bank,
Ship, Tron, Special Forces, Najemnik, Top Secret, Tusker, Mozgprocesor,
Roderic, Inspektor, Magia, Battle Ships, Kolony, Raszyn 1809,
Super Fortuna, Wyprawy Kupca, Tank vs. Tank, Axilox, Cywilizacja,
Thinker, Eureka, Reverse+Missile Action, Whoops, Atomia, Bertyx, Pong,
Duch+Robal, Helix, Jaffar, Midnight, Rycerz, Zbir, Dziedzictwo Gigantow,
Tagalon, Caveman
-edu: Ortografia, Geografia Polski, Historia Polski, New Words,
Geografia Swiata
-tools: Videograph, Sound Tracker Player (Amiga module player),
Audio Master (sample editor), Kleks+Trzmiel (graph),
SN-360 Utility (disk tools), SN-360 Disk Drive (double side),
Sampler (with some software), Video interface (digitizer+genlock)

Moonsoft
See: Black Moon Systems

More Than Games (Rick Detlefsen)
8207 Briarwood Lane
Austin, TX 78757-7642
United States
URL:mailto:74766.1561@compuserve.com
Vendor: new/used hardware, new/used software
Developer: various utilities, hardware projects

MTS Creations
P.O. Box 56762
Chicago, IL 60656
United States
tel: (312) 763-1822
Developer: Font Craft

MWPD Software
890 North Huntington St.
Medina, OH 44256
United States
Vendor: PD/freeware/shareware

MyTek
819 Corby Ave. (not a retail outlet)
Santa Rosa, CA 95407
United States
FAX: (707) 527-0674
URL:mailto:mytek@genie.com
Developer: Studio II (full color video overlay, graphics and text)

Subject: N

National Educational Report Drawing Services (N.E.R.D.S.) Software
c/o Don Loeffler
18 Wendy Drive
Farmingville, NY 11738
United States
Developer: Print Shop icons

New Atari User (print magazine)
See: Page 6 Publishing

New Breed Software
c/o Bill Kendrick
59 Palm Lane
Novato, CA 94945-2574
United States
URL:mailto:kendrick@zippy.sonoma.edu
URL:http://zippy.sonoma.edu/~kendrick/nbs/
Developer: demos: Bob Test, Color Bars, Cells, DAN15, DAN9A, Didi 7, DollMan, Happy Mondays, James Brown, Knives and Forks, Stimpy, T-1000. games: Balloonier, Boom!, Chicken, Cooltris, Elevator, Hopper, Platform, Puzzle, Rodent Revenge, Simon, Sky Diver, Sludge, Usurp. utilities: Colorizer 1.1, DigiPlay Menu, Equation

News-Paper (print magazine)
See: Dean Garraghty

No Frills Software
800 East 23rd St.
Kearney, NE 68847
United States
Developer: Converter, Converter Companion, P.S. Users Utility Disk, PrintShop graphics

North of Scotland Atari User Group (NOSAUG)
P.O. Box 10001
Peterhead
Scotland AB42 6ZN
United Kingdom
Publisher: Futura (disk magazine)
$3 cash or #2 IMO for sample issue

Northwest Phoenix Atari Connection (N.W.P.A.C.)
P.O. Box 67511
Phoenix, AZ 85082
BBS: (602) 278-8505 (Phoenix Atari User Group System)
Publisher: Nybbles & Bytes (print magazine)
bimonthly, $10 / yr (6 issues)

NOVAtari
c/o Geoff DiMego
8612 Thames St.
Springfield, VA 22151

United States
tel: (703) 425-5030
Vendor: PD/freeware/shareware

Nybbles & Bytes (print magazine)
See: Northwest Phoenix Atari Connection (N.W.P.A.C.)

Subject: P

Page 6 Publishing
P.O. Box 54
Stafford
England ST16 1DR
United Kingdom
tel: 0785 213928
FAX: 0785 54335
Vendor: commercial/PD/freeware/shareware
Developer: Enigmatix!
Publisher: New Atari User (print magazine)
(bi-monthly) Magazine only Magazine and Disk
UK #15.00 #25.00
Europe (Air Mail) #17.00 #32.00
USA/Canada - Surface #17.00 #32.00
USA/Canada - Air Mail #23.00 #42.00
Other countries as USA/Canada

Palette Imaging (Marver Seaman)
47 South St.
Norwood, NJ 07648
United States
tel: (201) 767-3913
Developer: ChromaCAD: Sculptured-Surface 3-D Modeling System

Papa's Chip's
1957 Harlen Rd.
Loves Park, IL 61111
United States
tel: (815) 633-6300
Repair Shop.

David A. Paterson
P.O. Box 342
Cote-St-Luc, QU H4V 2Y5
Canada
URL:mailto:d.paterson2@genie.geis.com
Developer: CardStax
Publisher: Atari 8-Bit Omnibus
US$5 for 1994 edition

P.E.E.R.S. of Omaha (Patten's Electronic Equipment Repair Service)
917 North 169th St.

Omaha, NE 68118-9342
United States
tel: (402) 289-3572 Mon-Fri 10am-9pm, Sat 1pm-5pm (CST)
Vendor: used hardware
Repair Shop.

Klaus Peters Elektronik&Software
Moltkestrasse 29
D-42551 Velbert
Germany
tel: (0)2051/84815 or 84410
FAX: (0)2051/85784
Developer: Megaram (1MB), 25K Bibomon, ROM-Disk XL/XE, Burner XL/XE,
Speedy 1050, Disk Drive F2000, Sprint XL, Sound-Monitor

Phoenix
c/o Robert Paden
54 Ardmillan Crescent
Scrabo Estate
Newtownards
Co. Down
Nothern Ireland BT23 4PW
United Kingdom
Publisher: Phoenix (disk magazine)
public domain

Pokey Magazine (print magazine)
See: Stichting Pokey

Jeff Potter
See also: The AGDA Group
202 Chestnut Ridge St.
Winter Springs, FL 32708
United States
URL:mailto:potter@escmail.orl.mmc.com
URL:mailto:74030.2020@compuserve.com
URL:mailto:jdpotter@genie.geis.com
Developer: APACVIEW, APACSHOW, COLRVIEW, DEGASRD, ILBMREAD, GIFNCODE,
CRAB NEBULA, JVIEW XL

Power Per Post (Werner Raetz)
Postfach 1640
D-75006 Bretten
Germany
URL:mailto:hs@undine.physik.uni-erlangen.de (Harald Schoenfeld)
Vendor: new hardware, commercial/PD/freeware/shareware
Developer: QUICK Programming Language, QUICK Support Disk 1, QUICK Support
Disk 2, S.A.M. (Screen Aided Management) 80 column Desktop System, S.A.M.
Budget (spreadsheet), S.A.M. Utilities 1, S.A.M. Designer (DTP), Quick Ed (chr
set editor), Glaggs It!, Rubber Ball, MineSweeper, Bombi
Publisher: ATARImagazin (print magazine)
39DM + 6DM p&p/6 months (3 issues)

abroad: 39DM + 12DM p&p/6 months
disk & membership: add 60DM

Publicaciones Creativas S.A. (Ivan Antezana)
Van Dyck 190
San Luis
Lima 30
Peru
tel/FAX: (51)(1) 346-2649
Publisher: ATARI Creativo, Informatica Creativa (both out of print;
however, back issues are still available, and also disks with the programs
from all numbers. Will return to print if there are enough buyers!)

Bob Puff
See also: Computer Software Services
See also: Wordmark Systems
Suite 222
2117 Buffalo Rd.
Rochester, NY 14624
United States
URL:mailto:76702.1076@compuserve.com
Developer: BobTerm

Purple Mountain Computers
15600 NE 8th St. Ste. A3-412
Bellevue, WA 98008
United States
tel: (206) 399-8700
Vendor: used commercial software

Subject: R

Rambit
16 The Green
Thurlby
Bourne
Lincs.
England PE10 0HB
United Kingdom
tel: 0778 424450
Developer: Print-Filer, TaskMaster, Parallel Printer Port,
TurboLoad kit (XC12/1010 upgrade)

READY +TECHNOLOGIES+ (Thomas Smailus)
2245 College Dr Apt 170
Baton Rouge LA 70808-1848
tel: (504) 388-5248
FAX: (504) 388-5263
URL:mailto:tom@ready.rsip.lsu.edu
URL:http://www.rsip.lsu.edu/tom/ready.home.html

Developer: Hardware systems design, developement, and construction; Software systems design, developement, and coding; Media conversion from magnetic to optical and imaging; Consulting on system purchases and requirements; Film production from short to feature length

Revista STAK Atari
Casilla 51552 STGO 1
Correo Central
Santiago de Chile
Chile
Publisher: STAK Atari (print magazine)
air: US$50 (cannot accept checks or credit cards)
magazine + disk, air: US$70

Ronnie Riche
See also: Dale Wooster
1700 Aycock St.
Arabi, LA 70032
United States
Developer: TextPRO 5.20X, Maintenance Upgrade #1

Fabien Royer
See also: Bertrand Le Roy
3211 Society Drive
Claymont, DE 19703
United States
Vendor: F.R.E.E. (graphic adventure)

Subject: S

Sagamore Software
2104 Arapahoe Dr.
Lafayette, IN 47905
United States
Vendor: PD/freeware/shareware

San Jose Computer
moving?
tel: (408) 995-5080

Ernest R. Schreurs
Kempenlandstraat 8
5211 VN Den Bosch
The Netherlands
URL:mailto:ernest@pi.net
Developer: POOLDISK (a HUGE PD/freeware/shareware collection on a CD-ROM)

Shadow SoftWare
URL:bensmith@teleport.com
BBS: (503) 761-9074
Developer: Carina (BBS software)

Software Infinity
642 Waring Ave
State College PA 16801-6611
USA
Vendor: commercial/PD/freeware/shareware

STAK Atari (print magazine)
See: Revista STAK Atari

Stichting Pokey = Pokey Foundation (Fred Meijer)
Postbus 798
NL-3100 AT Schiedam
The Netherlands
Vendor: new hardware, commercial software, books
Developer: Stereo Kit (XL/XE compatible, incl 1 extra pokey chip),
t-shirts with Atari 8-bit game motives on them
Publisher: Pokey Magazine (print magazine)
50 guilders / year (6 issues, bimonthly)

Strange Invasion
c/o Stefan Lausberg
Koerschstr. 58
D-70599 Stuttgart
Germany
tel: (0)711/45 51 71
URL:mailto:lausberg@studbox.uni-stuttgart.de
URL:http://wwwcip.rus.uni-stuttgart.de/~inf11492/
Publisher: Strange Invasion (disk magazine)
single issue 5DM
6 issues (1/2 year) 25DM

Paul Sungenis
URL:mailto:pab@cnx.sccsi.com
Sharware developer: AtariLink BBS, PabMail PCBoard, PabQwk, Mboard 2000

Super Products
c/o James Bradford
Pikes Rd.
Glasshouse Mtns. QLD 4518
Australia
tel: (074) 969 169
URL:mailto:sup8pdct@closer.brisnet.org.au
URL:ftp://203.4.149.98/8bit
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Subject: T

TEAC (The Educators Atari Club)
P.O. Box 1024
Laytonville, CA 95454
United States
Developer?: education related

Toad Computers
570 Ritchie Hwy
Severna Park MD 21146-2925
USA
tel: (800) 448-8623 Orders
tel: (410) 544-6943 Voice
FAX: (410) 544-1329 FAX
BBS: (410) 544-6999 BBS
FAX: (410) 544-0098 FAXBack
URL:mailto:info@toad.net
URL:ftp://ftp.toad.net/
URL:http://www.toad.net/
Vendor: new/used hardware, new/used software

TOMS
ul. Beldan 2
02-695 Warsaw
Poland
tel: 641-54-29
Developer: TOMS 720 disk drive, TOMS 710 disk drives

TOP-Magazin
c/o Markus Roemer
Schiefersteinstr. 10
D-55606 Kellenbach
Germany
tel: (0)6765-420
BBS: (0)345/78 80 148 (24 hours, 8N1, 16k8bps)
Vendor: new hardware, commercial software
Publisher: TOP-Magazin (disk magazine)
25DM for 6 months (6 issues)

Trans World Exchange
c/o Chris Carson
P.O. Box 44251
Parkland, WA 98444
United States
Vendor: PD/freeware/shareware "shareware games and utilities from Poland"

Anthony Jaroslav Truhlar
26 Byrom Avenue
Levenshulme
Manchester
M19 3HR
United Kingdom
Phone/Fax: +44-(0)161-248-7893
URL:mailto:100756.735@compuserve.com
Developer: CopyPlus 1.1, Metric/Imperial converter, resistance calculator,
several other programs

Steven Tucker
tel: (216) 237-5308
URL:mailto:classics@nacs.net

URL:http://www.nacs.net/~classics/
Developer: APE 1.07 - Atari Peripheral Emulator (UMich Archive: 8bit/Ape/)

TWAUG (Tyne & Wear Atari User Group)
P.O. Box 8
Wallsend
Tyne & Wear
NE28 6DQ
United Kingdom
tel: (0191)-2710086
Vendor: PD/freeware/shareware
Developer: UltiFont
Publisher: The Complete and Essential Map, by Andrew C. Thompson
(book, in 2 volumes) #16.00 plus the following postage:
UK #1.50
Europe #2.50
USA/Canada Air Mail #5.50
USA/Canada Surface #2.50
Australia Air Mail #6.50
Australia Surface #2.50
Publisher: TWAUG Newsletter (print magazine)
bimonthly, includes either disk or cassette
1 copy #2.00---6 copies #11.00 for UK
1 copy #2.20---6 copies #12.50 for Europe
1 copy #2.50---6 copies #14.00 for Elsewhere

Subject: U

UltraBasic
10 East 10th St.
Bloomsburg, PA 17815
United States
Vendor: commercial software

User-Mag (disk magazine)
See: Avatar

Subject: V

Valdez Computer Service
Mariano Carranza 226, of. 306
Santa Beatriz
Lima 1
Peru
tel: (51)(1) 471-2660/470-9079
Vendor: used hardware and software
Repair shop.

Video 61
22735 Congo St. N.E.
Stacy, MN 55079
United States
tel: (612) 462-2500 24hrs
URL:mailto:ice@skypoint.com
Vendor: new/used hardware, new/used software (mostly game-related)

Video Game Advantage
c/o Michael J. Novak Jr.
6861 Anthony Lane
Parma Hts., OH 44130
(216) 843-8815 Voice
URL:mailto:vga2000@ix.netcom.com
URL:mailto:VGA2000@io.com
URL:mailto:dw901@cleveland.freenet.edu
URL:http://www.io.com/~vga2000/
Vendor: used hardware/software

Video Magic
c/o Frank M. Polosky
P.O. Box 9542
Pittsburg, PA 15223
United States
Vendor: used software
Publisher: bimonthly game catalog/newsletter

Subject: W

Dale F. Wooster
See also: Ronnie Riche
7113 W. Pasadena
Glendale, AZ 85303
tel: (602) 846-1575
United States
Developer: TextPRO v5.20x Docs.
printed manual: $12
2-disk set containing program, modules, macros, docs: add $4
2-disk set of more support files: add another $4
Other Docs. available for: early TextPRO v4.5/v5.0, MYDOS 4.5,
Rambrandt, Bobterm 1.2 and several others

Wordmark Systems (Charles Marslett and Bob Puff)
See also: Bob Puff
URL:mailto:chasm@bix.com (Charles Marslett)
URL:mailto:76702.1076@compuserve.com (Bob Puff)
Developer: MYDOS 4.53

Subject: Z

Zong (print magazine)
See: KE-Soft

ZTM Software Manufacturers
P.O. Box 240
Forked River, NJ 08731
United States
tel: (609) 971-5807
Vendor: commercial/PD/freeware/shareware
Developer: Atari Tape Backup Program

==========
End of atari-8-bit/vendev
==========

1480. Re: Atari 8-bit and the Internet?

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-19 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <DoIJ8C.Ftw@iglou.com>
Source record: 85255

In article <4il5ij$pr9@news.tcd.net>, BobKlaas <bobkla19@mail.tcd.net> wrote:
>Have had several ask if there is a way and server available for
>those without IBM's ect to access the Internet with the Atari
>8-bit machine.
>
>If there is would someone please provide the information and I
>will forward it on to those doing without..
>
To use an Atari 8-bit with the Internet, you need a shell account. As
far as I know, no one has written software for an 8-bit to work with a
SLIP/PPP connection (yet). An 80-column terminal program like
FlickerTerm or Ice-T also helps.

--
Bill Marcum bmarcum@iglou.com
"They're all lawyers, and think that the laws of physics can be amended with
a voice vote." -- Mary Shafer (shafer@ursa-major.spdcc.com) on Politicians

1481. Re: Atari compatibility???

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-19 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <DoIJBB.GEo@iglou.com>
Source record: 85306

In article <4ikqmv$9bl@apollo.isisnet.com>,
Tony Cianfaglione <ab616@ccn.cs.dal.ca> wrote:
>
>Hi,
>
> Is the Atari 2600 cartridge compatible with the Atari 400? Can either
>computer play each other's software? The cartidges look as though they
>would fit.
>
No, they don't work with each other's cartridges, and they don't even fit.

>Thanks;
>
>Email to: ab616@ccn.cs.dal.ca

--
Bill Marcum bmarcum@iglou.com
"They're all lawyers, and think that the laws of physics can be amended with
a voice vote." -- Mary Shafer (shafer@ursa-major.spdcc.com) on Politicians

1482. Re: NULL modem cable

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-19 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <DoIJp8.IFn@iglou.com>
Source record: 85307

In article <4il62r$a96@tiger.avana.net>, Alan Reeve <areeve@avana.net> wrote:
> I'm trying to transfer various files from my old Atari 130XE over to
>my PC via a null modem cable. With my hookup using the Express
>cartridge and ProComm Plus for Windows I can send data from the Atari
>to the PC, but can't send from the PC to the Atari (i.e. it's a one
>way transfer). I'm using 8N1 and half duplex as I suspect I should and
>have hardware handshaking disabled. If anyone has any clues that could
>lead me to getting this to work properly they would be much
>appreciated as I've spend many hours pondering over this.

If you are using a standard IBM-compatible cable, Atari's 9-pin serial ports
have a different pinout. You can get a cable from B&C or Toad Computers,
or someone could post the information to make a cable.
>
>I seem to recall getting this to work on my ST and even tried that
>with the same results as above.
>
> - Thanks, Alan
>

--
Bill Marcum bmarcum@iglou.com
"They're all lawyers, and think that the laws of physics can be amended with
a voice vote." -- Mary Shafer (shafer@ursa-major.spdcc.com) on Politicians

1483. Re: 800XL Equipment : Do I use it or lose it ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-19 00:00:00 UTC
From: oscar@primenet.com
Message-ID: <4imj3i$kb1@nnrp1.news.primenet.com>
Source record: 85308

In article <408056420wnr@gdeng.demon.co.uk>,
M:DEMONKA9Qspoolmail <dbenj@gdeng.demon.co.uk> wrote:
>I have a boxfull of 800XL bits and pieces. Is it possible to hook this
>up to the 'Net or should I pension it off and sell it all ?

Presently, the only thing you can really do is
connect to some terminal server or Unix shell via
a modem. I (and others before me) have been playing
around with ways of directly hooking an Atari into
the internet (ie TCP/IP), but the machine's limited
memory capacity make this very difficult if not impossible.

>Are there any modems with a decent baud rate which can be used with an
>850 ?

You can connect most any 'standard' modem to an 850, and baud
rate is hardly an issue considering you won't be
Web surfing or making large file transfers.

>I found this group by accident and hadn't really thought of using an
>8-bit Atari on the 'Net.....This groups here, so I suppose it must be
>possible.....??

If only it were that simple - there's a Nintendo newsgroup, but they
don't have much net capability either... =)

Oscar

1484. Pac-Man Games For Atari Computers

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-19 00:00:00 UTC
From: THubbard@gnn.com
Message-ID: <4imt6d$df5@news-e2b.gnn.com>
Source record: 85309

Will someone tell me what Computers the following games
were on?

Pac-Man
Ms.Pac-Man
Jr.Pac-Man
Super Pac-Man
Pacmania

Thank You.
Dustin Hubbard (Owcp)

1485. Re: 6502 Multitasking OS announce

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-19 00:00:00 UTC
From: MagerValp@Goth.Org
Message-ID: <p14vik1z467.fsf@hugin.cling.gu.se>
Source record: 85310
Cross-posted to:
comp.sys.cbm,comp.os.misc,alt.comp.hardware.homebuilt,comp.sys.apple2,comp.sys.apple2.programmer,comp.sys.atari.8bit

```
>>>>> "Andre" == Andre Fachat <fachat@physik.tu-chemnitz.de> writes:

Andre> This is the announcement of "OS/A65", a 6502 CPU operating
Andre> system I wrote some time ago and which I now put on the Web. It
Andre> is copyrighted under the GNU public license.

[snip]

Andre> If someone is really interested in, I can also write an article
Andre> for a publication or so about it.

wouldn't Commodore Hacking be an excellent place for this article?
--
___ . + . . . Per Olofsson
._|___|_, . . . . . + . . o
o-o + . + MagerValp@Goth.Org . . + + + .
- . . . o + . . .
" + + . http://www.cling.gu.se/~cl3polof/
```

1486. Re: 6502 Multitasking OS announce

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-19 00:00:00 UTC
From: holger@deep.hb.provi.de
Message-ID: <holger.960.0014CE47@deep.hb.provi.de>
Source record: 85311
Cross-posted to:
comp.sys.cbm,comp.os.misc,alt.comp.hardware.homebuilt,comp.sys.apple2,comp.sys.apple2.programmer,comp.sys.atari.8bit

In article <p14vik1z467.fsf@hugin.cling.gu.se> MagerValp@Goth.Org writes:

>wouldn't Commodore Hacking be an excellent place for this article?

Yes, why not. On the other hand, hacks concerning the 6502 are not only
related to commodore.

Holger Bruns

1487. Re: 6502 Multitasking OS announce

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-19 00:00:00 UTC
From: ralph.mason@liffe.com
Message-ID: <4im8k0$gud@gatekeeper.liffe.com>
Source record: 85312
Cross-posted to:
comp.sys.cbm,comp.os.misc,alt.comp.hardware.homebuilt,comp.sys.apple2,comp.sys.apple2.programmer,comp.sys.atari.8bit

jponge@mtu.edu (Joshua P. Onge) wrote:

>: All well & good BUT the 6502 does not have a relocatable stack pointer
>: so your kinda left with a bit of a problem when it commes to
>: multitasking, ie you cant give each process it's own stack without
>: copying the whole stack (maybe just to the current sp value?)during
>: each context switch.

>I believe that, from reading Andre's webpage on his OS, the operating
>system saves registers, to keep each program in it's own little world. You
>should read his description, it's quite ineresting.

There is much more needed that to simply save the registers! He
doesn't explain what he is doing, the only way I can see that he is
doing it is using his mmu to swap the bottom 4kb during each context
switch. This would give each process it's own stack and zeropage
space. You can then pass parameters on the stack or in the zeropage -
it's up to you. I would lean toward the stack though because you
could not have rentrant routines or share code between processes.

1488. Re: AR on XFORMER 3.3?

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-19 00:00:00 UTC
From: daniel11@appstate.campus.mci.net
Message-ID: <4in2eb$6kv@ns.campus.mci.net>
Source record: 85313

sysop@hitec.com wrote:

>Okay, so both AR the City and the Dungeon are up on the Alternate
>Reality website in XFD format. Has anyone gotten these to work on the
>Xformer? I bought version 3.3 of this emulator, and it freezes on the
>City right after the opening "city" sequence....

>If anyone could help, I'd really appreciate it. This is definitely too
>good to pass up!

>--Steve

No dice, Steve. Xformer is currently incapable of running the AR
images. Let's all hammer the Xformer author with complaints so he
fixes it.

-Daniel Clinton

1489. Re: 6502 Multitasking OS announce

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-19 00:00:00 UTC
From: falstaff@xs4all.nl
Message-ID: <4im0u2$2vd@news.xs4all.nl>
Source record: 85314
Cross-posted to:
comp.sys.cbm,comp.os.misc,alt.comp.hardware.homebuilt,comp.sys.apple2,comp.sys.apple2.programmer,comp.sys.atari.8bit

jponge@mtu.edu (Joshua P. Onge) writes:

>> The way to get around this is to pass all parameters on the stack, and use separate
>> stacks for the separate tasks.

> All well & good BUT the 6502 does not have a relocatable stack pointer
> so your kinda left with a bit of a problem when it commes to
> multitasking, ie you cant give each process it's own stack without
> copying the whole stack (maybe just to the current sp value?)during
> each context switch.

>I believe that, from reading Andre's webpage on his OS, the operating
>system saves registers, to keep each program in it's own little world. You
>should read his description, it's quite ineresting.

Yes, but Joshua is right. Each process will need some amount of stackspace
(how much alterable on a task-by-task basis) to be able to call
subroutines. When one task is interrupted the next task despatched will
need it's own stack back, which means that 1) stack space for each
process is limited by the number of tasks running or 2) stack will need
to be saved along with the task's registers on a task switch.
2 is obviously very slow, while 1 may limit stack space severely
(perhaps to 16 bytes each for a dozen tasks+OS).

Things could be worse than a 256-byte stack, though. The 8008 only had
16 bytes (internal to the CPU). Most others will allow up to 64k
for stack.

Frank
--
The famous GIICM now on line: http://www.xs4all.nl/~falstaff/GIICM.html
---
Frank A. Vorstenbosch +31-(70)-355 5241 falstaff@xs4all.nl

1490. Atari 8-bit and the Internet?

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-19 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <4il5ij$pr9@news.tcd.net>
Source record: 85315

Have had several ask if there is a way and server available for
those without IBM's ect to access the Internet with the Atari
8-bit machine.

If there is would someone please provide the information and I
will forward it on to those doing without..

Thanks...Bob

1491. Re: Atari compatibility???

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-19 00:00:00 UTC
From: areeve@avana.net
Message-ID: <4inhq7$1vm@tiger.avana.net>
Source record: 85316

No, the cartridges are different in physical size and the systems are completely different.

ab616@ccn.cs.dal.ca (Tony Cianfaglione) wrote:

>Hi,

> Is the Atari 2600 cartridge compatible with the Atari 400? Can either
>computer play each other's software? The cartidges look as though they
>would fit.

>Thanks;

>Email to: ab616@ccn.cs.dal.ca

1492. Re: Pac-Man Games For Atari Computers

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-19 00:00:00 UTC
From: krieg@miller.cs.uwm.edu
Message-ID: <4in760$scs@uwm.edu>
Source record: 85317

In article <4imt6d$df5@news-e2b.gnn.com> THubbard@gnn.com (Trudy Hubbard) writes:
>Will someone tell me what Computers the following games
>were on?
>
>Pac-Man
>Ms.Pac-Man
>Jr.Pac-Man
>Super Pac-Man
>Pacmania

Check out the Pac-Page Web page. It's dedicated to all of the various
Pac-Man games and lists which machines each game was available on. You can
reach it at:

http://www4.ncsu.edu/eos/users/m/msstowe/WWW/Pac-Man/pac-man.html

--
= o = Andrew Krieg - Software Engineering Consultant =
= | = E-mail: krieg@allmalt.cs.uwm.edu or =
= o / | \ o = krieg@ct.med.ge.com =
= |-/ \-| = WWW: http://www.cs.uwm.edu/public/krieg/index.html =

1493. Atari 8-bit Magazines for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-19 00:00:00 UTC
From: Rick_Reaser@msn.com
Message-ID: <UPMAIL07.19960319070639040 7@msn.com>
Source record: 85318

Atari 8-bit Magazines for Sale

Shipping is extra!

Antic - $1 each. Complete set for $75. (have disks for many)
April '82 (vol 1, no 1) through Jun/Jul '90 (vol 9, no 2) (every issue)

Atari Classics - $3 each.
Dec '92 (vol 1, no 1) to present

Atari Connection - $0.50 each
Summer '82 (vol 2, no 2) through Summer '84 (nine consecutive issues)

Atari Explorer - $0.50 each
Feb '85 through Feb '92 (27 issues, real difficult to tell if any are missing)

Atari Interface Magazine - $0.50 each
Jan '90 (vol 2, no 1) through Mar '90 (vol 2, no 3)
Jun/Jul '90 (vol 2, no 6) through Apr '91 (vol 3, no 4)
Jun '91 (stopped having meaningful volume/issue numbers)
Aug '91 through Jul '92
Mar/Apr 94

AtariUser - $0.10 each
Jun '91 through Nov '91
Jan '92 through Mar '92

Compute! - $0.25 each
Dec '81 (Issue 31) through Dec '87 (Issue 91)

Current Notes - $0.75 each Make offer for complete set.
Nov '83 (vol 3, no 11) through Sep '84 (vol 4, no 7)
Nov '84 (vol 4, no 9)
Feb '85 (vol 5, no 1) through May/Jun '95 (vol 15, no 3)

New Atari User - $0.75 each
Dec/Jan '89 (Issue 41) through Oct/Nov '92 (Issue 58)
Feb/Mar '93 (Issue 60) through Aug/Sep '93 (Issue 63)

Tyne and Wear Atari User Group Newsletter - $0.50 each (includes disk)
May/Jun '93 (Issue 3) through Jul/Aug '93 (Issue 4)
Nov/Dec '93 (Issue 6) through May/Jun '95 (Issue 15)
Nov/Dec '95 (Issue 17)

SOFTLINE - $0.25 each
Jul '82 (vol 1, no 6) through Jan/Feb '84 (vol 3, no 2)
(turned into St. Game, then died)

SoftSide - $0.25 each
Nov '81 (vol 5, no 2) through Jan '82 (vol 5, no 4)
Issue 32 through 42
Issue 48 (Mar 84)

STart - $0.50 each (contained 8-bit section)
Oct '90 (vol 5, no 2)
Dec '90 (vol 5, no 4)
Jan '91 (vol 5, no 5)
Apr/May '91(vol 5, no 7)

St. Game - $0.25
Mar/Apr 84

Rick Reaser
rick_reaser@msn.com
(310) 643-8626

1494. Re: 6502 Multitasking OS announce

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-19 00:00:00 UTC
From: csbruce@ccnga.uwaterloo.ca
Message-ID: <DoIwnM.Mqy@undergrad.math.uwaterloo.ca>
Source record: 85319
Cross-posted to:
comp.sys.cbm,comp.os.misc,alt.comp.hardware.homebuilt,comp.sys.apple2,comp.sys.apple2.programmer,comp.sys.atari.8bit

In article <4il3v4$qa4@Mercury.mcs.com>, John Payson <supercat@MCS.COM> wrote:

>[Apple and Atari groups left in in case they do anything like this; homebuilt
>group in case someone wants to build something like this]

>On the Commodore 128, one of the few useful things their MMU actually does
>is to allow the user to relocate addresses $0000-$00FF and $0100-$01FF to
>any page in memory. With such an MMU a full multi-tasking operating system
>can become a practical option since tasks can freely use zero page and stack
>without needing to allocate them; they can then access the rest of memory
>using indirect indexed or indexed indirect addressing (which if they have all
>of zero page to play with should be quite adequate).

Gee, why didn't I think of that?.....

http://ccnga.uwaterloo.ca/~csbruce/bos2.txt

Keep on Hackin'!

-Craig Bruce
csbruce@ccnga.uwaterloo.ca
"Ability + Motivation = Achievement."

1495. I have an Atari 800 XL for sale with 38 games!

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-19 00:00:00 UTC
From: tavissipe@aol.com
Message-ID: <4imp1d$put@newsbf02.news.aol.com>
Source record: 85320

Post says it all. The carts are:

Star Raiders, Basic, Pengo, Atlantis, Jumbo Jet Pilot, Droids, ET Phone Home, Basketball, Computer Chess, Fight Night, Football, Crossfire, River Rescue, Battle zone, night strike, alien garden, gato, return of the jedi, rescue on fractalus, ballblazer, lode runner, qix, pole position, moon patrol, ms. pac man, defender, joust, gyruss, final legacy, donkey kong junior, river raid, galaxian, millipede, pac-man, b.c's quest for tires, beamrider, missile command, megamania.

If you are interested please tell me what you wish to pay, serious offers only please (I have no idea how to set a price!) and I will consider.

Thanks,
Tavis Sipe

1496. Re: Atari compatibility???

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-19 00:00:00 UTC
From: aa852@cleveland.Freenet.Edu
Message-ID: <4imo2a$77q@madeline.INS.CWRU.Edu>
Source record: 85321

In a previous article, ab616@ccn.cs.dal.ca (Tony Cianfaglione) says:

> Is the Atari 2600 cartridge compatible with the Atari 400? Can either
>computer play each other's software? The cartidges look as though they
>would fit.

No, the two systems are not compatible. Even though the cartridges are of
similar size, the innards of the two machines are completely different.
You'd have about as much luck trying to play a 7800 Colecovision cart on an
Odyssey2, for example.

--

Barry Cantin
aa852@cleveland.freenet.edu

1497. Re: 6502 Multitasking OS announce

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-19 00:00:00 UTC
From: fachat@physik.tu-chemnitz.de
Message-ID: <4iml11$s69@narses.hrz.tu-chemnitz.de>
Source record: 85322
Cross-posted to:
comp.sys.cbm,comp.os.misc,alt.comp.hardware.homebuilt,comp.sys.apple2,comp.sys.apple2.programmer,comp.sys.atari.8bit

Ralph Mason (ralph.mason@liffe.com) wrote:
: There is much more needed that to simply save the registers! He
: doesn't explain what he is doing, the only way I can see that he is
: doing it is using his mmu to swap the bottom 4kb during each context
: switch. This would give each process it's own stack and zeropage
: space. You can then pass parameters on the stack or in the zeropage -
: it's up to you. I would lean toward the stack though because you
: could not have rentrant routines or share code between processes.

Well, I should have gone further into this.
The thing is that I have two versions of the OS, one for a computer with MMU,
and another one for a 6502 without.

With an MMU, each task gets its real own memory space, i.e.
zeropage and stack are remapped with the bottom 4kByte at each context
switch. This way every task sees its own stack and has its own
view of the memory - it doesn't see anything of other tasks, or the
system. The kernel entry/exit gates provide a way to change from
system memory mapping (which is just the botton 4kByte RAM with the
system stuff and the top 4kByte ROM with the kernel) and the
task environment. This is a complete mapping of the bottom 60kByte
(well, with I/O, the bottom 58kByte) of CPU address space. The task
environment can be mapped to RAM, ROM, special addresses that have
different features (like video RAM) and the like.
Normal tasks will have 4 or 8 kByte RAM, the system ROM for the
stdlib at $e***, the kernel at $f*** and the rest filled with nothing...
(mirroring the kernel)

Without an MMU, there is the problem with the non-relocatable stack the
6502 has. So, to avoid swapping stack contents around, I divided the
stack into 7 parts, i.e. 6 possible tasks with 32 Byte stack each and
the system with 64 byte. Because there is no boundary testing, this
is a 'dirty trick' (tm) to get it running even without MMU.
But even then only programs that cooperate, i.e. use different memory
locations can run at the same time - otherwise bad things happen, when
one tasks writes over important data for another one.

Most kernel routines are called with the parameters in the CPU registers.
And most kernel routines do not need morei (see the kernel interface
description). But a few of them need,
and for them there is a special area - not the zeropage but $02** -
reserved to which the parameter are written.

To share code between processes, you need not put the parameter on the
stack. The shell, e.g. is in the ROM. The same program can run several
times in different tasks without any problem. This works because
the used RAM is mapped to different pages for different tasks.
You can also load an executable into some RAM and let two tasks share this
RAM. As long as they don't write to it, there's no problem. For writing
they use the task specific RAM.

reentrant routines - well, the kernel is in some respect reentrant.
internal kernel routines call other kernel routines via the same
interface as other 'user' routines as well. The kernel entry/exit gates
detect this and do not change the memory mapping.
Devices, that have their own memory mapping and that are called via
the DEVCMD interface call kernel routines.
But then only some routines are a kind of reentrant, esp. the STREAM routines.
They disable Multitasking during their critical sections. The problem
with the C64 is, that is doesn't have atomic test&set operations. So all
task switches have to be disabled to test a semaphore, or when you enter
a critical region.
The memory routines, for example, cannot be called from an
interrupt. They are not protected against reentrance and therefore
a call from an interrupt can corrupt the stuff. Though the video device
for example calls ENMEM to enable the RAM on the video board at startup.
But this startup is not called from an interrupt.

The kernel as well as the video device are interruptable. But then, if a task
is calling a kernel function during the interrupt, the task is not
set waiting but is kept running after the interrupt. This is needed
to avoid an interrupted system call - and then another task calling
the same routine - to corrupt internal data.
The video device interrupt routine is interruptible, but it has its own
reentrance check to avoid confusion

hope it helps and so long
Andre

--
fachat@physik.tu-chemnitz.de | Andre Fachat, Phone: ++49-371-531-3551
----------------------------| Vettersstr. 72/622, 09126 Chemnitz, Germany
Distribution via the |---
Microsoft Network prohibited!| Unix was invented prior to user-friendlyness!

1498. Re: Atari 800 emulator for MS-DOS

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-19 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <4immi8$33s@charm.magnus.acs.ohio-state.edu>
Source record: 85323

In article <4ilfeq$jqb@info.cd.columbus.oh.us>,
Brent K. Borghese <brent@dispatch.com> wrote:
>Does any body know of a ftp site with a atari emulator for msdos on it.

Not sure about FTP sites (maybe atari.archive.umich.edu), but try
http://www.halcyon.com/brasoft/

--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

1499. Atari 800 emulator for MS-DOS

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-19 00:00:00 UTC
From: <>
Message-ID: <4ilfeq$jqb@info.cd.columbus.oh.us>
Source record: 85324

Does any body know of a ftp site with a atari emulator for msdos on it.

Brent

1500. Re: 6502 Multitasking OS announce

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-19 00:00:00 UTC
From: ralph.mason@liffe.com
Message-ID: <4imo7b$36m@gatekeeper.liffe.com>
Source record: 85325
Cross-posted to:
comp.sys.cbm,comp.os.misc,alt.comp.hardware.homebuilt,comp.sys.apple2,comp.sys.apple2.programmer,comp.sys.atari.8bit

fachat@physik.tu-chemnitz.de (Andre Fachat) wrote:

>To share code between processes, you need not put the parameter on the
>stack. The shell, e.g. is in the ROM. The same program can run several
>times in different tasks without any problem. This works because
>the used RAM is mapped to different pages for different tasks.
>You can also load an executable into some RAM and let two tasks share this
>RAM. As long as they don't write to it, there's no problem. For writing
>they use the task specific RAM.

You have sorta missed what I was meaning here. Sure you can map code
around here and there - but if many processes are going to use the
same routines the routienes better not use any global data. These
routine should use the stack for any working data. I guess you use no
absolute jumps :-)

>reentrant routines - well, the kernel is in some respect reentrant.
>internal kernel routines call other kernel routines via the same
>interface as other 'user' routines as well. The kernel entry/exit gates
>detect this and do not change the memory mapping.
>Devices, that have their own memory mapping and that are called via
>the DEVCMD interface call kernel routines.
>But then only some routines are a kind of reentrant, esp. the STREAM routines.
>They disable Multitasking during their critical sections. The problem
>with the C64 is, that is doesn't have atomic test&set operations. So all
>task switches have to be disabled to test a semaphore, or when you enter
>a critical region.

what about a eor ?

you pass in the critial section as the adress and eor that adress with
say 1

if

```
wait:
cmp addr,0
beq get
call scheduler yeild function
jmp wait
get:
eor addr,1
jz wait
```

..you should have the critical section here

-Ralph Maosn

1501. Atari Items For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-19 00:00:00 UTC
From: "Jerry C." <jcallam@jasper.knox.net>
Message-ID: <Pine.LNX.3.91.960319125237.18875A-100000@jasper.knox.net>
Source record: 85326

I have the following for sale: Atari 800 with basic cart, Atari Writer cart., 2 Indus GT drives, 1 1050 drive, cassette recorder, joysticks, trackball, light pen & software, cables, connectors, LOTS OF GAMES, a few utilitys, Star SG-10 printer, lots of ribbons, both new & used, Atari 600 XL, and lots more. My son no longer uses these, and wants $250.00 or best offer or trade for 800 MHz. scanner or ?
JMC

1502. Re: Can someone do a cross-post?

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-19 00:00:00 UTC
From: StarMan <StarMan@GALAXY.COM>
Message-ID: <314F46B4.32F2@GALAXY.COM>
Source record: 85327

The group is not showing up on my server, but I've had this problem before, and been able to click on the cross-post link in a message to see the group. Thanks.

1503. Re: 6502 Multitasking OS announce

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-19 00:00:00 UTC
From: supercat@MCS.COM
Message-ID: <4inlv3$jet@Venus.mcs.com>
Source record: 85328
Cross-posted to:
comp.sys.cbm,comp.os.misc,alt.comp.hardware.homebuilt,comp.sys.apple2,comp.sys.apple2.programmer,comp.sys.atari.8bit

[crossposted because I'm suggesting a technique useable on all 6502 machines]

In article <4iml11$s69@narses.hrz.tu-chemnitz.de>,
Andre Fachat <fachat@physik.tu-chemnitz.de> wrote:
>They disable Multitasking during their critical sections. The problem
>with the C64 is, that is doesn't have atomic test&set operations. So all
>task switches have to be disabled to test a semaphore, or when you enter
>a critical region.

Sure the 6502 has an atomic test-and-set style operation; my preferred
implementation [for example, to ensure that MyRoutine can only be called
once] is...

```
MyFlag:
.db $FF

MyRoutine:
inc MyFlag
bne MyRtnEnd
.. do my routine
MyRtnEnd:
dec MyFlag
rts
```

If MyFlag is $FF when I start MyRoutine, then either the inc will happen
before another instance of MyRoutine is started [in which case, I'll be
able to enter] or else it won't [in which case, the second instance will
get in]. Other variations include shift or rotate instructions but I
don't remember the flag semantics for those; if ROR set the overflow flag
with the old value of bit 7, that would be nice but I don't think it does.
--
---
supercat@mcs.com | "Je crois que je ne vais jamais voir... | J_/L
John Payson | Un animal aussi beau qu'un chat." | (o o)

1504. SnowFight: Anyone remember?

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-19 00:00:00 UTC
From: oscar@primenet.com
Message-ID: <4ilrlg$4cm@client1.news.psi.net>
Source record: 85329

There was this great little game called SNOWFIGHT quite some time back. It was incredible fun for two people, especially for those who typically didn't like computer games (my computer-phobic girlfriend loved it!)

I could never get it to run for more than about 5 minutes before it would lock-up my 800XL, though. Did anyone else have similar experiences with it, or better yet, did anyone get it to run without a problem?

Curious,
Oscar

1505. Re: 6502 Multitasking OS announce

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-20 00:00:00 UTC
From: ralph.mason@liffe.com
Message-ID: <4iodjs$q3e@gatekeeper.liffe.com>
Source record: 85330
Cross-posted to:
comp.sys.cbm,comp.os.misc,alt.comp.hardware.homebuilt,comp.sys.apple2,comp.sys.apple2.programmer,comp.sys.atari.8bit

After a rethink (and a quick brushup on 6502 asm :))......

I think you can implement critical sections using the set & test that
the 6502 provides. I think sal (or sar) are the best for this
purpose because no matter how many threads try concurrently to get the
cs only one will succeed.

The Idea is that in the non-entered state the cs memory contains the
lsb set. One (and only one) process can then roll the bit off to
the carry flag.

to release it all you need to do is set that bit again. I written a
couple of routines that do just that. They also allow the same
process to get the same cs again (otherwise you can deadlock).

```
get_cs:

jsr get_current_process ;make sure it's the righe process
cmp cs_page+2,x
beq inc_exit

sal cs_page,x ; try to get it
bcc loop:

inc_exit:
inc cs_page+1,x ; keep a count
jsr get_current_process ; asumes that process is returned in A
sta cs_page+2,x

ret

release_cs:
jsr get_current_process ;make sure it's the righe process
cmp cs_page+2,x
bnz exit

dec cs_page+1,x ; dec the count of who is using it
bnz exit

lda #0
sta cs_page+2,x ; cleanup owner
inc cs_page,x; ; clear cs

exit:
ret
```

To use these functions you set X with the cs number you want and call
the function.

Of course you'll need some setup code to set all the sections to 1,
and process Id's & counts to zero during the OS startup.

```
setup_cs

lda #1
ldx #0
loop:
sta cs_page,x
inx
bnz loop:

loop_2:
lda #0
sta cs_page+1,x
sta cs_page+2,x
inx
bnz loop_2:
```

If you find any instructions that are not exactly the right 6502
please excuse me.. it's been a while.

have fun
Ralph Mason

1506. Re: 6502 Multitasking OS announce

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-20 00:00:00 UTC
From: holger@deep.hb.provi.de
Message-ID: <holger.963.0004640A@deep.hb.provi.de>
Source record: 85331
Cross-posted to:
comp.sys.cbm,comp.os.misc,alt.comp.hardware.homebuilt,comp.sys.apple2,comp.sys.apple2.programmer,comp.sys.atari.8bit

In article <4innc7$hc4@no-names.nerdc.ufl.edu>
Michael Ellis <michael@anest4.anest.ufl.edu> writes:

>Of course, the SP is only an 8-bit register so it HAS to be at a fixed RAM address.
>I would consider copying the stack (only the bytes that are actually used) during
>a task switch becase no matter what you do you're going to end up copying context-
>related data at some point.

I am shure, that the 6502 processor was not designed for multitasking purposes. As far as I see, each task needs it's own little world: A stack of course; and space for code and data. Because there is only one stack available, each stack related operation (JSR, TXS, ...) would only be allowed for the dispatcher. It seems to be indeed a possible solution to transfer the stack content for each task to reserved memory spaces. But copying the stack for each task slows the system down. To get around this, I consider the use of a p-machine like the UCSD system for the apple 2. The p code is machine independent and relocable. It's not quite fast, but it works.

Holger Bruns

1507. Re: Web/FTP site with XDF format

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-20 00:00:00 UTC
From: oscar@primenet.com
Message-ID: <4ipbd5$9ar@nnrp1.news.primenet.com>
Source record: 85332

In article <314FDEAA.7156@uk.sun.com>,
Wayne Gratton <wayne.gratton@uk.sun.com> wrote:
>There are loads for the Commodore 64, spectrum, MSX, Colecovision &
>Amstrad CPC. I'd love to be able to play games like Archon, 7 cities of
>gold, International Karate, Shamus, Pooyan....

We Atari owners work on a higher moral plane than those heathens.

Sorry - I'm getting bitter in my old age. Actually, if you wait a
bit longer, something similar will be available for the Atari 8bit.

HeathenBoy

1508. Re: ATARI XL/XE EMULATORES

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-20 00:00:00 UTC
From: hagge@avery.com
Message-ID: <4ipbdk$304@k2.avery.com>
Source record: 85333

Ulf Petersen (ulf@antic.cls.de) wrote:
: Hi!

: Now that there at least three different emulators available, could anybody
: please compare the three of them? I heard that ATARI800 is pretty good and
: I'd like to know if that can be confirmed. Does it run programmes like AR?
: What about graphic and sound emulation? Any good?

I've done a BIT of testing with atari800 under Linux. It seems to be very
similar to Xformer 2.5 under DOS (no sound, no collision detection), but it
works pretty well and is reasonably quick (faster, but less stable, in the
svgalib version than the X11 version).

One ADVANTAGE that it has over XF25 (for ME anyway), is that it will read
a double-density diskfile created by SIO2PC. Maybe I'm doing something wrong
(or stupid), but I can't get XF25 to read anything other than a single-density
disk file.

BTW, What's AR?

: Ulf

: PS: If ATARI800 is really as good as some people claim there is a chance
: that a lot of my programmes on my hard disk have to make room for LINUX
: :)))).

Alan
--
Alan Hagge, Systems Administrator "Due to technical difficulties, the
Avery Research Center light at the end of the tunnel has
hagge@averydennison.com been turned off until further notice"

1509. Re: 6502 Multitasking OS announce

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-20 00:00:00 UTC
From: "Ian K. Erickson" <ierickson@ewu.edu>
Message-ID: <Pine.PMDF.3.91.960320102239.541320855A-100000@ewu.edu>
Source record: 85334
Cross-posted to:
comp.sys.cbm,comp.os.misc,alt.comp.hardware.homebuilt,comp.sys.apple2,comp.sys.apple2.programmer,comp.sys.atari.8bit

> >I believe that, from reading Andre's webpage on his OS, the operating
> >system saves registers, to keep each program in it's own little world. You
> >should read his description, it's quite ineresting.

What is the URL on the 6502 multitasking OS article? I'd like to read it.

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/|\ | /| __\o \o | o/ o/__ |\ | /|\
/ \ / \ |\ /) | (\ /o\ /) | (\ / \ / \ / \
==========http://www.labs.ewu.edu/Cons/ierickson/ierickson.htm==========
Ian K. Erickson "Access deni'd..."
ierickson@ewu.edu - John Milton, *Paradise Lost*

1510. Re: AR on XFORMER 3.3?

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-20 00:00:00 UTC
From: ulf@antic.cls.de
Message-ID: <65DuVxH1S7B@antic.cls.de>
Source record: 85335

On 19 Mar 96, daniel11@appstate.campus.mci.net wrote ...

> sysop@hitec.com wrote:
>
> >Okay, so both AR the City and the Dungeon are up on the Alternate
> >Reality website in XFD format. Has anyone gotten these to work on the
> >Xformer? I bought version 3.3 of this emulator, and it freezes on the
> >City right after the opening "city" sequence....
>
> >If anyone could help, I'd really appreciate it. This is definitely too
> >good to pass up!
>
> >--Steve
>
> No dice, Steve. Xformer is currently incapable of running the AR
> images. Let's all hammer the Xformer author with complaints so he
> fixes it.

Xformer has been having serious problems with emulating certain disk operations from the very beginning, I suppose. As long as most boot disks don't work Xformer is pretty worthless (well, at least in my case!). Currently my only hope is that other, newer emulators such as Rainbow or ATARI800 won't have similar difficulties, better sound emulation and a MUCH better customer support. ATARI800 sounds quite promising.

Don't tell me that it cannot be done. IT CAN BE DONE! Compared to various C64 emulators, Xformer is still at the very beginning as far as sound is concerned :(. Sad, but true!

Ulf

1511. ATARI XL/XE EMULATORES

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-20 00:00:00 UTC
From: ulf@antic.cls.de
Message-ID: <65DuWBHXS7B@antic.cls.de>
Source record: 85336

Hi!

Now that there at least three different emulators available, could anybody please compare the three of them? I heard that ATARI800 is pretty good and I'd like to know if that can be confirmed. Does it run programmes like AR? What about graphic and sound emulation? Any good?

Ulf

PS: If ATARI800 is really as good as some people claim there is a chance that a lot of my programmes on my hard disk have to make room for LINUX :)))).

1512. Re: 6502 Multitasking OS announce

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-20 00:00:00 UTC
From: Michael Ellis <michael@anest4.anest.ufl.edu>
Message-ID: <4innc7$hc4@no-names.nerdc.ufl.edu>
Source record: 85337
Cross-posted to:
comp.sys.cbm,comp.os.misc,alt.comp.hardware.homebuilt,comp.sys.apple2,comp.sys.apple2.programmer,comp.sys.atari.8bit

ralph.mason@liffe.com (Ralph Mason) wrote:
>Michael Ellis <michael@anest4.anest.ufl.edu> wrote:
>
>>holger@deep.hb.provi.de (Holger Bruns) wrote:
>
>>>An operating system for the 6502 should have some of the properties of CPM.
>>>Parameters could be passed into registers and some zeropage locations.
>
>> The way to get around this is to pass all parameters on the stack, and use separate
>> stacks for the separate tasks.
>
>
>All well & good BUT the 6502 does not have a relocatable stack pointer
>so your kinda left with a bit of a problem when it commes to
>multitasking, ie you cant give each process it's own stack without
>copying the whole stack (maybe just to the current sp value?)during
>each context switch.
>
>-Ralph Mason

Of course, the SP is only an 8-bit register so it HAS to be at a fixed RAM address.
I would consider copying the stack (only the bytes that are actually used) during
a task switch becase no matter what you do you're going to end up copying context-
related data at some point.

Consider the case in which zero-page is used to pass parameters. When you switch tasks
you will HAVE to preserve the context-sensistive parameters by copying them to
some area of RAM. This is not unlike copying the stack and, using this approach,
you can't take advantage of the capabilities that the stack provides (i.e. recusion,
parameter passing, etc.).

Please feel free to experiment, though -- I was just trying to save a few headaches.

-Michael Ellis

1513. Re: MULE wanted

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-20 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <4ipvfh$1ffs@usenetw1.news.prodigy.com>
Source record: 85338

408-986-9960 is the phone number for B&C Computervisions in California.
They sold new copies of Mule the last time I was there a few weeks ago.
They do mail order too.
- Bob Stone of San Jose

1514. 8-bit format archive selected

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-20 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <314f9906.6467189@news.superlink.net>
Source record: 85339

Ok, it looks like I know what to use for the 8 bit archive. If anyone has any experience with this setup, please advise via email. A program for the pc called APE w/ a SIO interface. Treats files on your pc drive as a big atari disk. Also claims to emulate copy protection, etc. so anything I cant obtain for the archive cracked (or crack myself :-}) (assuming I havent lost my touch-its been A LONG WHILE)

Does anyone have any info on how this works, I am going to order one tomorrow and test drive it but would appreciated any info.

THANKS!

ps it uses atr format, and it can convert from dcm format. didnt someone ask how to do that?

1515. Web/FTP site with XDF format

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-20 00:00:00 UTC
From: Wayne Gratton <wayne.gratton@uk.sun.com>
Message-ID: <314FDEAA.7156@uk.sun.com>
Source record: 85340

Folks,

I downloaded the Alternate Reality games from this great deidicated site:

http://www.ksk.sala.se/~sp93rob/dungeon/

Unfortunately, at the moment, these games break most emulators. Just to see the great intro was enough for me to be strolling down memory lane. Are there any other sites for .xdf format disk images?

There are loads for the Commodore 64, spectrum, MSX, Colecovision & Amstrad CPC. I'd love to be able to play games like Archon, 7 cities of gold, International Karate, Shamus, Pooyan....

Does anyone have an FTP/Page were these can be collected and placed?

Thanks,

Wayne

1516. Re: 6502 Multitasking OS announce

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-20 00:00:00 UTC
From: david@wraith.its.uow.edu.au
Message-ID: <4io7ns$cdu@wraith.its.uow.edu.au>
Source record: 85341
Cross-posted to:
comp.sys.cbm,comp.os.misc,alt.comp.hardware.homebuilt,comp.sys.apple2,comp.sys.apple2.programmer,comp.sys.atari.8bit

>In article <4il3v4$qa4@Mercury.mcs.com>, John Payson <supercat@MCS.COM> wrote:
>>On the Commodore 128, one of the few useful things their MMU actually does
>>is to allow the user to relocate addresses $0000-$00FF and $0100-$01FF to
>>any page in memory. With such an MMU a full multi-tasking operating system
>>can become a practical option since tasks can freely use zero page and stack
>>without needing to allocate them; they can then access the rest of memory
>>using indirect indexed or indexed indirect addressing (which if they have all
>>of zero page to play with should be quite adequate).

An Apple //e with a 1MB Aux slot ram card has 17 page zeros to play with.
One for the OS and up to 16 other processes would make a nice small multitasking
environment.
--
David Wilson Dept CompSci Uni Wollongong Australia david@cs.uow.edu.au

1517. Re: 6502 Multitasking OS announce

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-20 00:00:00 UTC
From: bdunphy@cityscape.net
Message-ID: <4ipoag$hl9@wintermute.cityscape.net>
Source record: 85342
Cross-posted to:
comp.sys.cbm,comp.os.misc,alt.comp.hardware.homebuilt,comp.sys.apple2,comp.sys.apple2.programmer,comp.sys.atari.8bit

supercat@MCS.COM (John Payson) wrote:

> Other variations include shift or rotate instructions but I
>don't remember the flag semantics for those; if ROR set the overflow flag
>with the old value of bit 7, that would be nice but I don't think it does.

no, it's sets the CARRY flag instead.

1518. STILL WANTED 8 BIT ARCHIVE

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-20 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <314f85ce.1546331@news.superlink.net>
Source record: 85343

Still looking for s/w for an 8 bit archive site. It looks at this point that rather than releasing the cd's, it might just be a dedicated bbs run on a pc. Also still need info on hd's to atari's. Or some method to connect a cheap pc w/cd rom to an 8 bit.

With the number of web pages up that are distributing Apple 2 software, commodore 64 software, I think the copyright holders are just saying ah what the hell. I realize it's still not legal, BUT IT WAS NEVER LEGAL!! Did you people complain then? In 1984?

DID YOU KNOW THAT FRANK TETRO jr. wrote an editorial for "Electronic Games" Magazine about "The harm of software piracy" all while running a mega pirate BBS in his dorm room?????

I hate hypocrites!!

1519. Re: 6502 Multitasking OS announce

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-20 00:00:00 UTC
From: fachat@physik.tu-chemnitz.de
Message-ID: <4ios31$9b6@narses.hrz.tu-chemnitz.de>
Source record: 85344
Cross-posted to:
comp.sys.cbm,comp.os.misc,alt.comp.hardware.homebuilt,comp.sys.apple2,comp.sys.apple2.programmer,comp.sys.atari.8bit

Ralph Mason (ralph.mason@liffe.com) wrote:
: You have sorta missed what I was meaning here. Sure you can map code
: around here and there - but if many processes are going to use the
: same routines the routienes better not use any global data. These
: routine should use the stack for any working data. I guess you use no
: absolute jumps :-)

I do use absolute jumps. With an MMU, each task has its own kind of
virtual machine. you can jump anywhere you want.
Without MMU, only tasks that use different memory locations -
in the zeropage, other RAM and program address space - can coexist.

: what about a eor ?

: you pass in the critial section as the adress and eor that adress with
: say 1

: if

: wait:
: cmp addr,0
: beq get
: call scheduler yeild function
: jmp wait
: get:
: eor addr,1
: jz wait

: ..you should have the critical section here

This version doesn't work. If the task gets interrupted between the
cmp and the eor, another task can eor the address and enter the critical
region. After the first task gets back, it eor's the address again,
making it zero again and then having free entry to the critical region.
Boom.

But then, as many have pointed out, the 6502 has some test&set like
operations, i.e. the 'shift' and the 'inc/dec' operations. One
can surely build semaphores with them too.

But in my OS, all possible blocks are done with the scheduler that
puts the task to sleep instead of letting it spinlock, wasting CPU time.
And interrupt routines should never block - so they can only call
save - i.e. with SEI protected - routines.

Andre

--
fachat@physik.tu-chemnitz.de | Andre Fachat, Phone: ++49-371-531-3551
-----------------------------| Vettersstr. 72/622, 09126 Chemnitz, Germany
Distribution via the |---
Microsoft Network prohibited!| Unix was invented prior to user-friendlyness!

1520. Re: 6502 Multitasking OS announce

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-20 00:00:00 UTC
From: Michael Ellis <michael@anest4.anest.ufl.edu>
Message-ID: <4ip4oc$kji@no-names.nerdc.ufl.edu>
Source record: 85345
Cross-posted to:
comp.sys.cbm,comp.os.misc,alt.comp.hardware.homebuilt,comp.sys.apple2,comp.sys.apple2.programmer,comp.sys.atari.8bit

falstaff@xs4all.nl (Falstaff) wrote:
>jponge@mtu.edu (Joshua P. Onge) writes:
>
>>> The way to get around this is to pass all parameters on the stack, and use separate
>>> stacks for the separate tasks.
>
>> All well & good BUT the 6502 does not have a relocatable stack pointer
>> so your kinda left with a bit of a problem when it commes to
>> multitasking, ie you cant give each process it's own stack without
>> copying the whole stack (maybe just to the current sp value?)during
>> each context switch.
>
>>I believe that, from reading Andre's webpage on his OS, the operating
>>system saves registers, to keep each program in it's own little world. You
>>should read his description, it's quite ineresting.
>
>Yes, but Joshua is right. Each process will need some amount of stackspace

Maybe I'm nit-picking, but I wrote:

>>> The way to get around this is to pass all parameters on the stack, and use separate
>>> stacks for the separate tasks.

-Michael Ellis

1521. FTP and UMich Archive

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-20 00:00:00 UTC
From: JTKIRK@urp.edu.pe
Message-ID: <m0tzPjx-000OPxC@rcp.net.pe>
Source record: 85346

Well, just yesterday (I still don't know HOW) I could access the UMich Archive.
Does anyone know another place for uploads? I've been sending my card games
and other stuff to lenn@atari.archive.umich.edu for uploading them, but as
I took a look yesterday, I couldn't find them anywhere. So I repeat my question:
Does anyone know another place for uploads?
TIA
M.A.Ch.F.

1522. Re: 6502 Multitasking OS announce

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-20 00:00:00 UTC
From: ralph.mason@liffe.com
Message-ID: <4ioeb4$q3e@gatekeeper.liffe.com>
Source record: 85347
Cross-posted to:
comp.sys.cbm,comp.os.misc,alt.comp.hardware.homebuilt,comp.sys.apple2,comp.sys.apple2.programmer,comp.sys.atari.8bit

ralph.mason@liffe.com (Ralph Mason) wrote:

>After a rethink (and a quick brushup on 6502 asm :))......

etc - with an error in iy

> sal cs_page,x ; try to get it
This ^^^^^^^^^^^^^^^^^ should be
sar cs_page,x ;

I never could get my left and right sorted out :)

-Ralph

1523. Ali Baba and 40 Thieves

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-20 00:00:00 UTC
From: glennb <glennb@interport.net>
Message-ID: <31505E58.5E3C@interport.net>
Source record: 85348

I am anxiously awaiting my "new" Atari 800 after a way too long absence.
Damn, I remember how fun Ali Baba and the 40 Thieves was and my joy
after finally solving it!

If anyone has this, can you please contact me at glennb@interport.net.

Thanks much,
Glenn

glennb@interport.net @ @ @ |
~~~~~~~~~~~~~~~~~~~ @ @ @ | DOLPHINS '96
"Be Happy or Not" @ @ @ |
:}:{ @ @ @ | ISLANDERS '97
@ @ @ |
~~~~~~~~~~~~~~~~~~~

1524. Re: STILL WANTED 8 BIT ARCHIVE

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-20 00:00:00 UTC
From: oscar@primenet.com
Message-ID: <4ipb1u$91l@nnrp1.news.primenet.com>
Source record: 85349

In article <314f85ce.1546331@news.superlink.net>,
Yogi <scharles@superlink.net> wrote:
>Still looking for s/w for an 8 bit archive site. It looks at this
>point that rather than releasing the cd's, it might just be a
>dedicated bbs run on a pc.

Sounds like a better idea.

>Also still need info on hd's to atari's. Or
>some method to connect a cheap pc w/cd rom to an 8 bit.

APE will let your PC act as a server for your Atari. You can
make any drive/directory on your PC available to the Atari.
Hooking-up a CDROM to the Atari would be trivial as far
as hardware goes (we already have the equipment for it),
but software would have to be written to understand the
data on the disk.

>DID YOU KNOW THAT FRANK TETRO jr. wrote an editorial for "Electronic
>Games" Magazine about "The harm of software piracy" all while running
>a mega pirate BBS in his dorm room?????

Maybe it was an inside joke... =)

1525. Atari suff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-20 00:00:00 UTC
From: Nir_Dary <nirdary@pacificnet.net>
Message-ID: <3150C289.6CAB@pacificnet.net>
Source record: 85350

For sale,

-P.R. C connector, no docs only disk 15$

-(2) Atari Original Joystick 2$ each.

-(2) Wico Joystick 3$ each.

-Night Raiders game 3$

-Okimate 10 Color printer with Atari Adaptor $15

-Mpp 1000e Modem (1200 boud?) 5$

-Xpress modem (2400 boud) 10$

-Multy Tech Modem V32 (9600 Boud) 15$

-(2) 850 Interface (no manual/power supply) $15

-MPP 1100 parallel printer interface 7$

-Indus Gt Drive 30$

-Transdisk iv 7$

-Fantastic soccer game (tape) 2$

-Survivors game (tape) 2$

-Revenge 2 game (tape) 2$

-Thrust game (tape) 2$

-Master chess (tape) 2$

-Speed Ace (tape) 2$

-Airwolf (Blue Thunder) (tape) 2$

-Kenny Dalglish soccer manager (tape) 3$

-The Atari Assembler book $10 : learn how to use the Atari
Assembler Cart and
discover programming in aseembly Language,

-Assembler Editor Cartrige user Manual 7$

-Macro Assembler Manual (2 parts) 10$

-Programming the 6502 (rodney zax) 8$

-Flight Simiulator 2 game (disk) 10$

-Super Archiver Chip (new in the box, never used) $40

-Yorki 256k plug in upgrade 40$

-ATR 8000 Interface from SWP
64K, Z80 CPU, SIO support.
- Parallel printer interface
use ATR800 Ram as a pronter spool Buffer.
use any IBM printer with your Atari.
- Floppy drive support
support 3.5, 5.25 and 8" drives up to 4 DS/DD 80 track
drives.
use drives as Atari, CP/M or MSDOS format.
- RS232 Interface.
excellent replacement for 850 interface.
- Co-POWER 88 interace installed
128k, 8088 16bit CPU.
Runs IBM Xt and CP/M 86 software on the Atari.
Expandable up to 1 Meg with additional memory board (XR88)
use Co-Power memory as a ramdisk under CP/M.
- Hard Drive host adapter installed
use Hard Drive with CP/M, MYDOS, and MS-DOS.

The system includes:
1. ATR-8000 in metal case with Co-Power 88 and HD adapter
installed.
2. Floppy drive cables.
3. (2) ATR-8000 Owner's manual, MS-DOS 2.11 Manual, CP/M
supplement
4. ATR-8000 Schematics
5. Co-Power 88 and Hard Drive Instellation and Supplement
6. (46) disks of software (source code, Dbase 3, Perfect
writer...)
7. Spare ATR-8000 motherboard.

I bought this packedge 6 months ago for $200.
i will sell it for $150
and will add:
1. Extra ATR-8000 in metal case aith HD adapter installed.
2. (3)_ 5.25 360k disk drives.
3. 8" disk drive with bunch of 8" disks
4. Extra manuals

all for the same price.

i also have for sale,

Antic magazines,
Dec/Jan 83, Feb/Mar 83, May 83, Aug 83, Sep 83.
Jan 84, Apr 84, Aug84, Nov 84, Dec 84
Jan 85, Apr 85, May 85, Jun 85, Jul 85, Aug 85, Sep 85, Dec
85.

Jan 86 - Dec 86
Jan 87 - Dec 87
Jan 88 - Dec 88
Feb 89 - Dec 89
Feb/mar 90, Apr/May 90, Jun/Jul 90

Total of 72 Antic Magazines, will sell for 30$

1526. Re: SnowFight: Anyone remember?

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-20 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1996Mar20.172346.14111@wariat.UUCP>
Source record: 85351

```
(Oscar F. asks about 'snowfight'.)
Oscar, yes I remember 'snowfight'. I have it. And yes, it would 'hang'
sometimes. As I remember, it was sorta funny what it did when it hung.
The 'boy' started 'humping', sorta looked ridiculous, what he was
doing, but that's my mind. I/we played it, it was playable, it didn't
hang that much and when it did, you just hit reset and ran it again.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
**********************************************************************
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
**********************************************************************
```

1527. Re: GNU C-compiler port to 6502

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-21 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <4isha9$s6g@charm.magnus.acs.ohio-state.edu>
Source record: 85106
Cross-posted to: comp.sys.cbm,gnu.gcc,de.comp.gnu,comp.sys.atari.8bit

In article <DoMHs1.M3M@iglou.com>, Bill Marcum <bmarcum@iglou.iglou.com> wrote:
>Doesn't gcc take quite a bit more than 64K?

Probably, but 8-bit code is smaller than 32-bit code. gcc was written
with 32-bit many-register processors in mind, though...

> It might be possible to
>write a cross-compiler that produces 6502 code on some other system.

That's been done: cc65

--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

1528. GNU C-compiler port to 6502

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-21 00:00:00 UTC
From: gwesp@cosy.sbg.ac.at
Message-ID: <4irqpb$7pc@esel.cosy.sbg.ac.at>
Source record: 85107
Cross-posted to: comp.sys.cbm,gnu.gcc,de.comp.gnu,comp.sys.atari.8bit

Hi there!

Is anybody out there by chance working on a gcc port to the 6502?
I have found an _lcc_ port, but that seems to produce rather poor assembly
for certain C code sequences.
I would maybe try to port gcc myself, but only if there are volunteers
to assist me ;-)

BTW: In my opinion it _should_ be possible to do such a port, because
there is a similar project already (namely Coactive's 68hc11-gcc).
Clear enough, one would have to define some pseudo-register scheme
and assembly macros to handle this, but this can certainly be done.

Greetings,
-Gerhard

1529. Re: SnowFight: Anyone remember?

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-21 00:00:00 UTC
From: gholder@mindspring.com
Message-ID: <4iqsju$ste@mule1.mindspring.com>
Source record: 85108

oscar@primenet.com (Oscar Fowler) wrote:

>There was this great little game called SNOWFIGHT quite
>some time back. It was incredible fun for two people,
>especially for those who typically didn't like computer
>games (my computer-phobic girlfriend loved it!)

>I could never get it to run for more than about 5 minutes
>before it would lock-up my 800XL, though. Did anyone
>else have similar experiences with it, or better yet, did
>anyone get it to run without a problem?

I and my family have enjoyed this game for years. It is one
of the best little games around. And yes, it locks up very
often. But we just reboot and have at it again!

Gary Holder

1530. Re: Web/FTP site with XDF format

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-21 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <3150ec52.1845266@news.superlink.net>
Source record: 85109

On Wed, 20 Mar 1996 10:32:10 +0000, Wayne Gratton
<wayne.gratton@uk.sun.com> wrote:

>
>Unfortunately, at the moment, these games break most emulators. Just to
>see the great intro was enough for me to be strolling down memory lane.
>Are there any other sites for .xdf format disk images?
>
>There are loads for the Commodore 64, spectrum, MSX, Colecovision &
>Amstrad CPC. I'd love to be able to play games like Archon, 7 cities of
>gold, International Karate, Shamus, Pooyan....
>
>Does anyone have an FTP/Page were these can be collected and placed?
>
>Thanks,
>
>Wayne

Wayne, this is what I'm trying to accomplish. But I have to collect
the images first!! I will let everyone know how APE works out, it is a
program so you can use your PC as a server to the 8-bit, all you would
need is an 8 bit (which are about $50 or less now) you wouldnt even
need a disk drive. If you hear of anyone with sites, let me know...
Yogi (scharles@superlink.net)

1531. Questions about ED disk format

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-21 00:00:00 UTC
From: gold@aros.net
Message-ID: <4ir0j5$837@news.aros.net>
Source record: 85110

I've looked through chapter 2 of Bob DuHamel's 'Atari System Reference Manual,' which can be found on the British Underground Atari 8bit homepage. It gives a good description of the standard DOS disk formats.

My question regards DOS 2.5 and enhanced-density disks. The description of sector 360 says that the Volume Bit Map starts at byte 10. With 128 bytes per sector, this makes the VBM 119 bytes in size. Since each byte gives the status of 8 sectors, the VBM can refer to 119 * 8 = 952 sectors.

The ED disks are supposed to have 1024 sectors, of which 1012 should be free. The VBM as such is not big enough to handle this many sectors.

I assume the description given in the reference manual is either erroneous, or more likely applies only to single-density disks. Could someone clear this up for me? Thanks very much.

1532. Re: Q: Best Hard Drive Setup?

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-21 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <4iqg6b$c5h@news.tcd.net>
Source record: 85111

Best hard drive setup would be Scsi, possibly a little more
expensive but definately better performance.

As to the modem Intel 14400 EX, my server recommends
InitString=AT&F&C1&D3/JO/N3/Q2/V2%C1"H3S7=60

Hope this helps??

Also are you loading PRC.SYS instead of RS232.COM?

Have a couple other init strings for other Intel modems..

1533. Re: AR on XFORMER 3.3?

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-21 00:00:00 UTC
From: ime@zombie
Message-ID: <4ir01q$9pm@hancad.hancad.co.at>
Source record: 85112

Ulf Petersen (ulf@antic.cls.de) wrote:

: Xformer has been having serious problems with emulating certain disk
: operations from the very beginning, I suppose. As long as most boot disks
: don't work Xformer is pretty worthless (well, at least in my case!).
: Currently my only hope is that other, newer emulators such as Rainbow or
: ATARI800 won't have similar difficulties, better sound emulation and a
: MUCH better customer support. ATARI800 sounds quite promising.

: Don't tell me that it cannot be done. IT CAN BE DONE! Compared to various
: C64 emulators, Xformer is still at the very beginning as far as sound is
: concerned :(. Sad, but true!

: Ulf

Yes the problem with disk operations is the way usual emulators
handle them.
The Atari 8bit OS has a jump adress for the SIO routine and it is equal
for all OS (400/800/800XL/800XE/130XE/...) so many emulators patch the
OS with an special instruction at these location and do something equal
but do not emulate the SIO in the OS.

This should work for all programs which do not use a own SIO or install
the own SIO at the jump adress of the original SIO (on the XL/XE series
in the RAM under the ROM).

Quite a few programs (some Bootloaders, memory hungry programs, ...) use
a own (usually optimized for high speed drives) SIO which is located
somewhere else in the memory.

So the perfect solution would be to fully emulate the custom chips used in
the SIO in the original OS.

A not so perfect solution but not the worst would be to set the above
mentioned special instruction somewhere else in memory (depending of the
program) and use the emulator SIO like in standard case.

Adolf

1534. Re: 6502 Multitasking OS announce

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-21 00:00:00 UTC
From: "Bruce R. McFarling" <ecbm@cc.newcastle.edu.au>
Message-ID: <4iqlnn$f6a@seagoon.newcastle.edu.au>
Source record: 85113
Cross-posted to:
comp.sys.cbm,comp.os.misc,alt.comp.hardware.homebuilt,comp.sys.apple2,comp.sys.apple2.programmer,comp.sys.atari.8bit

ralph.mason@liffe.com (Ralph Mason) wrote:
>Michael Ellis <michael@anest4.anest.ufl.edu> wrote:
>
>>holger@deep.hb.provi.de (Holger Bruns) wrote:
>
>>>An operating system for the 6502 should have some of the
>>>properties of CPM. Parameters could be passed into registers
>>>and some zeropage locations.
..
>> The way to get around this is to pass all parameters on the
>> stack, and use separate stacks for the separate tasks.

>All well & good BUT the 6502 does not have a relocatable stack pointer
>so your kinda left with a bit of a problem when it commes to
>multitasking, ie you cant give each process it's own stack without
>copying the whole stack (maybe just to the current sp value?)during
>each context switch.

Here's one way around the problem: it depends on assuming
that the standard stack entry is a 16 bit word, and that the size
of each individual stack times the number of stacks is less than 256
entries. Then the high byte and the low byte of each stack entry can
be maintained in dedicated stack pages (anywhere in the memory space,
but not relocatable for this specific approach), and accessed via
absolute X-indexed address, as in:

```
lda STLO,x
sta W
lda STHI,x
sta W+1
...
```

Advantages: A single register is used for stack reference, so context
switch overhead is reduced; reference uses a 4-clock rather than a 5 or 6
clock address mode, so it's a little bit faster, and reference works in
such a way that Y is free to be used as an auxilliary register to index
from the top of stack: and the split stack pages implies that only two
increments are required to index by 2 16-bit words. Assuming the stack
grows down, to reach the third entry, simply

```
txa
tay
iny
iny
lda STLO,y
```

```
sta ADR1
lda STHI,y
sta ADR1+1
...
```
Disadvantages: while the 256 byte hardware stack has been expanded, a hard limit remains.

The other approach is to dedicate a pair of bytes in the 0-page to a vector, in which case, if you rely on y-indexed addressing, you have slightly slower access, but to index up into the stack frame you can simply load the value; and the location can be anywhere the memory management routines can find for it.

Virtually,

Bruce R. McFarling, Newcastle, NSW
ecbm@cc.newcastle.edu.au

1535. Re: Questions about ED disk format

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-21 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <DoMHKF.Lps@iglou.com>
Source record: 85114

In article <4ir0j5$837@news.aros.net>, Lawrence Gold <gold@aros.net> wrote:
>I've looked through chapter 2 of Bob DuHamel's 'Atari System Reference
>Manual,' which can be found on the British Underground Atari 8bit
>homepage. It gives a good description of the standard DOS disk formats.
>
>My question regards DOS 2.5 and enhanced-density disks. The description
>of sector 360 says that the Volume Bit Map starts at byte 10. With 128
>bytes per sector, this makes the VBM 119 bytes in size. Since each byte
>gives the status of 8 sectors, the VBM can refer to 119 * 8 = 952 sectors.
>
>The ED disks are supposed to have 1024 sectors, of which 1012 should be
>free. The VBM as such is not big enough to handle this many sectors.
>
>I assume the description given in the reference manual is either
>erroneous, or more likely applies only to single-density disks. Could
>someone clear this up for me? Thanks very much.
>
DOS 2.5 uses a second bit map at sector 1024. Mydos uses sector 359 (one
reason why Mydos can read but not write DOS 2.5 disks).

--
Bill Marcum bmarcum@iglou.com
"They're all lawyers, and think that the laws of physics can be amended with
a voice vote." -- Mary Shafer (shafer@ursa-major.spdcc.com) on Politicians

1536. Re: "Thrifts... Just What're They Thinking About ?"

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-21 00:00:00 UTC
From: alensmithe@aol.com
Message-ID: <4it715$g0t@newsbf02.news.aol.com>
Source record: 85115
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,rec.games.video.atari,comp.sys.atari.8bit

I bought a 5200 with a power supply, and they told me that they did not go together, the power supply was an extra $5! Who would buy one without the other???
Then there's times when they'll ONLY sell things as a set, like a CED player and a bunch of discs, so I have to buy the whole thing just to get some discs I want, and get stuck with extra copies of ones I've already got!

AlenSmithe@aol.com

There's nothing we wanna watch on TV tonight, but we're still gonna watch something great- with our RCA VideoDisc player and VideoDiscs! Just flip a switch, and on OUR TV we see Airplane or The Pink Panther, The Godfather or Grease, Muppets, monsters, Mickey, MASH and 100 more, starting as low as $15! And the player costs less than 500! Put it this way; we're watching a GREAT MOVIE! And you're watching- us.
BRING THE MAGIC HOME ON RCA!

1537. Re: 6502 Multitasking OS announce

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-21 00:00:00 UTC
From: cdahello@comp.brad.ac.uk
Message-ID: <4is1qc$mk0@columbia.acc.brad.ac.uk>
Source record: 85116
Cross-posted to:
comp.sys.cbm,comp.os.misc,alt.comp.hardware.homebuilt,comp.sys.apple2,comp.sys.apple2.programmer,comp.sys.atari.8bit

PLEASE don't go over about 75 columns!!! i have to edit the
paragraphs by hand if they don't fit. it's what has to be done in
vi...

thus spake Michael Ellis in comp.os.misc...

. 2) Passing parameters via zero page has problems with the fact that
. your code will NOT be reentrant. If you propose to do ANY multitasking
. whatsoever, you must write reentrant code. If you don't, the following
. will happen:

i dispute this. it is possible to multitask with non-re-entrant bits
- that's what shared-memory synchronisation is all about. but you
have to make sure that no more than one thread is using any one bit of
memory at a time. which is easy enough if you have fixed desched
points - look at forth's classical tasking model.

. 1. parameters are installed and program jumps to routine

. 2. timer interrupt comes in and invokes the dispatcher which then
. decides to give time to another task

solution: dispatcher says "ok, i'll do that when this task's got out
of the kernel code". yes, it's messy, but it would work for that
purpose. (think of it as a semaphore on the parameter area.)

[]
. The way to get around this is to pass all parameters on the stack,
. and use separate stacks for the separate tasks.

and this option is even less usable on the 6502 because you only get
256 bytes of stack space, unless you use a couple of zp locations to
define your own.
--
xian the desk lisard -- cdahello@comp.brad.ac.uk
time's taught the killing game herself
NO i taught the killing game
first

1538. Re: Ali Baba and 40 Thieves

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-21 00:00:00 UTC
From: nick@fc.hp.com
Message-ID: <4isn5r$gui@fcnews.fc.hp.com>
Source record: 85117

glennb (glennb@interport.net) wrote:
: I am anxiously awaiting my "new" Atari 800 after a way too long absence.
: Damn, I remember how fun Ali Baba and the 40 Thieves was and my joy
: after finally solving it!

Does anybody else here remember that there were two ways to solve Ali Baba?
Both ways you had to find the princess and bring her home, but if you did it
using Ali Baba only, and you never killed any creatures, you got a slightly
different ending.

1539. Re: GNU C-compiler port to 6502

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-21 00:00:00 UTC
From: hagge@avery.com
Message-ID: <4ishjq$65d@k2.avery.com>
Source record: 85118

Gerhard Wesp (gwesp@cosy.sbg.ac.at) wrote:
: Hi there!

: Is anybody out there by chance working on a gcc port to the 6502?
: I have found an _lcc_ port, but that seems to produce rather poor assembly
: for certain C code sequences.
: I would maybe try to port gcc myself, but only if there are volunteers
: to assist me ;-)

: BTW: In my opinion it _should_ be possible to do such a port, because
: there is a similar project already (namely Coactive's 68hc11-gcc).
: Clear enough, one would have to define some pseudo-register scheme
: and assembly macros to handle this, but this can certainly be done.

: Greetings,
: -Gerhard

I suspect you're confusing a port with a cross-compiler. The 6502 can only address 64K of RAM and the Ataris don't have an MMU, while the GCC compiler is over a MEGAbyte in size.

You might be able to do 6502 cross-compiling on a PC (or whatever else gcc DOES run on), but I SINCERELY doubt you'll ever see even a stripped down gcc on a 6502.

But one can always dream...

--
Alan Hagge, Systems Administrator "Due to technical difficulties, the
Avery Research Center light at the end of the tunnel has
hagge@averydennison.com been turned off until further notice"

1540. Re: 800XL Equipment : Do I use it or lose it ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-21 00:00:00 UTC
From: tomhunt@bright.net
Message-ID: <31500aac.2563349@news.bright.net>
Source record: 85119

On 19 Mar 1996 08:16:02 -0700, oscar@primenet.com (Oscar Fowler)
wrote:

>In article <408056420wnr@gdeng.demon.co.uk>,
>M:DEMONKA9Qspoolmail <dbenj@gdeng.demon.co.uk> wrote:
>>I have a boxfull of 800XL bits and pieces. Is it possible to hook this
>>up to the 'Net or should I pension it off and sell it all ?
>

I connect with the internet every morning with my 256k Atari 800XL,
14.4k baud USR modem, connected to a Black Box. I use my un*x bash
shell to ftp to all kinds of interesting places. I use ftp to
download to my server, then use the sb command to download into my XL.
I can also use telnet to log in as a guest onto the various bbs' on
the internet. And irc, and muds. My server also offers me news,
which I read with the trn program. I can do my mail online, using the
mail or elm program. About the ONLY thing you cannot do is to surf
the net with a web browser. But then, you could always get web pages
sent to you via email, from one of the automated servers.

I'm not sure about your maximum baud rate with your 850. Probably
around 9600. But still very much worth using. I would suggest that
you try it. You just might like it as much as I do.

One word of caution. Ask your prospective ISP if they can provide you
with a "shell account". More and more providers are exclusively
tcp/ip, which our 8bits cannot currently handle.

1541. Re: NULL modem cable

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-21 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <4isoif$jl5@news.tcd.net>
Source record: 85120

What are you using for a null modem interface? I bought one from Radio Shack and connected it between the two cables and the computers. Found it would work one way so reversed the null modem connection and could transfer both ways..had to get a gender changer though..

1542. Re: Atari 8-bit and the Internet?

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-21 00:00:00 UTC
From: tomhunt@bright.net
Message-ID: <31500f0d.3682446@news.bright.net>
Source record: 85121

On 19 Mar 1996 02:18:59 GMT, BobKlaas <bobkla19@mail.tcd.net> wrote:

>Have had several ask if there is a way and server available for
>those without IBM's ect to access the Internet with the Atari
>8-bit machine.
>
>If there is would someone please provide the information and I
>will forward it on to those doing without..
>
>Thanks...Bob
>
>
I am currently working on a document, fully describing how to access
the internet with the Atari 8bit. I'll post it when I'm done.

1543. Re: ATARI XL/XE EMULATORES

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-21 00:00:00 UTC
From: rwilmott@mars.superlink.net
Message-ID: <rwilmott-2103962227500001@p94.superlink.net>
Source record: 85122

In article <65DuWBHXS7B@antic.cls.de>, ulf@antic.cls.de (Ulf Petersen) wrote:

> Hi!
>
> Now that there at least three different emulators available, could anybody
> please compare the three of them? I heard that ATARI800 is pretty good and
> I'd like to know if that can be confirmed. Does it run programmes like AR?
> What about graphic and sound emulation? Any good?

Don't know about Atari800, but have heard many say that AR locks up under
the current version of XFormer. On the other hand, AR works 95% fine under
Rainbow. I say 95% because I have found one glitch - it crashes if you
enter a Smithy. Everything else is fine, but Smithy's are a no-go. But
since all the best weapons are found during encounters, it's not such a
huge problem.

-Ray

---
http://mars.superlink.net/rwilmott/

1544. Ice-T 2.7 released!

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-21 00:00:00 UTC
From: BRUCKA@eruvin.jct.ac.il
Message-ID: <960322013413.ab9@eruvin.jct.ac.il>
Source record: 85123

Before I take a break from programming so I can concentrate my efforts on studying, here is the list of additions for the latest (and last, for a few months) version of Ice-T XE.

Added ZMODEM downloading! Including crash recovery.
CRC-16 table-driven error checking.. No more speed limits for X/Y/Zmodem.
Added boldface and blinking characters support to the terminal emulation.
R: handler loaded automatically - no more prepending.
Menu controls enhanced - flip from menu to menu with left/right arrows.
MAny other bug fixes and user suggestions!

This SHAREWARE product is currently available by requesting it directly from me via email. The address is: brucka@eruvin.jct.ac.il (or just reply to this message). Any volunteers to put it on the FTP site? I have no access to those things.

Tha mailed package will be a uuencoded, arced, diskcommed image of an enhanced-density (1050) disk.

The software is not free, and a registration fee of $25 is required if you wish to regularly use it.

Thanks for listening,

-itay chamiel

P.S. - Bob Wooley, if you're reading this, I'll send you a "press release" for AC seperately! Don't use this message.

1545. Re: Ali Baba and 40 Thieves

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-21 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <4isngr$nrj@crl13.crl.com>
Source record: 85124

Nick Ingegneri (nick@fc.hp.com) wrote:
: glennb (glennb@interport.net) wrote:
: : I am anxiously awaiting my "new" Atari 800 after a way too long absence.
: : Damn, I remember how fun Ali Baba and the 40 Thieves was and my joy
: : after finally solving it!

: Does anybody else here remember that there were two ways to solve Ali Baba?
: Both ways you had to find the princess and bring her home, but if you did it
: using Ali Baba only, and you never killed any creatures, you got a slightly
: different ending.

Loved that game! Never solved it, tho.

John
jvogel@crl.com

1546. GNU C-compiler port to 6502

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-21 00:00:00 UTC
From: Gerhard Wesp <gwesp@cosy.sbg.ac.at>
Message-ID: <gnusenet4irqpb$7pc@esel.cosy.sbg.ac.at>
Source record: 85125
Cross-posted to: comp.sys.cbm,gnu.gcc.help,de.comp.gnu,comp.sys.atari.8bit

Hi there!

Is anybody out there by chance working on a gcc port to the 6502?
I have found an _lcc_ port, but that seems to produce rather poor assembly
for certain C code sequences.
I would maybe try to port gcc myself, but only if there are volunteers
to assist me ;-)

BTW: In my opinion it _should_ be possible to do such a port, because
there is a similar project already (namely Coactive's 68hc11-gcc).
Clear enough, one would have to define some pseudo-register scheme
and assembly macros to handle this, but this can certainly be done.

Greetings,
-Gerhard

1547. whats wrong with my 800XL?

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-21 00:00:00 UTC
From: SPINNER@Century.tng.oche.de
Message-ID: <65JsgJnGSyB@spinner.century.tng.oche.de>
Source record: 85126

Hi there!

Few weeks ago, a guy gave me his Atari 800XL, because he didn't use it for years and he knew, that I like old Computers (btw: does anyone else have an Amstrad CPC?).
Unfortunately a friend of mine, who transported the computer to me, had an accident on the way to me and the computer wasn't belted. (Er..the friend is fine, btw... :))
So I feared the worst, when I connected my new old Atari to my TV an switched it on.
First, the screen stays black, but after the third or fourths time, the I see a white cursor on a blue background. But there's no "Ready" and nothing happens, when I press any key (except the reset-key, hehe.. ;)).
Consulting the manual (I did read it before i switched the thing on.. :)), I learned that you can enter the Setup-menu by pressing "option" during booting, but it didn't work, also...
When I press the "Start"-key during booting, the computer beeps.

I don't know what to do, so perhaps you can help me.
I hope the good old computer didn't take any damage through the accident.

btw: the Atari was kept on the loft, AFAIK, perhaps that's the reason?

greetings from Germany

Sascha

(~
_)PINNER - Through madness a winner! (PGP-key and Geek available...)

1548. Re: Information on the Atari 800XL expansion port?

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-21 00:00:00 UTC
From: David Paterson <dhpaterson@sympatico.ca>
Message-ID: <4ispqa$dqv@news1.sympatico.ca>
Source record: 85127

Check out the 1090xl docs at the Umich archive. There's a fair bit of info there. As well, Antic had a 4 part series on the bus; Analog had a one shot article about adding 2k to the 600xl (as a test). Don't have my magazine collection anymore, but I'm sure someone can provide the issue numbers.

Dave Paterson

1549. Re: Wanted info on Software Sprites

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-21 00:00:00 UTC
From: jharris@sierranet.net
Message-ID: <31510335.642078@news.icinet.net>
Source record: 85352

If you change a player's horizontal position register in the middle of a scanline, a player can appear more than once per line. Think of it like a comparison--when the beam position matches the hardware register, the player gets drawn. So you can feed the register the smallest coordinates first and as long as you can update the register before the beam reaches the next comparison point, it will get drawn again. Of course, you will have to do this on every scan line that the player is used, and this chews up lots of time.

John Harris
jharris@cybergate.com

1550. Information on the Atari 800XL expansion port?

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-21 00:00:00 UTC
From: davidc@sammy.pdd.3com.com
Message-ID: <DoM68u.DqE@pdd.3com.com>
Source record: 85353

Does anyone have any pointers to on-line information on the Atari 800XL
expansion port?

I have the pinout, but what I really need is some design examples.

Cheers,
David.

1551. Re: 6502 Multitasking OS announce

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-21 00:00:00 UTC
From: drray@eskimo.com
Message-ID: <DoMMn6.CJJ@eskimo.com>
Source record: 85354
Cross-posted to:
comp.sys.cbm,comp.os.misc,alt.comp.hardware.homebuilt,comp.sys.apple2,comp.sys.apple2.programmer,comp.sys.atari.8bit

In article <holger.960.0014CE47@deep.hb.provi.de>,
Holger Bruns <holger@deep.hb.provi.de> wrote:
>In article <p14vik1z467.fsf@hugin.cling.gu.se> MagerValp@Goth.Org writes:
>
>>wouldn't Commodore Hacking be an excellent place for this article?
>
>Yes, why not. On the other hand, hacks concerning the 6502 are not only
>related to commodore.
>
>Holger Bruns
>

What is really needed is a comp.sys.65xx newsgroup of some kind. I thank
a thousand times over the guy who crossposted this to comp.sys.cbm.

I looked for a similar newsgroup before (to swap ideas for ML and for
interfacing the 6502,6510,and the new '816 (super64 20mhz cart).

Dr_Ray

1552. Re: GNU C-compiler port to 6502

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-21 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <DoMHs1.M3M@iglou.com>
Source record: 85355
Cross-posted to: comp.sys.cbm,gnu.gcc,de.comp.gnu,comp.sys.atari.8bit

In article <4irqpb$7pc@esel.cosy.sbg.ac.at>,
Gerhard Wesp <gwesp@cosy.sbg.ac.at> wrote:
> Hi there!
>
>Is anybody out there by chance working on a gcc port to the 6502?

Doesn't gcc take quite a bit more than 64K? It might be possible to
write a cross-compiler that produces 6502 code on some other system.

--
Bill Marcum bmarcum@iglou.com
"They're all lawyers, and think that the laws of physics can be amended with
a voice vote." -- Mary Shafer (shafer@ursa-major.spdcc.com) on Politicians

1553. Re: Connecting a hard drive to an 800/800XL

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-22 00:00:00 UTC
From: hcl5384@vaxf.isc.rit.edu
Message-ID: <4itcon$i4l@news.isc.rit.edu>
Source record: 85128

In article <4gtb7c$e4s@blackice.winternet.com>, rbmier@winternet.com (Rich Mier) writes:
>> jlendino@panix.com (James R. Lendino) writes:
>>
>> I am looking for a way to connect a hard disk to my 800XL that
>> preferably doesn't cost too much money. I have access to a 170
>> MB Maxtor IDE hard drive, and I'm sure I could pick up a cheap
>> SCSI drive if necessary.
>
> First, NO IDE. At least not until the MIO II is released.
> Second, you will need to find a Black Box, MIO or a SUPRA
>Hard Disk Controler. Bob Klass has the rights and sells the SUPRA, if
>you hang around here long enough he will speak up. I wonder if he
>doesn't sell a 8 Bit HD setup ready to plug in and go.
>
>>
>> What is the simplest way to do this? What do I need? I usually
>> use DOS 2.5F, so I know I'd have to get a copy of SpartaDOS or
>> something similar. Can I boot off this drive and load programs?
>> Would I need a memory upgrade as well? I checked the FAQ but I
>> didn't really understand what those devices are or how much they
>> would cost.
>
> For the non-technician it isn't simple, and, you must use
>MYDOS or SpartaDOS, both are now Shareware. Didn't the FAQ's
>give names and addresses of the companys that sell the Black Box,
>MIO or SUPRA interfaces? Or are you looking for a dirt cheap one,
>used? The last I saw 256K MIO's were going for $75 to $100 used.
>Haven't seen a 1Meg version for sale. Haven't seen a Black Box or
>SUPRA for a long time either.
>
> Rich Mier
>

What is MIO?

Hon Leung

1554. 8-BIT CARTRIDGES FOR AUCTION

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-22 00:00:00 UTC
From: jrm8248@cc.utah.edu
Message-ID: <4it2ge$h9f@news.cc.utah.edu>
Source record: 85129

```
This is a listing of 8bit games in my currrent auction, for more info
email me at: jrm8248@u.cc.utah.edu

-------------------------------------------
ATARI 400/800-LOOSE GAMES
-------------------------------------------

-Astro-Grover
-Asteroids
-Atariwriter;
-Basic;
-Computer Chess
-Defender;
-Dig Dug;
-Computer War
-Donkey Kong
-ET Phone Home;
-Galaxian
-Jungle Hunt
-Missle Command
-Music Composer;
-Pacman.
-Pengo
-Pilot
-Pole Position
-Qix;
-River Rescue
-Robotron: 2084
-Space Invaders;
-Star Raiders
-Super Breakout
```

1555. Re: NULL modem cable

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-22 00:00:00 UTC
From: areeve@avana.net
Message-ID: <4ist6n$g2g@tiger.avana.net>
Source record: 85130

I purchased the NULL modem cable from Busy Buy. It looks like a nice one with both 9 and 25 pin connecters on both ends. I was able to solve my problem by jumping pins 2 and 6 and the DB 25 connecter on the PC side as per some doc with the ICD MIO I have.

1556. Re: 6502 Multitasking OS announce

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-22 00:00:00 UTC
From: ralph.mason@liffe.com
Message-ID: <4itlbi$96e@gatekeeper.liffe.com>
Source record: 85131
Cross-posted to:
comp.sys.cbm,comp.os.misc,alt.comp.hardware.homebuilt,comp.sys.apple2,comp.sys.apple2.programmer,comp.sys.atari.8bit

drray@eskimo.com (Ernest Stokes) wrote:

>In article <holger.960.0014CE47@deep.hb.provi.de>,
>Holger Bruns <holger@deep.hb.provi.de> wrote:
>>In article <p14vik1z467.fsf@hugin.cling.gu.se> MagerValp@Goth.Org writes:
>>
>>>wouldn't Commodore Hacking be an excellent place for this article?
>>
>>Yes, why not. On the other hand, hacks concerning the 6502 are not only
>>related to commodore.
>>
>>Holger Bruns
>>

>What is really needed is a comp.sys.65xx newsgroup of some kind. I thank
>a thousand times over the guy who crossposted this to comp.sys.cbm.

>I looked for a similar newsgroup before (to swap ideas for ML and for
>interfacing the 6502,6510,and the new '816 (super64 20mhz cart).

>Dr_Ray

I think you could almost include 68000 in there.

something like comp.lang.asm.not.80x86 :-)

-Ralph

1557. Re: So What's Happened?

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-22 00:00:00 UTC
From: jcompton@flood.xnet.com
Message-ID: <4issut$gfb@flood.xnet.com>
Source record: 85132

```
: In article <HcgykD1w165w@garg.campbell.ca.us>,
: Rick Cortese <ricortes@Garg.Campbell.CA.US> wrote:

: >to dollars if these sites come up in the USA, there will be
: >*someone* *somewhere* that will complain & shut her down.
: >This'll happen as soon as someone like Philip Price sees the AR
: >series go up for instance. Ditto for stuff like Temple of Apshi
: >where the original author is still active, even if the software
: >house like Epyx isn't.

Philip Price is absolutely thrilled with the AR web site, which includes
AR: The City and AR: The Dungeon.

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine (708) 741-0689 FAX
Fire on the hemisphere below. Your finest hour.
AR on Aminet - docs/mags/ar???.lha AR Mailing list - Mail me
WWW - http://www.omnipresence.com/Amiga/News/AR, www.cucug.org/ar/ar.html
```

1558. "FS/T: XE Light Gun"

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-22 00:00:00 UTC
From: scottw@pxl.com
Message-ID: <4isthi$5j6@tower.itis.com>
Source record: 85133
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,rec.games.video.atari,comp.sys.atari.8bit

"FS/T: XE Light Gun"

Trades preferred, otherwise will consider cash offers thru March 31st.

Light Gun is tested and in good condition (plastic, cord, etc) only
cosmetic defect is that the XE decal on the left side is missing.

My preferred trades would include... (no commons please)

INT World Championship Baseball (complete in box only please)
INT Fathom
INT Super Cobra (hah!)
A52 Zaxxon
A26 Any Commavid

UNUSUAL TRADE CONSIDERED... Polaroid SX70 cameras or accessories.

Scott

--
****
Scott & Mary Williams PIXELATION! Photo>Digital>You
Polaroid SX70 Photo Art, Collectibles Reference Photography
717 Engelhart Drive, Madison, WI 53713-4747 608.276.9528
Email: scottw@pxl.com Web Pages Coming Soon!

1559. "Thrifts... Just What're They Thinking About ?"

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-22 00:00:00 UTC
From: scottw@pxl.com
Message-ID: <4istmi$5j6@tower.itis.com>
Source record: 85134
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,rec.games.video.atari,comp.sys.atari.8bit

"Thrifts... Just What're They Thinking About ?"

Here in Madison, Goodwill operates four stores around town. On Tuesday I found a bare XEGs Console ($2.99)... no PS, keyboard, games.

Today, at a different store I find the keyboard ($4.99)!. Smelling a light gun, I looked around but didn't find it... at first. I'm into cameras also, and having checked out the electronics area I moved along to the showcase for their cameras and guess what's sitting on top of the showcase? Light Gun! ($2.99)

So here's the question... What gives with these guys? This outfit was undoubtably donated as one piece. Who's idea is it to split up equipment
like this anyway?

Well, tommorrow I'm headed to store #4 - What're the odds I may find some carts or a power supply?

Scott

Oh Yeah, I hit Milwaukee esterday for the first time, not much luck unless I was willing to part with $25-$35 for a 2600 and Colecovision console.. carts additional!

(Mini-Brag) I *did* score a heavy-case 2600 boxed! ($6)

--
****
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Email: scottw@pxl.com Web Pages Coming Soon!

1560. Re: 6502 Multitasking OS announce

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-22 00:00:00 UTC
From: fachat@physik.tu-chemnitz.de
Message-ID: <4itsgr$492@narses.hrz.tu-chemnitz.de>
Source record: 85135
Cross-posted to:
comp.sys.cbm,comp.os.misc,alt.comp.hardware.homebuilt,comp.sys.apple2,comp.sys.apple2.programmer,comp.sys.atari.8bit

Ian K. Erickson (ierickson@ewu.edu) wrote:
: What is the URL on the 6502 multitasking OS article? I'd like to read it.

Try
http://www.tu-chemnitz.de/~fachat/

If you get the source code, the whole html-docs are included.
There will soon be a version running on the C64
(Well, x64 emulator, as I have no C64 at hand - someone wants to
help debugging on a real C64?)

Andre

--
fachat@physik.tu-chemnitz.de | Andre Fachat, Phone: ++49-371-531-3551
-----------------------------| Vettersstr. 72/622, 09126 Chemnitz, Germany
Distribution via the |--
Microsoft Network prohibited!| Unix was invented prior to user-friendlyness!

1561. Re: Questions about ED disk format

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-22 00:00:00 UTC
From: clisowsk@condor.mcs.kent.edu
Message-ID: <4itae9$222@ns.mcs.kent.edu>
Source record: 85136

Lawrence Gold (gold@aros.net) wrote:
: The ED disks are supposed to have 1024 sectors, of which 1012 should be
: free. The VBM as such is not big enough to handle this many sectors.
:
: I assume the description given in the reference manual is either
: erroneous, or more likely applies only to single-density disks. Could
: someone clear this up for me? Thanks very much.

The description in the reference manual applies to single-denisty
disks. On the 'Enhanced-Density' disks they use an 'extended table of
contents' as well as an 'extended vbm'. I think some of the location
used are sectors 1021-1024. This is all from memory, so the exact location
might be elsewhere.

--Craig http://nimitz.mcs.kent.edu/~clisowsk/8bit.html
--
We the willing, lead by the ungrateful, are doing the impossible with nothing.
We have done so much, with so little, for so long that we are now qualified to
do anything with nothing.

1562. ANNC: Classic Atari Commercials

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-22 00:00:00 UTC
From: clisowsk@condor.mcs.kent.edu
Message-ID: <4itb3j$222@ns.mcs.kent.edu>
Source record: 85137

This is just an announcement to let everyone know that the exact location
of The Classic Atari Commercials has changed. I have noticed continued
attempts to access them directly. They have been moved to a newer machine,
which should be more responsive and should not have any problems with
overloaded requests. Please, access them via my main 8bit page --
http://nimitz.mcs.kent.edu/~clisowsk/8bit.html, and if you must,
http://www.wtf.com/~lisowski.

--Craig
--
We the willing, lead by the ungrateful, are doing the impossible with nothing.
We have done so much, with so little, for so long that we are now qualified to
do anything with nothing.

1563. Re: 6502 Multitasking OS announce

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-22 00:00:00 UTC
From: ralph.mason@liffe.com
Message-ID: <4itq1h$cm4@gatekeeper.liffe.com>
Source record: 85138
Cross-posted to:
comp.sys.cbm,comp.os.misc,alt.comp.hardware.homebuilt,comp.sys.apple2,comp.sys.apple2.programmer,comp.sys.atari.8bit

"Bruce R. McFarling" <ecbm@cc.newcastle.edu.au> wrote:

> Disadavantage: in addition to the registers, the location
>providing the stack address would have to be saved and restored in a task
>switch. The accessing is 3 to 5 clocks slower than PHA PLA, depending on
>whether a page address boundary is crossed. And the ability to
>independently point at two stack entries is lost.

Another one I think you forgot to mention is just how hard it would be
to make and return from function calls.

You also seem to lose a register & considering you only have three I
don't think it's that workable for use in a multitasking OS.

The MMU and switching out the zero page and stack would seem to be the
cleanest and best solution. It also makes the context switch VERY
easy. In the interrupt handler all you do is the normal style of 6502
interrupt code pushing all registers on the stack. swap the pages in
the mmu, pop all the registers back (standard 6502 int exit) and do
a iret - job done.

-Ralph

1564. Re: 6502 Multitasking OS announce

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-22 00:00:00 UTC
From: "Bruce R. McFarling" <ecbm@cc.newcastle.edu.au>
Message-ID: <4itkri$qlc@seagoon.newcastle.edu.au>
Source record: 85139
Cross-posted to:
comp.sys.cbm,comp.os.misc,alt.comp.hardware.homebuilt,comp.sys.apple2,comp.sys.apple2.programmer,comp.sys.atari.8bit

Michael Ellis <michael@anest4.anest.ufl.edu> wrote:

>ralph.mason@liffe.com (Ralph Mason) wrote:
>>All well & good BUT the 6502 does not have a relocatable stack pointer
>>so your kinda left with a bit of a problem when it commes to
>>multitasking, ie you cant give each process it's own stack without
>>copying the whole stack (maybe just to the current sp value?)during
>>each context switch.

>...
>I would consider copying the stack (only the bytes that are actually
>used) during a task switch becase no matter what you do you're going
>to end up copying context-related data at some point.
>
>Consider the case in which zero-page is used to pass parameters.
>When you switch tasks you will HAVE to preserve the context-sensistive
>parameters by copying them to some area of RAM. This is not unlike
>copying the stack and, using this approach, you can't take advantage of the capabilities
that the stack provides (i.e. recusion,
>parameter passing, etc.).

Here's my reasoning for the two approaches I suggested, that is,
software stacks relying on absolute X-indexed addressing or post-indexed
indirect addressing.

It's a given that in a time-sliced or other non-cooperative task
switch, the register will be saved. So it makes sense that when the
parameters for a procedure can be held in the registers, simply pass them
in that manner. However, that may not suffice for all procedures.
Use of stacks was suggested as a way to get around this, and
stacks indeed have all the advantages listed above. There may be problems
using the hardware stack: the limitation in size (256 byte hard limit) is
behind many of them. However, there are other ways to implement stacks
on the 6502: direct indexing with the index registers permit software
stacks to be implemented that total 256 x the word width in bytes, so for
2 byte stack entries, 512 bytes of software stack space is possible; for
4 byte stack entries, 1024 bytes of software stack space is possible. No
matter how wide the cells in the stack, by storing each byte of the cell
in its own binary page, 256 cells can be stacked.
Advantage: a discussed, the index registers will be saved and
restored in any task switch, so after setting a task up with the
appropriate X-value for its segment of the software stack, there is no
additional task-switching overhead. Compared to PHA PLA, there is a loss
of one clock in accessing the stack, but in return it is easier to index

into the stack, to access independent parts of a stack frame.
Limitations: Fixed 256 cell limit. And, because of the peculaiarities of X-indexed addressing, to ensure that X and Y are equally useful as indexes, the stacks must be located within page boundaries.

To avoid the fixed limit (other than RAM limits), the only general indirect addressing modes are (AA,x) and (AA),y, and for handy access into the stack, (AA),y is superior (though (AA,x) would give the faster task switch).
Advantage: 16-bit stack pointer with up to 256 bytes per stack frame.
Disadavantage: in addition to the registers, the location providing the stack address would have to be saved and restored in a task switch. The accessing is 3 to 5 clocks slower than PHA PLA, depending on whether a page address boundary is crossed. And the ability to independently point at two stack entries is lost.

Virtually,

Bruce R. McFarling, Newcastle, NSW
ecbm@cc.newcastle.edu.au

1565. Re: ATARI XL/XE EMULATORES

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-22 00:00:00 UTC
From: Lawrence Staveley <Lawrence@kwll.demon.co.uk>
Message-ID: <866955345wnr@kwll.demon.co.uk>
Source record: 85140

> One ADVANTAGE that it has over XF25 (for ME anyway), is that it will read
> a double-density diskfile created by SIO2PC. Maybe I'm doing something wrong
> (or stupid), but I can't get XF25 to read anything other than a single-density
> disk file.

XF3.3 will load 180k disks. It's just the software on them that's the problem......
Previous version wouldn't load DD images.

>
> BTW, What's AR?

AR=Alternate Reality.

"I can't see the solution - Through this state of confusion....."

Lawrence@kwll.demon.co.uk

1566. Re: 6502 Multitasking OS announce

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-22 00:00:00 UTC
From: fachat@physik.tu-chemnitz.de
Message-ID: <4iu0f7$492@narses.hrz.tu-chemnitz.de>
Source record: 85141
Cross-posted to:
comp.sys.cbm,comp.os.misc,alt.comp.hardware.homebuilt,comp.sys.apple2,comp.sys.apple2.programmer,comp.sys.atari.8bit

Ralph Mason (ralph.mason@liffe.com) wrote:
: The MMU and switching out the zero page and stack would seem to be the
: cleanest and best solution. It also makes the context switch VERY

Guess what I'm doing in OS/A65 ;-)))
Every task gets its own kind of 'virtual machine', at least related
to the memory.

Andre

--
fachat@physik.tu-chemnitz.de | Andre Fachat, Phone: ++49-371-531-3551
-----------------------------| Vettersstr. 72/622, 09126 Chemnitz, Germany
Distribution via the |---
Microsoft Network prohibited!| Unix was invented prior to user-friendlyness!

1567. Re: GNU C-compiler port to 6502

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-22 00:00:00 UTC
From: Broeker@axp03.physik.rwth-aachen.de
Message-ID: <Broeker.827508477@axp03>
Source record: 85142
Cross-posted to: comp.sys.cbm,gnu.gcc,de.comp.gnu,comp.sys.atari.8bit

rfunk@magnus.acs.ohio-state.edu (Rob Funk) writes:

>In article <DoMHs1.M3M@iglou.com>, Bill Marcum <bmarcum@iglou.iglou.com> wrote:
>>Doesn't gcc take quite a bit more than 64K?

>Probably, but 8-bit code is smaller than 32-bit code. gcc was written
>with 32-bit many-register processors in mind, though...

Well, even if 8-bit code took only one tenth the size of 32-bit code,
which way too optimistic :-), it would still be too large by a large
amount (current cc1.exe size / 10 is about 100 Kb!). So: probably no
way for gcc on a C=64, not in this universe.

Hans-Bernhard Broeker (Aachen, Germany)

1568. Re: Atari 8-bit and the Internet?

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-22 00:00:00 UTC
From: winston@merk.com
Message-ID: <Doo0xt.C59@merk.com>
Source record: 85143

On Tuesday, March 19, 1996 at 02:18:59 GMT,
BobKlaas <bobkla19@mail.tcd.net> wrote:

BK> Have had several ask if there is a way and server available for
BK> those without IBM's etc. to access the Internet with the Atari
BK> 8-bit machine.

Sure thing ! Get a UNIX "shell" account and run a NewsReader like
TRN. UNIX TERMCAP/TERMINFO has support for hundreds of brands of text
terminals: DEC VT's, Perkin-Elmers, Heathkit, Hewlett-Packard, etc.

1569. Re: 6502 Multitasking OS announce

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-22 00:00:00 UTC
From: sheldon@netcom.com
Message-ID: <sheldonDonwz1.7I9@netcom.com>
Source record: 85144
Cross-posted to: comp.sys.cbm,comp.os.misc,alt.comp.hardware.homebuilt,comp.sys.apple2.programmer,comp.sys.atari.8bit

In article <DoMMn6.CJJ@eskimo.com> drray@eskimo.com (Ernest Stokes) writes:
>In article <holger.960.0014CE47@deep.hb.provi.de>,
>
>What is really needed is a comp.sys.65xx newsgroup of some kind. I thank
>a thousand times over the guy who crossposted this to comp.sys.cbm.
>
>I looked for a similar newsgroup before (to swap ideas for ML and for
>interfacing the 6502,6510,and the new '816 (super64 20mhz cart).

I agree about the 6502 group.
However I want to clarify what you said about the 65816. I have read
the WWW page about the 20Mhz accelerator for C-64, and it's very
impressive. I just want to clarify the fact that although that accelerator
is new, the 65816 chip has been around for quite a while. It is the
CPU in the Apple IIgs.

-Sheldon

1570. Re: Ali Baba and 40 Thieves

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-22 00:00:00 UTC
From: tpp@cbnews.cb.att.com
Message-ID: <4iuc1i$41h@nntpa.cb.att.com>
Source record: 85145

In article <4isn5r$gui@fcnews.fc.hp.com>,
Nick Ingegneri <nick@fc.hp.com> wrote:
>glennb (glennb@interport.net) wrote:
>: I am anxiously awaiting my "new" Atari 800 after a way too long absence.
>: Damn, I remember how fun Ali Baba and the 40 Thieves was and my joy
>: after finally solving it!
>
>Does anybody else here remember that there were two ways to solve Ali Baba?
>Both ways you had to find the princess and bring her home, but if you did it
>using Ali Baba only, and you never killed any creatures, you got a slightly
>different ending.
>

Yes, you received congratulations from Stuart Smith himself.

Does anyone know where I can get an original Ali Baba, or where I can write
to Stuart Smith?

Thanks,
Tom

--
Tom Pschar | Hi there. I am an Apteryx, a wingless bird with hairy feathers.
* Hong Kong Phooey lives! * White Dragon whacks Oozing Stenchbeast *
*>LOOK *
*It is pitch black. You are likely to be eaten by a grue. *

1571. Re: "Thrifts... Just What're They Thinking About ?"

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-22 00:00:00 UTC
From: ericb@esl1.tamu.edu
Message-ID: <ericb.193.000947B9@esl1.tamu.edu>
Source record: 85146
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,rec.games.video.atari,comp.sys.atari.8bit

In article <4it715$g0t@newsbf02.news.aol.com> alensmithe@aol.com (AlenSmithe) writes:

>I bought a 5200 with a power supply, and they told me that they did not go
>together, the power supply was an extra $5! Who would buy one without the
>other???
>Then there's times when they'll ONLY sell things as a set, like a CED
>player and a bunch of discs, so I have to buy the whole thing just to get
>some discs I want, and get stuck with extra copies of ones I've already
>got!

On the other hand, weasles like me have been able to dive through
the stacks of dead cameras, umbrellas, and answering machine
power supplies to find all sorts of goodies: nice 5200 sticks (graphite
coated flex circuits), carts, power supplies, and even software tapes.

But the point is valid: how many times have I walked in and found a
5200 with a few carts but NO sticks or power supply. Grrr. But the
Golden Mean plays out in the end...

Eric B.

1572. Re: SnowFight: Anyone remember?

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-22 00:00:00 UTC
From: oscar@primenet.com
Message-ID: <4iui96$dbm@nnrp1.news.primenet.com>
Source record: 85147

In article <1996Mar20.172346.14111@wariat.uucp>,
Russ Gilbert <Russ.Gilbert@apk.wariat.org> wrote:
>Oscar, yes I remember 'snowfight'. I have it. And yes, it would 'hang'
>sometimes. As I remember, it was sorta funny what it did when it hung.
>The 'boy' started 'humping', sorta looked ridiculous, what he was
>doing, but that's my mind. I/we played it, it was playable, it didn't
>hang that much and when it did, you just hit reset and ran it again.

Yep, that's what would happen. What I'd really like is to find the
author so either he or someone else could fix the problem. The
game was so simple and so much fun, it really seems a shame to
leave it in this broken stage.

1573. Re: 800XL Equipment : Do I use it or lose it ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-22 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <4iulnt$1hb@charm.magnus.acs.ohio-state.edu>
Source record: 85148

In article <31500aac.2563349@news.bright.net>,
Tom Hunt <tomhunt@bright.net> wrote:
> About the ONLY thing you cannot do is to surf
>the net with a web browser. But then, you could always get web pages
>sent to you via email, from one of the automated servers.

Ask your ISP to install Lynx! It's a textual web browser, and since
it doesn't download the graphics, it's often a lot faster than the
graphical browsers anyway.

Then bug all the web page authors to put ALT tags in for their
graphics, and not to use imagemaps....
--
------------ R o b F u n k ------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

1574. Garage Sale Cartridge Auction * Classics * Update 2

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-22 00:00:00 UTC
From: pepper@freenet.edmonton.ab.ca
Message-ID: <Pine.A32.3.91.960322125257.45511A-100000@fn1.freenet.edmonton.ab.ca>
Source record: 85149

```
Welcome to Pepper's Garage Sale Cartridge Auction.........

Rules see after Auction. Auction ends March 29/96
Minimum bid $2 on all items unless noted.
Bid increasements by even dollars
C - Cart
B - Box
I - Instructions
SW - Shrinkwrapped

================================================================================
Atari 400/600XL/800/800XL/1200XL/1400XL Disks, Carts - Untested -
(Mainly for 400/800 computers)
================================================================================
Centipede (Cart) +2.00 valis1
Final Legacy (Cart) +2.00 ael
Pac-Man (Cart)

---- Disks below ----

Aliencounter & Face Flash (Complete) EduFun
Bishop's Square/Maxwell's Demon (Disk & Box) DataSoft
Brain Boggler (complete) Educational Software
Bug Off (SW) Adventure International
Caverns of Mars (SW) Atari
Cohen's Towers (complete) DataMost
Compu-Math Decimals Disk and Inst Edu-Ware
Frenzy & Flip Flop (Complete) EduFun
Gorf (SW) Roklan
Graphic Generator (complete) DataSoft
Graphics Machine (complete) Educational Software
Hellcat Ace (Complete) Microprose Software
Jeepers Creepers (SW) QS
Juno First (complete) DataSoft
Jumpman Disk only Epyx
Math for Fun (Complete) Educational Software
Memory Jogger (Complete) Tech-Sketch
Mouskattack (Complete) Sierravision
Nato Commander (Complete) Microprose Software
On-Track Racing (complete) Gamestar
Page Flipping (complete) Educational Software
Phantasie (SW) SSI
Rebel Chare at Chickamauga (SW) SSI
Serpentine Disk & Box Broderbund Software
Shape N Color (complete) Tech-Sketch
```

Simon Sez (complete) Tech-Sketch
Snake O nyms & Word Flip (SW) EduFun
Sneakers (complete) Sirius Software
Space Eggs (complete) Sirius Software
Star League Baseball Disk only Gamestar
Supersort (complete) Atari Program Exchange
Survivor (complete) Infocom
Suspended (2 Disks) Disks only Infocom
Tax Dodge (complete) Island Graphics
Teletari (SW) Don't Ask computer software
Threshold (SW) Sierravision
Witness (the) Box and Disk Infocom
==========
Atari 400/800 Cassettes - Untested -
==========
Aliencounter & Face Flash (SW) Edufun
Anti-Sub Patrol (complete) Roklan Software
Arena 3000 (complete) ScreenPlay
Black 'Em (complete) Atari Program Exchange
Black Jack Tutor (complete) Atari Program Exchange
British Heritage Jigsaw Puzzles Vol. 1 Thorn Emi Video
Bumper Ball (complete) London Software
Compu-Math Decimals (SW) Edu-Ware
Frenzy & Flip Flop (complete) EduFun
Intruder (complete) Inhome Software
Jumpman (complete) Epyx
Mailing List (SW) Atari
The Jar Game & Chaos Box & Disk EduFun

Dust Cover - Designed to Fit Atari 400 Home computers - NEW -

Rules!!

After Auction end date a once, twice, Sold Format will occur
(to ensure fairness to all bidders)
There will be no guarantee, No warranty and no refunds on anything
purchased from this auction. Most of the cartriges have been tested and
do work the same goes for all the systems. If you are curious about the
condition of a label or whether a cartrige or system has been tested,
please ask. I reserve the right to refuse bids or withdraw items from
the auction. TRADES: Send me your trade list Or ask me my Want lists.

Send E-Mail's to pepper@freenet.edmonton.ab.ca

thanks

1575. WANTED: Dealers for SwapMeet: Pacific NorthWest!

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-22 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <4iva8q$fha@julie.teleport.com>
Source record: 85150
Cross-posted to: alt.forsale,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.mac.wanted,comp.sys.tandy,comp.sys.ti,or.forsale

The next SwapMeet is Monday, April 1st, 1996.

WANTED: Dealers to sell at Upcoming Swap Meets. Dealerships sought fall into such Categories as Computer Dealers, all kinds. All kinds of Computer HardWare, SoftWare, Peripherals & Accessories for ALL Computer Makes and Types.

Also Sought are Dealers in Video Gaming Equipment, such as Video Game Consoles, Cartidges, Video Game CD Players and Video Game CDs. ALL Video Game Makes and Types. ALL Video Game Consoles, Cartridges, CDs, Peripherals & Accessories.

On the April 1st SwapMeet, we will be Raffling off a Panasonic Printer! Anyone showing up can win. Just be their for the Drawing. The first Ticket is ***FREE***! Additional Tickets are 2 for a Dollar. This is One of Many good reasons to come to Our SwapMeets. Don't miss this SwapMeet and be an April Fool!

Recruiting New Dealers with Membership for Dealer Value. You could setup at a full year of swapmeets, 12 Monthly swapmeets at $10 a Meet, for $120 a year, or join our group and setup ***FREE*** for a year for ONLY $50! Greater than a 50% Savings!

Also Wanted are Dealers in ALL Types of Electronics.

WANTED are Dealers in Ham Radio, CB Radio, Music CDs and other Recorded Music. Stereo Equipment also Wanted.

Also Wanted are VCR's, Video Tapes, TVs and Satelite Gear.

This is an ALL Computers, Game Machine and Electronics Swap Meet!!

Small Businesses, and Dealers Welcome and Wanted!!

NO ADMISSION CHARGE!!! PLENTY OF FREE PARKING!!! NO ADMISSION CHARGE!!!

TABLES $10! TABLES, FIRST COME, FIRST SERVE!

Swap Meet Location in Portland, Oregon. USA. At 1819 N.W. Everett St. at the NorthWest Service Center On the First Monday of each Month.

To find out about more about the Swap Meet call our 24 Hour Recorded info line at (503)650-7196 or for Live info, call from 3 PM - Midnight, Monday - Thursday, Friday 3 PM - 6 PM. Please call, especially dealers at: (503)256-9974 (VOICE/VOICE MESSAGING), leave your home number if Ben is not answering!

Reply in E-Mail to bensmith@teleport.com. Or Call Ben Anytime at

Please Direct all replies to bensmith@teleport.com in E-Mail or Call
Our 24 Hour Recorded Info Line at (503)650-7196

The next SwapMeet is Monday, April 1st, 1996.
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. Mon - Thurs 3 PM - Midnight. Friday 3 PM - 6 PM PST Call above # these Hours.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Catalogs are FREE & updated monthly. Reply in E-Mail to bensmith@teleport.com
http://www.teleport.com/~bensmith/bscomputers.shtml Bravo Sierra Atari Store

1576. ALL Computer & Electronics SwapMeet & Raffle: Pacific NorthWest!

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-22 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <4ivbh1$hfd@julie.teleport.com>
Source record: 85151
Cross-posted to: alt.forsale,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.mac.wanted,comp.sys.tandy,comp.sys.ti,or.forsale

The next SwapMeet is Monday, April 1st, 1996.

ACE of America, an All Computers and Electronics User Group, with a special emphasis on Atari. At ACE Swap Meets you might find Atari, Apple, Macintosh, Commodore, Amiga, IBM & Clones, Nintendo, SNES, Sega Genesis, Jaguar, Game Boy, Game Gear and Lynx. You could also find the following items to go with your system, such as Printers, MoDeMs, Monitors, Hard Drives, Disk Drives, Power Supplies, MIDI Devices, Mice, Joysticks, CD Roms, Cables, supplies and Accessories.

ALL COMPUTERS, GAME MACHINES AND ELECTRONICS ARE WELCOME!!

ACE Is currently holding Monthly Swap Meets on the First Monday of each Month from 7 PM, except on certain Holidays that we must reschedule due to our facility being closed. Swap Meets are Held at 1819 NW Everett at the NW Service Center 3 Blocks North of the corner of 18th and W Burnside in Portland, Oregon. USA! Table space is $10. Tables provided as long as they last. Show up early to get a good table, like 6:30 PM.

FREE ADMISSIONFREE ADMISSION**FREE ADMISSION**FREE ADMISSION**

On the April 1st SwapMeet, we will be Raffling off a Panasonic Printer! Anyone showing up can win. Just be their for the Drawing. The first Ticket is ***FREE***! Additional Tickets are 2 for a Dollar. This is One of Many good reasons to come to Our SwapMeets. Don't miss this SwapMeet and be an April Fool!

PLENTY OF FREE PARKINGEVERYONE WELCOME**PLENTY OF FREE PARKING**

FOR INFO CALL OUR SWAPMEET HOTLINE WITH 24 HOUR RECORDED INFO, CALL: (503)650-7196 OR FOR FURTHER INFO FROM BEN, INCLUDING TABLES: CALL FROM 3 PM - MIDNIGHT / MON-THU, FRI 3 PM - 6 PM: CALL BEN AT (503)256-9974!! IF BEN IS AWAY FROM THE PHONE, PLEASE LEAVE YOUR HOME NUMBER AND HE'LL TRY TO RETURN YOUR MESSAGE! THESE SWAP MEET SPONSORED BY ACE OF AMERICA!!

This Message is distributed throughout the Pacific NorthWest, everyone reading and their Brother is welcome to come and Attend!!

Please Direct all Replies to bensmith@teleport.com in E-Mail or call (503)650-7196 anytime.

The next SwapMeet is Monday, April 1st, 1996.
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. Mon - Thurs 3 PM - Midnight. Friday 3 PM - 6 PM PST Call above # these Hours.

Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Catalogs are FREE & updated monthly. Reply in E-Mail to bensmith@teleport.com
http://www.teleport.com/~bensmith/bscomputers.shtml Bravo Sierra Atari Store

1577. Web Page: Bravo's Atari Store: On-Line Catalogs. Check this out!

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-22 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <4iv9ei$ei4@julie.teleport.com>
Source record: 85152
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,fr.comp.sys.atari,de.comp.sys.st,fido.ger.atari,ger.atari,ka.comp.sys.atari

Check out my Web Page for Bravo Sierra Computers. Where you can find Both
Classic Atari 8 Bit & Atari ST. HardWare, SoftWare, Books & Accessories. My
Web Address is below. On-Line Catalogs that you can View and Contact me via
my Web Page! Or Request Catalogs in E-Mail. Specify Classic 8 Bit or ST.
E-Mail: bensmith@teleport.com

http://www.teleport.com/~bensmith/bscomputers.shtml
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. Mon - Thurs 3
PM - Midnight. Friday 3 PM - 6 PM PST Call above # these Hours.
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Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Catalogs are FREE & updated monthly. Reply in E-Mail to bensmith@teleport.com
http://www.teleport.com/~bensmith/bscomputers.shtml Bravo Sierra Atari Store

1578. Re: "Thrifts... Just What're They Thinking About ?"

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-22 00:00:00 UTC
From: sydtech@skypoint.com
Message-ID: <4ive9m$7cb@stratus.skypoint.net>
Source record: 85153
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,rec.games.video.atari,comp.sys.atari.8bit

Scott Williams (scottw@pxl.com) wrote:
: "Thrifts... Just What're They Thinking About ?"

You used "think" in a sentence about thrift store policies? Haha!

[snip]
: So here's the question... What gives with these guys? This outfit was
: undoubtably donated as one piece. Who's idea is it to split up
: equipment
: like this anyway?

I'm willing to bet that it's something that happens *after* the thing is put out on display at least half the time. I can usually tell at the Savers I frequent here in Minneapolis by looking at the "tag" (ok, the piece of masking tape), which has some sort of a multi-letter code (the employee's initials, I'm guessing) and a number that appears to represent the number of pieces in the set. I remember on one occasion passing up a Fairchild Channel 'F' in the box with many of the pieces (they had it priced at, like, $50 or something). As I visited over the next week or so, the price declined steadily....along with the number of accessories that had been with it.

The other half of the time, well, who knows....the pricing policies of some of these places just escapes me, especially with classic games. I've seen carts priced seemingly based on *size*!

: Well, tommorrow I'm headed to store #4 - What're the odds I may find
: some carts or a power supply?

You never know. I blew off a Colecovision console recently because there was no power supply in sight, only to return a week later to find the console....with the power supply!

Have fun....
Scott

1579. Re: ATARI XL/XE EMULATORES

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-22 00:00:00 UTC
From: David Firth <david@signus.demon.co.uk>
Message-ID: <1996Mar22.214945.1210@signus.demon.co.uk>
Source record: 85154

Alan Hagge (hagge@avery.com) wrote:
: I've done a BIT of testing with atari800 under Linux. It seems to be very
: similar to Xformer 2.5 under DOS (no sound, no collision detection), but it

I suggest you have a closer look :-) Collision detection has been in since
version 0.1.1 and sound support (except distortion) has been available
since version 0.2.5. The sound support is based around the Network
Audio System which is *not* installed by default under Linux - do an
archie search for nas-1.2 and follow its installation instructions.

HTH

: BTW, What's AR?

Alternate Reality, and *NO* Atari800 cannot run this since it doesn't
emulate the Serial Port hardware (Yet) - AR access the disk directly
via the SERIN and SEROUT registers and not via the OS.

HTH
--
David Firth <david@signus.demon.co.uk>

1580. Re: GNU C-compiler port to 6502

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-22 00:00:00 UTC
From: Olaf Titz <olaf@bigred.inka.de>
Message-ID: <dony4z.f1c@bigred.inka.de>
Source record: 85155
Cross-posted to: comp.sys.cbm,gnu.gcc,de.comp.gnu,comp.sys.atari.8bit

Rob Funk <rfunk@magnus.acs.ohio-state.edu> wrote:
> >Doesn't gcc take quite a bit more than 64K?
> Probably, but 8-bit code is smaller than 32-bit code. gcc was written
> with 32-bit many-register processors in mind, though...

An addition of two ints (32 bit) is two bytes opcode plus addressing
on an x86; on the 6502 this would take _at least_ (if both of the 32
bit numbers are in the zero page) 24 bytes (LDA adr1, ADD adr2, STA
adr1 is 3*2 bytes and repeat this 4 times - both vars out of the zero
page make 36 bytes, or you do indirect addressing and juggle the X
register). And 32 bit is the default integer size on gcc - it's
regarded as "one size too large" for the 8086 already.

And then there is the problem that gcc does not only take much memory
for its code but also for data - it's notorious as a memory tester for
PCs because of its huge working set. :-) Any 6502-based VM systems out
there?

olaf
--
___ Olaf.Titz@inka.de or @{stud,informatik}.uni-karlsruhe.de ____
__ o <URL:http://www.inka.de/~bigred/> <IRC:praetorius>
__/<_ >> Just as long as the wheels keep on turning round
_)>(_)_____________ I will live for the groove 'til the sun goes down << ____

1581. Re: 6502 Multitasking OS announce

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-22 00:00:00 UTC
From: johnlb@primenet.com
Message-ID: <4ivqmt$kf2@nnrp1.news.primenet.com>
Source record: 85156
Cross-posted to:
comp.sys.cbm,comp.os.misc,alt.comp.hardware.homebuilt,comp.sys.apple2,comp.sys.apple2.programmer,comp.sys.atari.8bit

```
In article <DoMMn6.CJJ@eskimo.com>, Ernest Stokes <drray@eskimo.com> wrote:
>In article <holger.960.0014CE47@deep.hb.provi.de>,
>Holger Bruns <holger@deep.hb.provi.de> wrote:
>>In article <p14vik1z467.fsf@hugin.cling.gu.se> MagerValp@Goth.Org writes:
>>
>>>wouldn't Commodore Hacking be an excellent place for this article?
>>
>>Yes, why not. On the other hand, hacks concerning the 6502 are not only
>>related to commodore.
>>
>>Holger Bruns
>>
>
>What is really needed is a comp.sys.65xx newsgroup of some kind. I thank
>a thousand times over the guy who crossposted this to comp.sys.cbm.
>
>I looked for a similar newsgroup before (to swap ideas for ML and for
>interfacing the 6502,6510,and the new '816 (super64 20mhz cart).
>
>Dr_Ray

Though the basic hardware is different, there are a lot of people in the
sys.comp.apple2... groups that are interested in this area also.

And even though most threads won't be of interest, there are occational
posts thay might interest the rest of you.

John

--
------------------------------------------------------------------------------
John Bowling |Apple II GS can whip the pants off its little
johnlb@primenet.com |brother (Mac) any time!
------------------------------------------------------------------------------
```

1582. FS: ATARI 800 & tons of accessories

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-22 00:00:00 UTC
From: Micky Corrow <opus@sover.net>
Message-ID: <315346A8.56BE@sover.net>
Source record: 85157

FOR SALE:
ATARI 800 computer system - includes (2) PERCOM
disk drives, MPP 1000E modem, SEIKOSHA/AXIOM
printer, various joysticks, paddles and trackballs,
64K memory, all manuals, COMPUTE! & ANALOG magazines,
hundreds of 5 1/4 disks full of software, including
M.U.L.E., Pinball, Data Perfect, Visicalc, several
cartridges too numerous to list here including
AtariWriter, OSS basic XL, ATARI basic, ALL manuals,
AXLON 128K ramdisk, ACTION! cartridge, 10K rev.B
ROM cartridge, 16K ram cards, 48K ram card,
RAMCHARGER 512K card, 410 tape drive, XM301 modem,
many COMPUTE! books, ANALOG compendium, much more.
Even a SPARE 800 for parts! Make an offer, will
sell separately, or as a system. Send email for
more info, email ONLY to opus@sover.net
NO REASONABLE OFFER REFUSED!

1583. Re: 6502 Multitasking OS announce

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-22 00:00:00 UTC
From: falstaff@xs4all.nl
Message-ID: <4iun3q$fp6@news.xs4all.nl>
Source record: 85158
Cross-posted to:
comp.sys.cbm,comp.os.misc,alt.comp.hardware.homebuilt,comp.sys.apple2,comp.sys.apple2.programmer,comp.sys.atari.8bit

ralph.mason@liffe.com (Ralph Mason) writes:

>You also seem to lose a register & considering you only have three I
>don't think it's that workable for use in a multitasking OS.

>The MMU and switching out the zero page and stack would seem to be the
>cleanest and best solution. It also makes the context switch VERY
>easy. In the interrupt handler all you do is the normal style of 6502
>interrupt code pushing all registers on the stack. swap the pages in
>the mmu, pop all the registers back (standard 6502 int exit) and do
>a iret - job done.

We've been discussing the problems of the 6502 in a real
environment for days.
NOW will you agree that the Z80 is a better 8-bit CPU?

Frank
--
The famous GIICM now on line: http://www.xs4all.nl/~falstaff/GIICM.html
---
Frank A. Vorstenbosch +31-(70)-355 5241 falstaff@xs4all.nl

1584. Re: FTP and UMich Archive

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-22 00:00:00 UTC
From: bernard@twilight.xs4all.nl
Message-ID: <bernard.09hs@twilight.xs4all.nl>
Source record: 85159

Hello Jtkirk@urp.edu.pe,

In a message of 20 Mar 96 Jtkirk@urp.edu.pe wrote to All:

Jue> From: JTKIRK@urp.edu.pe

Jue> Well, just yesterday (I still don't know HOW) I could access the UMich
Jue> Archive. Does anyone know another place for uploads? I've been sending
Jue> my card games and other stuff to lenn@atari.archive.umich.edu for
Jue> uploading them, but as I took a look yesterday, I couldn't find them
Jue> anywhere. So I repeat my question: Does anyone know another place for
Jue> uploads? TIA
Jue> M.A.Ch.F.

Try : amiga.archive.umich.edu, and then cd .. and then you can
cd atari
cd 8bit and there you are......

That is a nice back door.... ;-))

_
/_) |/
/_)ernard |\ok ////
(o o)
+-------------------------oOO--(_)--OOo-----------------------+
| PMN : 17:200/100.3 DAN : 55:100/121.3 WARP : 137:8/103.3 |
| NLA : 14:102/100.3 GFX : 98:101/100.3 FIDO : 2:280/315.3 |
| ERO : 68:311/416.3 AMY : 39:150/200.3 AGA : 171:103/200.3 |
| Internet : bernard@twilight.xs4all.nl |
+---+
.---.
| -=> The TWiLiGHT Zone BBS <=- -=> +31-(0)-20-6764584 <=- -=> 24 Hrs <=- |
| -=> Modules Heaven! <=- -=> 9600 to 28800 Baud <=- -=> /\MIG/\ Only <=- |
`---'
-- Via Xenolink 1.981, XenolinkUUCP 1.1

1585. Re: 6502 Multitasking OS announce

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-22 00:00:00 UTC
From: carlson@xylogics.com
Message-ID: <4iv09r$11o@newhub.xylogics.com>
Source record: 85160
Cross-posted to:
comp.sys.cbm,comp.os.misc,alt.comp.hardware.homebuilt,comp.sys.apple2,comp.sys.apple2.programmer,comp.sys.atari.8bit

In article <4is1qc$mk0@columbia.acc.brad.ac.uk>, cdahello@comp.brad.ac.uk (xian the desk lisard) writes:
|> PLEASE don't go over about 75 columns!!! i have to edit the
|> paragraphs by hand if they don't fit. it's what has to be done in
|> vi...

I agree that it's annoying to run into folks who can't generate appropriately-formatted posts, but it's not at all hard for you to fix. Just do this in vi to reformat the current file:

!$fmt

Or you can bind a useless key to "reformat paragraph":

:map q !}fmt^M}

(Note that the ^M should be a CTRL-M; type it in vi by typing CTRL-V CTRL-M. You can put this in your ~/.exrc so that it's always available by just omitting the leading ":".)

--
James Carlson <carlson@xylogics.com> Tel: +1 617 272 8140
Annex Interface Development / Xylogics, Inc. +1 800 225 3317
53 Third Avenue / Burlington MA 01803-4491 Fax: +1 617 272 2618

1586. Re: AR on XFORMER 3.3?

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-22 00:00:00 UTC
From: sysop@hitec.com
Message-ID: <3152BB54.2CB6@hitec.com>
Source record: 85161

There's a new emulator coming out called ATARI800? What platform will it run on? Does it emulate the SIO?

--Steve

1587. Newest PC XFormer - Version

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-22 00:00:00 UTC
From: helge@schneider.doggybag.cls.de
Message-ID: <65L11wDw0VB@schneider.doggybag.cls.de>
Source record: 85162

Hi !

Could you please tell me the newest PC XFormer Version ?

Thanks
Helge

--
helge@schneider.doggybag.cls.de

1588. Xformer questions: XFD images

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-22 00:00:00 UTC
From: Jason Hasenbuhler <hasenbuh@rex.cs.tulane.edu>
Message-ID: <3153A70E.1037@rex.cs.tulane.edu>
Source record: 85163

I've had the demo copy of XFormer for the PC for quite awhile now
and have only gotten the .XFD file that came with it to work. I did
find an ftp site with lots of Atari software, but it's all arced and
when I extract it I only get .BAS .OBJ or .COM files. I know I can
load these in like "XF33DEMO FILE.COM FILE.DAT" but everything I
find needs four or five files on the same "disk" to run.

My question is this: is there a program that will pack all of the
individual files into an .XFD and where can I get it?

-or-

Where can I find .XFD files? Is there a regular ftp site for it?

Thanks,

Jay

1589. Re: SnowFight: Anyone remember?

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-23 00:00:00 UTC
From: TimHenley@I-Link.net
Message-ID: <4ivflf$m8c@news.i-link.net>
Source record: 85164

oscar@primenet.com (Oscar Fowler) wrote:

>There was this great little game called SNOWFIGHT quite
>some time back. It was incredible fun for two people,
>especially for those who typically didn't like computer
>games (my computer-phobic girlfriend loved it!)

>I could never get it to run for more than about 5 minutes
>before it would lock-up my 800XL, though. Did anyone
>else have similar experiences with it, or better yet, did
>anyone get it to run without a problem?

>Curious,
>Oscar

I've played it and had simular experiences. It seemed to play ok for a while and then suddenly go haywire. I think it's just the program itself. I seem to recall thinking it might be an XL/XE thang but I've tried it on an 800 with the same results. It's too bad, I thought it was a great game. Very original.

Tim Henley

1590. Re: 6502 Multitasking OS announce

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-23 00:00:00 UTC
From: holger@deep.hb.provi.de
Message-ID: <holger.971.0005268A@deep.hb.provi.de>
Source record: 85165
Cross-posted to:
comp.sys.cbm,comp.os.misc,alt.comp.hardware.homebuilt,comp.sys.apple2,comp.sys.apple2.programmer,comp.sys.atari.8bit

In article <4iun3q$fp6@news.xs4all.nl> falstaff@xs4all.nl (Falstaff) writes:

>We've been discussing the problems of the 6502 in a real
>environment for days.
>*NOW* will you agree that the Z80 is a better 8-bit CPU?

This opinion does not count. Better or not, what does it really means? I know of a lot of CPU's and microcontrollers, which are more powerful than the 6502. But I like to get good clues, how to use the 6502 in various ways. This is the challenge. If you want a debate on using the Z80, you can open a new thread on this.

Regards,
Holger Bruns

1591. 8-bit Sound

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-23 00:00:00 UTC
From: areeve@avana.net
Message-ID: <4ivtj7$iqq@tiger.avana.net>
Source record: 85166

If anyone has information on Atari 8-bit sound please email or fax
[(770) 977-7165 in the USA] to me. I'm particularly looking for the De
Re Atari information on sound and will post if somebody faxes it to me
so everybody doesn't do so, but doubt there will be a line to do this.
I have Mapping the Atari's information on sound, but it seems to be
lacking in detail and they refer me to De Re Atari. I'm not sure how
the poly-counters work and I'm a bit puzzled as to what voices 2 and 4
are clocked at...always 1.79 MHz...based on the description of $D208.
- Thanks in advance, Alan

1592. XFD -> ATR?

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-23 00:00:00 UTC
From: lmull@skypoint.com
Message-ID: <4j03el$hd8@stratus.skypoint.net>
Source record: 85167

I know this probably has been asked before but does anyone know
how to convert XFD to ATR? Thanks.

Sean

--

1593. Re: "Thrifts... Just What're They Thinking About ?"

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-23 00:00:00 UTC
From: joan3@ix.netcom.com
Message-ID: <4j02hn$pql@dfw-ixnews1.ix.netcom.com>
Source record: 85168
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,rec.games.video.atari,comp.sys.atari.8bit

In <4ive9m$7cb@stratus.skypoint.net> sydtech@skypoint.com (Scott Butler) writes:
>
>Scott Williams (scottw@pxl.com) wrote:
>: "Thrifts... Just What're They Thinking About ?"
>
>You used "think" in a sentence about thrift store policies? Haha!
>
>[snip]
>: So here's the question... What gives with these guys? This outfit was
>: undoubtably donated as one piece. Who's idea is it to split up
>: equipment
>: like this anyway?
>
>I'm willing to bet that it's something that happens *after* the thing is
>put out on display at least half the time. I can usually tell at the
>Savers I frequent here in Minneapolis by looking at the "tag" (ok, the
>piece of masking tape), which has some sort of a multi-letter code (the
>employee's initials, I'm guessing) and a number that appears to represent
>the number of pieces in the set. I remember on one occasion passing up a
>Fairchild Channel 'F' in the box with many of the pieces (they had it
>priced at, like, $50 or something). As I visited over the next week or
>so, the price declined steadily....along with the number of accessories
>that had been with it.
>

You are absolutely right. When anything that has more than 1 piece is put out for sale, pretty soon part of it will show up in some other part of the store. Or else it will just disappear, presumably into someone's pocket. When I put out any kind of system for sale, I always include all the necessary parts, but it's almost impossible to keep them together.

Joan

1594. Looking for 800XE or 130XE...

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-23 00:00:00 UTC
From: produnl2@teleport.com
Message-ID: <4j0s55$40h@nadine.teleport.com>
Source record: 85169

Looking for either 800XE or 130XE system in good working condition.
Will pay reasonable price. For possible partial trade, I have a
600XL (needs some work), power supply, amd a 410 tape drive.

Will use mainly for playing and programming games. Also would like a
XF551 Disk Drive, or an XC11 Tape Drive for storing programs.

Please send e-mail to produnl2@teleport.com

Thank You.

David P. Loewen
Productions Unlimited
Salem, Or USA
produnl2@teleport.com
http://www.teleport.com/~produnl2

1595. Wanted: 800 & 1050 drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-23 00:00:00 UTC
From: Steve Seiver <70700.1236@CompuServe.COM>
Message-ID: <4j177gara1@mhadg.production.compuserve.com>
Source record: 85170

I am looking for a reasonable price for a working Atari 800 and
1050 disc drive.

1596. Re: GNU C-compiler port to 6502

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-23 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4j1vjr$poi@nuke.csu.net>
Source record: 85171
Cross-posted to: comp.sys.cbm,gnu.gcc,de.comp.gnu,comp.sys.atari.8bit

Rob Funk (rfunk@magnus.acs.ohio-state.edu) wrote:
: In article <DoMHs1.M3M@iglou.com>, Bill Marcum <bmarcum@iglou.iglou.com>
: wrote:
: >It might be possible to write a cross-compiler that produces 6502 code on
: >some other system.

: That's been done: cc65

Yeah, but dammit, I want GCC! I'm in a Systems programming class this
semester and we're programming single-board computers with 68000 CPUs on them.
We're doing it in C and assembly, and using a 68K-generating version of GCC
to do the job. It's AWESOME. And >I< want to be able to do the same for
the Atari using a 6502-generating or 65816-generating version of GCC.

There HAS to be one!!!!!! <:^(

Either that or SOMEONE had better upgrade Action! a HELLUVA lot or I'm going
to go MAD!!!!!

AHAHHH!HH!HH!HHH!

-bill!
kendrick@zippy.sonoma.edu ||| kendrick@vax.sonoma.edu Hail Unix!
** New Breed Software ** / | \ ** William Kendrick ** Viven las Ataris
http://zippy.sonoma.edu/~kendrick/ http://sterba.com/

1597. PC-ATARI???

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-23 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <827608016.13027@dellos.demon.co.uk>
Source record: 85172

Sorry folks silly question time. I now own a PC after having an Amiga,
so now I can run an emulator for the Atari & get files via a cable
onto my PC...
Does this work only Atari -> PC or can they be sent back to the
Atari??

I only ask as I will be getting a CD writer and the Non protected
software could be lumped onto 1 CD and save a massive ammount of
space......
Many thanks....
Paul `Mclane` Irvine

*** PSX & PC GURU ***

1598. Re: GNU C-compiler port to 6502

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-23 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4j1vse$poi@nuke.csu.net>
Source record: 85173
Cross-posted to: comp.sys.cbm,gnu.gcc,de.comp.gnu,comp.sys.atari.8bit

Olaf Titz (olaf@bigred.inka.de) wrote:

: And then there is the problem that gcc does not only take much memory
: for its code but also for data - it's notorious as a memory tester for
: PCs because of its huge working set. :-) Any 6502-based VM systems out
: there?

Actually, someone did make such a beast for assembly programmers. :) Cool!

Now, everyone's saying "64K too small!" "6502 too weak!"

Well, we DO have up to 4MB RAM and 128MB HD space on 6502 machines.
And we DO have up to 20MB RAM and 128MB HD space on 65816 machines!*

So, if anyone WERE sick enough to port GCC to the Atari, they'd need a Sweet16
and a BlackBox or MIO or something, first. :) Yah know what though?
I bet someone WILL do it. And they'll do it for SpartaDOS only. Then's when
I'll visit Dr. Kevorkian. <sigh!>

-bill!

* 20MB is derived from 16MB possible as linear memory on the Sweet16 plus
~4MB possible as banked memory on either 6502 or 65816.

kendrick@zippy.sonoma.edu ||| kendrick@vax.sonoma.edu Hail Unix!
** New Breed Software ** / | \ ** William Kendrick ** Viven las Ataris
http://zippy.sonoma.edu/~kendrick/ http://sterba.com/

1599. Re: 6502 Multitasking OS announce

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-23 00:00:00 UTC
From: drray@eskimo.com
Message-ID: <DoqKr9.yA@eskimo.com>
Source record: 85174
Cross-posted to: comp.sys.cbm,comp.os.misc,alt.comp.hardware.homebuilt,comp.sys.apple2.programmer,comp.sys.atari.8bit

In article <sheldonDonwz1.7I9@netcom.com>,
Sheldon Simms <sheldon@netcom.com> wrote:
>In article <DoMMn6.CJJ@eskimo.com> drray@eskimo.com (Ernest Stokes) writes:
>>In article <holger.960.0014CE47@deep.hb.provi.de>,
>>
>>What is really needed is a comp.sys.65xx newsgroup of some kind. I thank
>>a thousand times over the guy who crossposted this to comp.sys.cbm.
>>
>>I looked for a similar newsgroup before (to swap ideas for ML and for
>>interfacing the 6502,6510,and the new '816 (super64 20mhz cart).
>
>I agree about the 6502 group.
>However I want to clarify what you said about the 65816. I have read
>the WWW page about the 20Mhz accelerator for C-64, and it's very
>impressive. I just want to clarify the fact that although that accelerator
>is new, the 65816 chip has been around for quite a while. It is the
>CPU in the Apple IIgs.
>
>-Sheldon
>

Yeah, I have been taken to the woodshed about a dozen times (by apple
][gs owners no less) about the '816.. everthing I know about the chip, I
learned from usenet.. :)

It's new to me... :D

What do we need to do to start a 6502 newsgroup, (i think it should also
deal with interfacing to it as well as programming it)...

Apple,Atari,c-64 geeks unite.. :)

1600. Re: Atari 8-bit Magazines for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-23 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4j1v6d$poi@nuke.csu.net>
Source record: 85175

Rick Reaser (Rick_Reaser@msn.com) wrote:
: Atari 8-bit Magazines for Sale

: Shipping is extra!

-snip-

Ok, I know this is insane.. but.. how much for the WHOLE LOT!?!?!?

-bill!
kendrick@zippy.sonoma.edu ||| kendrick@vax.sonoma.edu Hail Unix!
** New Breed Software ** / | \ ** William Kendrick ** Viven las Ataris
http://zippy.sonoma.edu/~kendrick/ http://sterba.com/

1601. Re: SnowFight: Anyone remember?

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-23 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4j1v8q$poi@nuke.csu.net>
Source record: 85176

Gary Holder (gholder@mindspring.com) wrote:
: oscar@primenet.com (Oscar Fowler) wrote:

: >There was this great little game called SNOWFIGHT quite
: >some time back. It was incredible fun for two people,

: I and my family have enjoyed this game for years. It is one
: of the best little games around.

Where can one get this!?!

Always interested in cool games,

-bill!
kendrick@zippy.sonoma.edu ||| kendrick@vax.sonoma.edu Hail Unix!
** New Breed Software ** / | \ ** William Kendrick ** Viven las Ataris
http://zippy.sonoma.edu/~kendrick/ http://sterba.com/

1602. Re: XFD -> ATR?

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-23 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4j20ll$poi@nuke.csu.net>
Source record: 85177

Larry Mullaly (lmull@skypoint.com) wrote:
: I know this probably has been asked before but does anyone know
: how to convert XFD to ATR? Thanks.

Easy - take an existing ATR of the same size/density (ie, if it's an 88K XFD, you'll need an existing 88K ATR).

Open the existing ATR. Read 16 bytes. Save it into the new ATR.
Open the XFD. Read all of the bytes. Save them into the new ATR.

The new ATR should be the same size as the existing ATR - which is 16 bytes larger than the XFD which is has been converted from.

I actually have a little (more intelligent, but not perfect) C program which I use on this Unix box which can convert for me. I forget its limitations, but it seemed to convert the Alt.Real. disks (I haven't actually tested them yet).

Speaking of the AR disks - is that legal? (technically, I'm pirating by getting them, if they aren't, BUT I do have all of the original disks (and never play them cuz I hate floppies :) - I figured I'd get more action out of these gems if I can play them off the PC))

-bill!
kendrick@zippy.sonoma.edu ||| kendrick@vax.sonoma.edu Hail Unix!
** New Breed Software ** / | \ ** William Kendrick ** Viven las Ataris
http://zippy.sonoma.edu/~kendrick/ http://sterba.com/

1603. Newer release of Ape?

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-23 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <4j229f$i6t@news.xmission.com>
Source record: 85178

Trying APE again (1.06s) and was wondering if there's a newer revision available for download?

Is Steven Tucker still selling Ape? I think I finally got it working via my 8 port serial card, and would consider purchasing it, if I knew it would work for me.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

1604. Re: SnowFight: Anyone remember?

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-23 00:00:00 UTC
From: eplicon@aol.com
Message-ID: <4j20ns$3sb@newsbf02.news.aol.com>
Source record: 85179

"Snowball" was certainly a great game, but I thought the "lock-up" was
when you got stuck in the snow if you didn't move around enough?

1605. Re: Wanted info on Software Sprites

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-23 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4j22pl$poi@nuke.csu.net>
Source record: 85180

John Harris (jharris@sierranet.net) wrote:
: If you change a player's horizontal position register in the middle of a
: scanline, a player can appear more than once per line.

Got any examples of this at work? Or anyone willing to show it? Or how
about make a library call for us programmers so we don't have to think
about it. ;)

Heck, I'd live with flickery VBI-driven many-players.

-bill!
kendrick@zippy.sonoma.edu ||| kendrick@vax.sonoma.edu Hail Unix!
** New Breed Software ** / | \ ** William Kendrick ** Viven las Ataris
http://zippy.sonoma.edu/~kendrick/ http://sterba.com/

1606. Atari Equipment MUST SELL, Part 2....

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-23 00:00:00 UTC
From: 125-12756@wwivlink.survivor.org
Message-ID: <ffff84dawwcp500@tss.survivor.org>
Source record: 85181

```
0R 36 03/23 17:17 WWIVlink 314->13465
0R 36 03/23 12:18 WWIVlink ->314
0R 34 03/22 08:29 [Lv3.8 WWIVLINK 12757 ->314 (via SierraLink 2750 ->1025)]
0R 34 03/22 08:29 WWIVlink ->12757
0R 36 03/21 20:44 wwivlink 12756->12759
0R 35 03/21 20:49 WWIVLink ->12756
Data-Que Turbo-816 upgrade for Atari 8-bit, XL or XE series computers.
Upgrades and replaces the 6502C in the computer with the 16-bit 65C816
CPU, can use Atari OS, or the NEW Turbo-OS included. Speeds up
programs as much as 350% faster. The 65C816 processes 4 instructions
per clock cycle (Only the new P6, 80686 Intel chip does that, besides
this), as compared to the 6502 which processes one instruction per
clock cycle. Original cost $249.95. Includes T816 assembler $75.00,
Cross Developer for IBM $75.00, sevreal other Turbo 816 specific disks,
valued at $25.00 each. Asking $250.00 for the entire package.

ATARI 800XL upgraded to 256K memory, will run most 130XE specific
programs, already wired for Turbo-816 installation, just need to
re-solder 3 jumpers, and plug in the Turbo-816 kit above. Original
cost $189.95 for the 800XL, $79.95 for the Upgrade kit, $65.00 for the
256K DRAMs, asking $125.00.

Supra External 2400 Baud Modem, includes powewr supply, no manual,
Hayes Compatible, requires 850/P:R:/ATR8000, asking $50.00

MUST SELL, will consider any reasonable offers on this equipment.

Send orders to:

STARFLEET SOFTWARE Company
1037 West Leafland Avenue
Decatur, Illinois 62522-1537

Will consider trading for a trak AT-D4 double sided disk drive NEED ONE
BADLY someone has to have one. MAKE OFFERS!!

NOTE on PRICES< someone recently advertised the SAME exact ATR8000 setup I
have in this ad on Carina-Net for MORE than what I am asking for mine....

DO NOT SEND REPLIES unless you are making an offer, direct to:

Starfleet@freebbs.com alt: Starfleet@bbs.freebbs.com
Terry.Ortman@pdsig.com
```

1607. Atari Equipment Must Sell!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-23 00:00:00 UTC
From: 125-12756@wwivlink.survivor.org
Message-ID: <ffff84d8wwcp500@tss.survivor.org>
Source record: 85182

```
0R 36 03/23 17:17 WWIVlink 314->13465
0R 36 03/23 12:18 WWIVlink ->314
0R 34 03/22 08:29 [Lv3.8 WWIVlink 12757 ->314 (via SierraLink 2750 ->1025)]
0R 34 03/22 08:29 WWIVlink ->12757
0R 36 03/21 20:44 wwivlink 12756->12759
0R 35 03/21 20:49 WWIVLink ->12756
ATARI Equipment, MUST SELL!!!

ATARI 400 Computer, 16K, with power supply, manual, and 2 joysticks, TV
connector, original cost $599.00, Joysticks $19.95 each, asking $100.00
or best offer.

ATR8000 64K CP/M computer, for use with Atari 8-bit computers or Dumb
(IBM computer) terminals. Runs all CP/M 2.2 software, supports up to 4
disk drives, any size, any density, 8 inch, High Denisty 5.25 and 3.5
floppies, any IBM compatible printer, modem port for using any RS232C
compatible external modem, includes Auto-Term Disk for Atari computers,
CP/M 2.2 Master Diskette, several CP/M disks, ATR8000 Manual, MY-DOS
master Disk, CP/M Supplement Manual, modem cable, printer cable,
original cost $695.00 for the ATR8000 Basic system, printer cable
$39.95, Modem cable $39.95, asking $100.00.

Dual Floppy Disk Drives in case with power supply and cooling fan,
connecting cable, for above ATR8000 or any IBM compatible computer.
Case can hold 4 half height 5.25 floppies, original cost $895.00, Case
alone is worth $89.95 at most supply companies, asking $65.00.

Both ATR8000 and Dual Disk Drives, $135.00

ATARI 1027 Letter Quality Printer, New in Box, with ink rollers,
manual, power supply, connecting cables, oil, original cost $399.95.
Also have a non-working 1027, can be fixed at any Atari service center,
both printers cost new $399.95 each, asking $100.00 for both of them.

ATARI 1050 Disk Drive, works with any Atari 8-bit computer, in very
good condition, like new, supports single and dual density modes,
includes power supply, original cost $179.95, asking $75.00.

Data-Que Turbo-816 upgrade for Atari 8-bit, XL or XE series computers.
Upgrades and replaces the 6502C in the computer with the 16-bit 65C816
CPU, can use Atari OS, or the NEW Turbo-OS included. Speeds up
programs as much as 350% faster. The 65C816 processes 4 instructions
per clock cycle (Only the new P6, 80686 Intel chip does that, besides
this), as compared to the 6502 which processes one instruction per
clock cycle. Original cost $249.95. Includes T816 assembler $75.00,
Cross Developer for IBM $75.00, sevreal other Turbo 816 specific disks,
```

valued at $25.00 each. Asking $250.00 for the entire package.

ATARI 800XL upgraded to 256K memory, will run most 130XE specific programs, already wired for Turbo-816 installation, just need to re-solder 3 jumpers, and plug in the Turbo-816 kit above. Original cost $189.95 for the 800XL, $79.95 for the Upgrade kit, $65.00 for the 256K DRAMs, asking $125.00.

Supra External 2400 Baud Modem, includes powewr supply, no manual, Hayes Compatible, requires 850/P:R:/ATR8000, asking $50.00

1608. Atari Equipment Must Sell 1 of 2

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-23 00:00:00 UTC
From: 125-12756@wwivlink.survivor.org
Message-ID: <ffff84d9wwcp500@tss.survivor.org>
Source record: 85183

```
0R 36 03/23 17:17 WWIVlink 314->13465
0R 36 03/23 12:18 WWIVlink ->314
0R 34 03/22 08:29 [Lv3.8 WWIVLINK 12757 ->314 (via SierraLink 2750 ->1025)]
0R 34 03/22 08:29 WWIVlink ->12757
0R 36 03/21 20:44 wwivlink 12756->12759
0R 35 03/21 20:49 WWIVLink ->12756
ATARI Equipment, MUST SELL!!!

ATARI 400 Computer, 16K, with power supply, manual, and 2 joysticks, TV
connector, original cost $599.00, Joysticks $19.95 each, asking $100.00
or best offer.

ATR8000 64K CP/M computer, for use with Atari 8-bit computers or Dumb
(IBM computer) terminals. Runs all CP/M 2.2 software, supports up to 4
disk drives, any size, any density, 8 inch, High Denisty 5.25 and 3.5
floppies, any IBM compatible printer, modem port for using any RS232C
compatible external modem, includes Auto-Term Disk for Atari computers,
CP/M 2.2 Master Diskette, several CP/M disks, ATR8000 Manual, MY-DOS
master Disk, CP/M Supplement Manual, modem cable, printer cable,
original cost $695.00 for the ATR8000 Basic system, printer cable
$39.95, Modem cable $39.95, asking $100.00.

Dual Floppy Disk Drives in case with power supply and cooling fan,
connecting cable, for above ATR8000 or any IBM compatible computer.
Case can hold 4 half height 5.25 floppies, original cost $895.00, Case
alone is worth $89.95 at most supply companies, asking $65.00.

Both ATR8000 and Dual Disk Drives, $135.00

ATARI 1027 Letter Quality Printer, New in Box, with ink rollers,
manual, power supply, connecting cables, oil, original cost $399.95.
Also have a non-working 1027, can be fixed at any Atari service center,
both printers cost new $399.95 each, asking $100.00 for both of them.

ATARI 1050 Disk Drive, works with any Atari 8-bit computer, in very
good condition, like new, supports single and dual density modes,
includes power supply, original cost $179.95, asking $75.00.

continued next message...
```

1609. Re: Questions about ATR images

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-23 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4j233a$poi@nuke.csu.net>
Source record: 85184

Andrew Krieg: Man or Android? (krieg@miller.cs.uwm.edu) wrote:
: Some of the software I would like to get for my 8-bit comes in ATR image
: format. I know this is some format used for emulation on a PC, but what
: exactly is it?

Header + raw disk data, pretty much.

: I have no desire to do PC emulation, I just want to get the files onto my
: 8-bit, without buying a dedicated cable or anything else. What is the best
: way to do this?

You either:
1. are TOTALLY against using a PC with an Atari
2. have a nice hard drive setup on your Atari
3. don't know what you're missing (ie, never seen APE running)

: Can I extract the files from the ATR image on a UNIX machine? I have a modem
: on my 8-bit, so I can download the files from my UNIX account. Or will I
: have to download to my PC, extract the files, then upload the files to my
: UNIX account? What tool is used for extraction, and I will I be able to get
: the raw Atari files from an ATR image?

Either. There's "ATR2UNIX" which is obviously for Unix, and I think ported
for MSDOS, which extracts files out of happy ATR files (ie, DOS 2.5, MyDOS)
onto your account/drive. Works pretty well.

There're also "S2PC" and "AtarImg" for MSDOS which give you an interactive
interface (AtarImg looks a lot like GUI FTP programs, and S2PC looks like
an AtariDOS menu). You can copy, delete, rename, and extract/add files to
ATR images for DOS 2.5, MyDOS and (AtarImg only, if at all) SpartaDOS.

Good luck!

-bill!
kendrick@zippy.sonoma.edu ||| kendrick@vax.sonoma.edu Hail Unix!
** New Breed Software ** / | \ ** William Kendrick ** Viven las Ataris
http://zippy.sonoma.edu/~kendrick/ http://sterba.com/

1610. Re: SnowFight: Anyone remember?

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-23 00:00:00 UTC
From: Tony Ramos <ramos.15@osu.edu>
Message-ID: <315457EA.4A78@osu.edu>
Source record: 85185

Yes, I have this game. It's called "Snowball Fite". My copy says it's from "The Nose" at "The Cocaine BBS". (heh heh, get it?)

When me and my 'crew' put on an all-night event, I usually set up a play room full of old handheld games, video games and computers. A couple of these parties, "snow*ball" and its sequel, "snow*fall", were winter-themed. I had the game on right at the entranceway to the dance floor.

You're right about it being a hit with people who don't normally play with computer or video games. People loved it: it drew a crowd all night.

-Tony R.

p.s. Anybody have Mr. Llamasoft's e-mail address? I use a lot of his software to generate live graphics for the video projection screens, and I'm sure he'd get a kick out of seeing some pictures.

--
Tony Ramos : http://www.cis.ohio-state.edu/~aramos
1322 W. 7th Ave. Apt. A : ramos.15@osu.edu, tony_ramos@fitch.com
Columbus, OH 43212 : *** computer-mediated environments ***
(614)486-6253 : *** interface ** image synthesis ***

1611. Re: PC-ATARI???

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-23 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4j22g9$poi@nuke.csu.net>
Source record: 85186

Paul Irvine (mclane@dellos.demon.co.uk) wrote:

: Does this work only Atari -> PC or can they be sent back to the
: Atari??

If you mean APE or SIO2PC setups, then yes - you can read files from your PC onto your Atari, and save files from your Atari onto your PC. Both either with disk images or directly onto the PC. (APE does it very transparently - I have a few 3.5" MSDOS disks with demo programs sitting on them in .COM format (ie, raw), and I can just 'install' my PC's 3.5" drive into one of the APE drive slots, do a disk directory of the 3.5" disk, load files off of it, etc! It's RAD! Same is, of course, possible with hard drives & CD ROMs!)

: I only ask as I will be getting a CD writer and the Non protected
: software could be lumped onto 1 CD and save a massive ammount of
: space......

Gonna need a TON of 8-bit stuff to fill a 600MB CD ;)

: *** PSX & PC GURU ***

Really? Tell us about your PSX Guru-ness. :)

1612. Atari BASIC ROM image: Thanks everyone!

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-23 00:00:00 UTC
From: Tony Ramos <ramos.15@osu.edu>
Message-ID: <31545AAA.1E76@osu.edu>
Source record: 85187

Now I can run Creepy Caverns on my Power Mac, and show my co-workers in
the Interface group how I got my start. (big grin)

Thanks again, everyone.

-Tony

--
Tony Ramos : http://www.cis.ohio-state.edu/~aramos
1322 W. 7th Ave. Apt. A : ramos.15@osu.edu, tony_ramos@fitch.com
Columbus, OH 43212 : *** computer-mediated environments ***
(614)486-6253 : *** interface ** image synthesis ***

1613. Re: Looking for 800XE or 130XE...

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-23 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <827660216_OASIS_@pcc-uky.campus.mci.net>
Source record: 85188

In article <4j0s55$40h@nadine.teleport.com>
produnl2@teleport.com (DAVID P. LOEWEN) said:-

>Looking for either 800XE or 130XE system in good working condition.
>Will pay reasonable price. For possible partial trade, I have a
>600XL (needs some work), power supply, amd a 410 tape drive.

Try the Computer Dungeon @ 1-708-547-7085...Their last catalog had some
8-bit stuff listed...

--

```
_/_/_/
```

1614. Question Power Supply 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-23 00:00:00 UTC
From: ffernand@tir.com
Message-ID: <3154BCDF.5265@tir.com>
Source record: 85189

To anyone,

I was given a Atari 800XL. However it did not come with a power supply. Can anyone give the specs on the voltage needed for the 7 pin DIN. or does any one have working power supply they would like to sell me. Also I need the specs for 5 pin din for the monitor, also. I guess at this time does any one have any spare parts for the 800XL or even an user manual.

Please respond back to my email address.

Thanks in advance.

Fernando
ffernand@tir.com

1615. Re: 6502 Multitasking OS announce

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-23 00:00:00 UTC
From: johnlb@primenet.com
Message-ID: <4j2eta$7mi@nnrp1.news.primenet.com>
Source record: 85190
Cross-posted to: comp.sys.cbm,comp.os.misc,alt.comp.hardware.homebuilt,comp.sys.apple2.programmer,comp.sys.atari.8bit

In article <DoqKr9.yA@eskimo.com>, Ernest Stokes <drray@eskimo.com> wrote:
>In article <sheldonDonwz1.7I9@netcom.com>,
>Sheldon Simms <sheldon@netcom.com> wrote:
>>In article <DoMMn6.CJJ@eskimo.com> drray@eskimo.com (Ernest Stokes) writes:
>>>In article <holger.960.0014CE47@deep.hb.provi.de>,
>>>
>>>What is really needed is a comp.sys.65xx newsgroup of some kind. I thank
>>>a thousand times over the guy who crossposted this to comp.sys.cbm.
>>>
>>>I looked for a similar newsgroup before (to swap ideas for ML and for
>>>interfacing the 6502,6510,and the new '816 (super64 20mhz cart).
>>
>>I agree about the 6502 group.
>>However I want to clarify what you said about the 65816. I have read
>>the WWW page about the 20Mhz accelerator for C-64, and it's very
>>impressive. I just want to clarify the fact that although that accelerator
>>is new, the 65816 chip has been around for quite a while. It is the
>>CPU in the Apple IIgs.
>>
>>-Sheldon
>>
>
>Yeah, I have been taken to the woodshed about a dozen times (by apple
>][gs owners no less) about the '816.. everthing I know about the chip, I
>learned from usenet.. :)
>
>It's new to me... :D
>
>What do we need to do to start a 6502 newsgroup, (i think it should also
>deal with interfacing to it as well as programming it)...
>
>Apple,Atari,c-64 geeks unite.. :)
>

Now if we had someone from WDC to give us more input and support.
I am moving back to Phoenix in a couple of weeks, and I need to go into
to talk to them anyway, so I will try and collect some info on the newer
65xxx series chips (like what status is the 65C832 in? [I know the answer
will be that there are no companies that want 100K+ units so they won't
finish it!]).

Can you imagine a system with a 65C832 as the main processor and one or
more DSP chips? Throw away that slooooooooooooow ibm and get with the
program!

```
--
-------------------------------------------------------------------------------
John Bowling |Apple II GS can whip the pants off its little
johnlb@primenet.com |brother (Mac) any time!
-------------------------------------------------------------------------------
```

1616. Re: 6502 Multitasking OS announce

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-24 00:00:00 UTC
From: treiter@comet.net
Message-ID: <treiter-2403961943330001@10.0.2.15>
Source record: 85056
Cross-posted to:
comp.sys.cbm,comp.os.misc,alt.comp.hardware.homebuilt,comp.sys.apple2,comp.sys.apple2.programmer,comp.sys.atari.8bit

In article <holger.963.0004640A@deep.hb.provi.de>, holger@deep.hb.provi.de
(Holger Bruns) wrote:

If this OS exists, and as a 6502 OS I assume it's compatible with the
Apple II, has anyone tried it yet on their computer? Have other,
non-Apple II, people tried it out either? Feedback? Is it actually worth
using or is it just a really neat idea?

--
"Happy trails to you, until..we meet...again......."

____
|OBYLARONIOUS
Lover of all things Apple][.

1617. Gifencode. or other...

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-24 00:00:00 UTC
From: Nir_Dary <nirdary@pacificnet.net>
Message-ID: <3155F4EC.4F74@pacificnet.net>
Source record: 85057

Does any one knows on an newer version of Gifencode that allows you to
convert Atari pictures to Gif in COLOR!!!
Right now i have Gifencode 1.0 wich does convert Atari pictures to Gif's
but only in Mono,
or Information on another utility that does the same thing will be very
helpfull!!!

Thanx, Nir.

1618. Re: 6502 Multitasking OS announce

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-24 00:00:00 UTC
From: johnlb@primenet.com
Message-ID: <4j4u66$iur@nnrp1.news.primenet.com>
Source record: 85058
Cross-posted to: comp.sys.cbm,comp.os.misc,alt.comp.hardware.homebuilt,comp.sys.apple2.programmer,comp.sys.atari.8bit

In article <OucVxwyjtIgU088yn@mail.msen.com>,
Jim Brain <brain@mail.msen.com> wrote:
>
>
>In article <4j2eta$7mi@nnrp1.news.primenet.com>,
>johnlb@primenet.com (John Bowling) wrote:
>>Now if we had someone from WDC to give us more input and support.
>>I am moving back to Phoenix in a couple of weeks, and I need to go into
>>to talk to them anyway, so I will try and collect some info on the newer
>>65xxx series chips (like what status is the 65C832 in? [I know the answer
>>will be that there are no companies that want 100K+ units so they won't
>>finish it!]).
>
>That's what I got out of them when I interviewed Bill back in Dec. 1995.
>
>>Can you imagine a system with a 65C832 as the main processor and one or
>>more DSP chips? Throw away that slooooooooooooow ibm and get with the
>>program!
>
>I wish they would finish it.
>
>Oh well.
>
>Actually, I wish they would come out with a ucontroller version with
>EEPROM. That is what I want....

If you're going to use enough the 65C265 has mask programmed ROM built in,
but again, you probably need 10K+ units to pay for the mask charge. It
really is one of the best single chippers out there (4 complete serial
ports, 2 analog [sine wave] ports, lots of parrallel ports and/or
addressing, etc.).

John

>JIm
>>
>Jim Brain, Embedded System Designer, Brain Innovations, Inc. (BII)(offline sig)
>brain@mail.msen.com "Above views DO reflect my employer, since I'm my employer"
>Dabbling in WWW, Embedded Systems, VR, Old CBM computers, and Good Times! -Me-
>Jim Brain: BII, VR, and CBM info

--

John Bowling |Apple II GS can whip the pants off its little

johnlb@primenet.com |brother (Mac) any time!

1619. IT DIED!

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-24 00:00:00 UTC
From: Darryl Shpak <dos021@freenet.mb.ca>
Message-ID: <Pine.SOL.3.91.960324221721.23480A-100000@winnie.freenet.mb.ca>
Source record: 85059

<funeral dirge>

My Atari died :-(

Sypmtons: I turn it on, I get a low-pitched buzz, flickering (VERY)
black-and-white screen. Nothing extraordinary happened to it, it just
died (heart failure?). I rather liked it, it was a hobby for me.

So...Any ideas? I have not seen any equipment for sale anywhere near
here. I was once told it was likely the power supply. I was looking at
opening it up, but it doesn't seem to open real easy. I also thought of a
simple problem like a loose chip etc. inside the machine (perhaps the
ANTIC chip?).

Oh yeah, it's an ATARI 600XL. If anyone can tell me what's wrong, what to
look for, or how to fix it, I would very much appreciate it. If not, I'll
have to scavenge for a used system. Once I determine the bad piece, I
could open it up and perhaps end up with 2 working systems!

I was pleasantly surprised to find out just HOW alive the Atari 8-bits
were. I knew they were a great hobby system, but thought I was the only
one that still thought so! However, please mail any replies to me
(dos021@freenet.mb.ca) instead of just to the newsgroup since I'm not
real regular at checking in on newsgroups :-)

Thanx in advance,
Darryl.

+-=-+
| Darryl Shpak | * QuickBASIC Programming
| Winnipeg, MB | * FREE DOS, Windows, QB help; just mail me!
| Canada | * aka Spock on Heroes of Kore:
| dos021@freenet.mb.ca | http://weber.u.washington.edu/~pigfase/kore/

1620. 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-24 00:00:00 UTC
From: jim.mirous@prostar.com
Message-ID: <00000F100000064C@prostar.com>
Source record: 85060

Glad the Atari community is still active.
I just added a 1200XL to my collection and it displays only black and white?
It is connected to a Commodore monitor with luma and chroma inputs.
Works fine with my 800, is the video different for the 1200xl?
thanks, Jim.

1621. SIMPQWK80

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-24 00:00:00 UTC
From: John Haines <john_haines@pointless.gen.nz>
Message-ID: <60325203147$6FC8@pointless.gen.nz>
Source record: 85061

Tom Hunt <tomhunt@bright.net> wrote:

> Tell us about SIMPQWK80, is it something from the land downunder <

Hi there Tom, long time no chat with. - Yes indeed SIMPQWK80 is from the land downunder.. - It is a QWK 80 column offline Reader I wrote for the 8-bit users of my BBS after I had completly re-written the message base system of the board to handle QWK support.. - SIMPQWK80 also supports any other type of QWK packet form, from any other BBS as well. (cause it only uses the messages.dat and control.dat files from any packet and ignores any specific BBS files like the index files etc)

It's not as fancy as some offline Readers, and the reply part of the reader is a bare bones type of thing, but it does everything I want it to do and my users seem happy enough with it... <grin>

I haven't released it officially as yet cause I haven't had the time to write any documentation file for it, but I'll get to it one of these days, then I'll figure out some way of getting it uploaded to one of the Internet sites...

---
* SIMPQWK80 * #1 * for Atari8's

1622. Re: Prelimenary Monty: Anyone heard of it?

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-24 00:00:00 UTC
From: nil@interport.net
Message-ID: <4j4ehj$fqr@park.interport.net>
Source record: 85062

In article <4j3rbf$j6g@newsbf02.news.aol.com>, nrg299@aol.com (NRG299) wrote:
>Yeah..
>
>I have this thing, when it loads up it says "Preliminary Monty 16K"..
>Never found an end to the game though!
>

Cool. Where can I get it?

1623. Re: Prelimenary Monty: Anyone heard of it?

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-24 00:00:00 UTC
From: egittl1@zeus.towson.edu
Message-ID: <4j4hik$q15@sol.towson.edu>
Source record: 85063

Stan Lobunets (nil@interport.net) wrote:

Actually the game was called Montezuma's Revenge and yes it was a great
game. I might have a copy laying around if it still works but who knows.
I remember it saying it was called prelimenary Monty, and I found out
the reason why but I don't quite remember it...it might have been a beta
version.

Evan...
: 7
years I used to play this game on my 800XL. It's a platform game, you
: progress by finding the right color key and avoiding rolling sculls. I just
: picked up a 130XE, and would love to play this game again. Thanks for any
: info.

1624. Re: 800XL Equipment : Do I use it or lose it ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-24 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4j23st$poi@nuke.csu.net>
Source record: 85191

Tom Hunt (tomhunt@bright.net) wrote:
: On 19 Mar 1996 08:16:02 -0700, oscar@primenet.com (Oscar Fowler)
: wrote:

: mail or elm program. About the ONLY thing you cannot do is to surf
: the net with a web browser. But then, you could always get web pages
: sent to you via email, from one of the automated servers.

Oh come now! Ever heard of "Lynx" !?!?! I use it to browse the Web since
my PC can't be hooked up to the Internet except via a shell account and
terminal (Telix for MSDOS).

I can also use it with either Ice-T or FlickerTerm80 on one of my 8bit Ataris.

In fact, I'm working on a front-end for Lynx which runs on the Atari 8-bit,
so you can use a dedicated 'web browsing' program on the Atari via your shell
account.

Right now, all it's made of is a BACKend program for Unix (which is a frontend
for Lynx) which gives the program which will run on the Atari a stable and
predictable interface into Lynx - and it does a lot of the time and memory
consuming parsing and filtering. It's pretty cool. :)

And of course, eventually, there may even be graphics support for the browser!
Cool, huh!? :)

-bill!
kendrick@zippy.sonoma.edu ||| kendrick@vax.sonoma.edu Hail Unix!
** New Breed Software ** / | \ ** William Kendrick ** Viven las Ataris
http://zippy.sonoma.edu/~kendrick/ http://sterba.com/

1625. Prelimenary Monty: Anyone heard of it?

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-24 00:00:00 UTC
From: nil@interport.net
Message-ID: <4j28j5$nii@park.interport.net>
Source record: 85192

7 years I used to play this game on my 800XL. It's a platform game, you progress by finding the right color key and avoiding rolling sculls. I just picked up a 130XE, and would love to play this game again. Thanks for any info.

1626. Re: Newest PC XFormer - Version

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-24 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4j23eu$poi@nuke.csu.net>
Source record: 85193

Helge Sjoestroem (helge@schneider.doggybag.cls.de) wrote:
: Could you please tell me the newest PC XFormer Version ?

Version 3.3 is the latest. This is the version number of both the registered version, and the test-drive demo version. (Before, demos were just the old versions, and registered version were the latest versions. Now, the demos are just crippled versions of the registered versions).

Check:

http://www.halcyon.com/brasoft/

For more info and to download the demo version.

-bill!
kendrick@zippy.sonoma.edu ||| kendrick@vax.sonoma.edu Hail Unix!
** New Breed Software ** / | \ ** William Kendrick ** Viven las Ataris
http://zippy.sonoma.edu/~kendrick/ http://sterba.com/

1627. Re: GNU C-compiler port to 6502

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-24 00:00:00 UTC
From: erlkonig@magrathea.origin.ea.com
Message-ID: <87ohpmr7fe.fsf@magrathea.origin.ea.com>
Source record: 85194
Cross-posted to: comp.sys.cbm,gnu.gcc,de.comp.gnu,comp.sys.atari.8bit

```
| And then there is the problem that gcc does not only take much memory
| for its code but also for data - it's notorious as a memory tester for
| PCs because of its huge working set. :-) Any 6502-based VM systems out
| there?
```

None of these problems should affect a cross-compiler to the 6502, just native compilers.

```
--
/-----------------------------------------------------------------------\
| C. Alexander North-Keys http://www.rda.com/~erlkonig/ |
| Unix Systems Analyst Origin Systems erlkonig@origin.ea.com |
\-----------------------------------------------------------------------/
```

1628. Re: 6502 Multitasking OS announce

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-24 00:00:00 UTC
From: treiter@comet.net
Message-ID: <treiter-2403960026360001@10.0.2.15>
Source record: 85195
Cross-posted to:
comp.sys.cbm,comp.os.misc,alt.comp.hardware.homebuilt,comp.sys.apple2,comp.sys.apple2.programmer,comp.sys.atari.8bit

```
>>I looked for a similar newsgroup before (to swap ideas for ML and for
>>interfacing the 6502,6510,and the new '816 (super64 20mhz cart).
Is this any thing like the 65c816 which is powering my GS (accept accelerated)?

--
"Happy trails to you, until..we meet...again......."

-----------
|OBYLARONIOUS
Lover of all things Apple ][.
```

1629. Re: Disk Communicator

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-24 00:00:00 UTC
From: winston@merk.com
Message-ID: <DorKGo.CAE@merk.com>
Source record: 85196

On Monday, March 18, 1996 at 00:28:36 GMT (7:28pm EST March 17th ?)
c-gle@math.utah.edu (Lawrence Edwin Gold) wrote:

LG> Can anyone give me some tips about using Disk Communicator to
LG> "expand" .dcm files? I've tried both dskcom32 and diskcomm from
LG> the Atari Archive (they're both supposed to be the same file).
LG> I try running the com file from DOS (2.5 or 2.0), it loads for
LG> a few seconds, and then just sits idle.
LG>
LG> Is the file corrupt, or is there some special procedure I must use?

After a proper load of Disk Communicator 3.2, you should see a menu on
your screen that looks similar to the Bob Puff Super-ARC menu. If you do
not see this then the file may not be good. As Bob Puff was a big booster
of WordMark's MyDOS, you might try running the .COM from MyDOS. Another
possibility is that the person who uploaded the binary did so using a file
format such as SpartDOS or DOS-XE "enhanced". Only ATARI DOS 2.0/2.5
"single" density is considered a "universal" ATARI DOS format.

P.S. Did you remember to turn --BINARY-- mode --ON-- if you were FTP-ing?

P.P.S. If you just signed off an InterNet sight, did you "COLD BOOT" (i.e.
cycle power ON/OFF) before you went to DOS ? Perhaps an "R:"
device handler was still resident in memory and conflicted with the
.COM file in some way ?

1630. Re: whats wrong with my 800XL?

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-24 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <4j3fqj$99l@blackice.winternet.com>
Source record: 85197

> SPINNER@Century.tng.oche.de (Sascha Erler) writes:
> Hi there!
>
> Few weeks ago, a guy gave me his Atari 800XL, because he didn't use it for
> years and he knew, that I like old Computers (btw: does anyone else have
> an Amstrad CPC?).
(SNIP)
>>>>
Most 800XL have all their I.C.'s on Sockets. If it's been sitting
around for a couple of years and has been 'bounced' around the first thing
to do would be to take it apart and reseat all the I.C.'s. Just raising and
re-inserting them will be enough for the chip legs to make better contact.

Rich Mier

1631. Atari equip. & books for sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-24 00:00:00 UTC
From: cducey@kuhub.cc.ukans.edu
Message-ID: <1996Mar24.114742.116531@kuhub.cc.ukans.edu>
Source record: 85198

Atari 800XL in orig. box, joysticks, Star Raiders cartrige, Basic Reference Manual, Indus GT Disk Drive with software, plus Books: Compute's First Book of Atari Graphics, Second Book of Atari, Mapping the Atari, & Machine Language for Beginners; McGraw-Hill's 6502 Assembly Language Subroutines: and the Atari 400/800 Technical Reference Manual (Operating System Source Listing, User Manual & Hardware Manual). I will take $125 (plus shipping) for the entire lot. Correspond directly by E-mail to cducey@falcon.cc.ukans.edu

1632. FS:800XL etc.

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-24 00:00:00 UTC
From: cducey@kuhub.cc.ukans.edu
Message-ID: <1996Mar24.084449.116529@kuhub.cc.ukans.edu>
Source record: 85199

FS Atari 800XL w/power supply, cables, Atari Basic manual, joysticks. Indus GT disk drive nd software for database, word processor, spreadsheet & DOS XL, Star Raider game cart. Also have the following books: Compute's First Book of Atari Graphics, Compute's Second Book of Atari, Mapping the Atari, Machine Language for Beginners, McGraw Hill's 6502 Assembly Language Subroutines, and the Atari 400/800 Oerating System User Manual, Hardware Manual, & Source Listing. The price is $125.00 plus shipping for the entire lot.

1633. Re: Prelimenary Monty: Anyone heard of it?

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-24 00:00:00 UTC
From: nrg299@aol.com
Message-ID: <4j3rbf$j6g@newsbf02.news.aol.com>
Source record: 85200

Yeah..

I have this thing, when it loads up it says "Preliminary Monty 16K"..
Never found an end to the game though!

1634. Re: Newer release of Ape?

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-24 00:00:00 UTC
From: ted@donnwell.se
Message-ID: <4j3d45$966@mn5.swip.net>
Source record: 85201

jeking@xmission.com (James King) wrote:

>Trying APE again (1.06s) and was wondering if there's a newer revision
>available for download?

>Is Steven Tucker still selling Ape? I think I finally got it working
>via my 8 port serial card, and would consider purchasing it, if I knew it
>would work for me.

>--
> @ @ @ ------------------------------------ @ @ @
> @ @ @ James King - jeking@xmission.com @ @ @
> @ @ @ ------------------------------------ @ @ @
> Atari 8bit hobbyist by choice, MIS Professional by accident!

Try:
http://seka.nacs.net/~classics/
APE hompage.

B.R.
Tomas Edholm

1635. Re: Questions about ATR images

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-24 00:00:00 UTC
From: mcmahon@inil.com
Message-ID: <3187cc$d3031.d6@news.inil.com>
Source record: 85202

kendrick@zippy.sonoma.edu (William Kendrick) wrote:

>Andrew Krieg: Man or Android? (krieg@miller.cs.uwm.edu) wrote:
>: Some of the software I would like to get for my 8-bit comes in ATR image
>: format. I know this is some format used for emulation on a PC, but what
>: exactly is it?

>Header + raw disk data, pretty much.

I though ATR is an image of a 8 bit disk... As you could set up a ATR
image with whatever density and number of sectors you wanted...
Perhaps someone has a FAQ on it, please post a location where to find
it...

>: I have no desire to do PC emulation, I just want to get the files onto my
>: 8-bit, without buying a dedicated cable or anything else. What is the best
>: way to do this?

>You either:
> 1. are TOTALLY against using a PC with an Atari
> 2. have a nice hard drive setup on your Atari
> 3. don't know what you're missing (ie, never seen APE running)

Cmon. These are not reasonable answers... There needs to a way to
convert from an ATR to DCM somewhere... People have perfectly working
8 bits, why should they buy those things mentioned above. People
should be able to d/l a ATR file and be able to process it on their
own 8 bits...

>: Can I extract the files from the ATR image on a UNIX machine? I have a modem
>: on my 8-bit, so I can download the files from my UNIX account. Or will I
>: have to download to my PC, extract the files, then upload the files to my
>: UNIX account? What tool is used for extraction, and I will I be able to get
>: the raw Atari files from an ATR image?

>Either. There's "ATR2UNIX" which is obviously for Unix, and I think ported
>for MSDOS, which extracts files out of happy ATR files (ie, DOS 2.5, MyDOS)
>onto your account/drive. Works pretty well.

>There're also "S2PC" and "AtarImg" for MSDOS which give you an interactive
>interface (AtarImg looks a lot like GUI FTP programs, and S2PC looks like
>an AtariDOS menu). You can copy, delete, rename, and extract/add files to
>ATR images for DOS 2.5, MyDOS and (AtarImg only, if at all) SpartaDOS.

>Good luck!

>-bill!
>kendrick@zippy.sonoma.edu ||| kendrick@vax.sonoma.edu Hail Unix!

>** New Breed Software ** / | \ ** William Kendrick ** Viven las Ataris
>http://zippy.sonoma.edu/~kendrick/ http://sterba.com/

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,
* Rory McMahon Atari Fanatic by CHOICE! Falcon030/4/85/SyQuest EZ135 *
# mcmahon@inil.com 8 bits and above! Pentium 90 Xformer! #
'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'

1636. Re: Prelimenary Monty: Anyone heard of it?

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-24 00:00:00 UTC
From: zakharov@panix.com
Message-ID: <4j4nuc$fvl@panix3.panix.com>
Source record: 85203

NRG299 (nrg299@aol.com) wrote:
: Yeah..

: I have this thing, when it loads up it says "Preliminary Monty 16K"..
: Never found an end to the game though!

I used to play this game. I think this was a "pre-release" of a complete
game called "Montezuma's (sp?) Revenge" - that's where the name came from.
I also believe it was inclomplete. It featured the same characters and the
same type of environment.

--
Vladimir Zakharov | "If only the eyes could see o O
zakharov@panix.com | Then you'd know your destiny OoOO
| The mind is an enemy OU==\
| And you just need a friend" RJD \ |/

1637. Re: 8-bit Sound

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-24 00:00:00 UTC
From: areeve@avana.net
Message-ID: <4j4hkl$1k1@tiger.avana.net>
Source record: 85204

In particular I'm trying to understand exactly what the polycounters
do in allowing for distortion.

1638. Re: 6502 Multitasking OS announce

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-24 00:00:00 UTC
From: brain@mail.msen.com
Message-ID: <OucVxwyjtIgU088yn@mail.msen.com>
Source record: 85205
Cross-posted to: comp.sys.cbm,comp.os.misc,alt.comp.hardware.homebuilt,comp.sys.apple2.programmer,comp.sys.atari.8bit

In article <4j2eta$7mi@nnrp1.news.primenet.com>,
johnlb@primenet.com (John Bowling) wrote:
>Now if we had someone from WDC to give us more input and support.
>I am moving back to Phoenix in a couple of weeks, and I need to go into
>to talk to them anyway, so I will try and collect some info on the newer
>65xxx series chips (like what status is the 65C832 in? [I know the answer
>will be that there are no companies that want 100K+ units so they won't
>finish it!]).

That's what I got out of them when I interviewed Bill back in Dec. 1995.

>Can you imagine a system with a 65C832 as the main processor and one or
>more DSP chips? Throw away that slooooooooooooow ibm and get with the
>program!

I wish they would finish it.

Oh well.

Actually, I wish they would come out with a ucontroller version with
EEPROM. That is what I want....

JIm
>
>
>
>--
>--
>John Bowling |Apple II GS can whip the pants off its little
>johnlb@primenet.com |brother (Mac) any time!
>--

--
Jim Brain, Embedded System Designer, Brain Innovations, Inc. (BII)(offline sig)
brain@mail.msen.com "Above views DO reflect my employer, since I'm my employer"
Dabbling in WWW, Embedded Systems, VR, Old CBM computers, and Good Times! -Me-
Jim Brain: BII, VR, and CBM info

1639. Re: GNU C-compiler port to 6502

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-25 00:00:00 UTC
From: gwesp@dodo.cosy.sbg.ac.at
Message-ID: <4j68gn$4mv@dodo.cosy.sbg.ac.at>
Source record: 85064
Cross-posted to: comp.sys.cbm,gnu.gcc,de.comp.gnu,comp.sys.atari.8bit

In article <DoMHs1.M3M@iglou.com>, Bill Marcum <bmarcum@iglou.iglou.com> wrote:
:
>Doesn't gcc take quite a bit more than 64K? It might be possible to
>write a cross-compiler that produces 6502 code on some other system.
:

Oops, I forgot that... Of course I meant to make a cross compiler only,
a native gcc on a 6502 seems impossible (not only because of
gcc's size, it also would be _really_ slow). Moreover, to make a
native gcc on some system, this system should be something at least
somehow resembling an operating system _and_ you would have to write
a C library (or at least parts of it). Much work to do... :-)

Greetings,
-Gerhard

1640. Re: GNU C-compiler port to 6502

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-25 00:00:00 UTC
From: gwesp@dodo.cosy.sbg.ac.at
Message-ID: <4j6952$4pc@dodo.cosy.sbg.ac.at>
Source record: 85065
Cross-posted to: comp.sys.cbm,gnu.gcc,de.comp.gnu,comp.sys.atari.8bit

```
In article <4isha9$s6g@charm.magnus.acs.ohio-state.edu>,
Rob Funk <rfunk@magnus.acs.ohio-state.edu> wrote:
:
>>write a cross-compiler that produces 6502 code on some other system.
>
>That's been done: cc65
:

You probably mean the lcc port I mentioned in my initial posting?

With this I tried to compile code containig the fragment

while(*p) ;

with p being a char *.
The resulting assembly code was really a Bad Thing: It contained about ten
instructions, (involving integer promotion of *p) where a simple

ldy #0
label: bit (p),y
bne label

or something like that would suffice...

I hope that gcc would perform better :-)

Greetings,
-Gerhard
```

1641. Re: GNU C-compiler port to 6502

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-25 00:00:00 UTC
From: dat94ali@ludat.lth.se
Message-ID: <4j6b5v$f3b@news.lth.se>
Source record: 85066
Cross-posted to: comp.sys.cbm,gnu.gcc,de.comp.gnu,comp.sys.atari.8bit

In article <4j1vjr$poi@nuke.csu.net>, kendrick@zippy.sonoma.edu
(William Kendrick) writes:
>Rob Funk (rfunk@magnus.acs.ohio-state.edu) wrote:
>: In article <DoMHs1.M3M@iglou.com>, Bill Marcum <bmarcum@iglou.iglou.com>
>: wrote:
>: >It might be possible to write a cross-compiler that produces 6502
>: >code on some other system.
>:
>: That's been done: cc65
>
[snip William's post]

Heeeeeeeyy, waaaaait a minute! You mean there *is* a c crosscompiler?
where?! I want it! 8-) Seriously, I don't mind if it's not the
best optimizing thing ever to be, just a decent crosscompiler that
produces working, decent code. Where can I find cc65? I'd probably
need the source (I take it there's no binary for Amiga...)

ehh, It's not commercial is it?

TIA,
/ali--
(Anders Lindgren, | A4000/040/ | "Of course it's unreadable! |
dat94ali@ludat.lth.se, | 6Mb/460Mb/ | Why do you think it's |
http://www.ludat.lth.se/~dat94ali) | 1942/OS3.0 | called code???" O- |

1642. Re: GNU C-compiler port to 6502

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-25 00:00:00 UTC
From: fachat@physik.tu-chemnitz.de
Message-ID: <4j6f9g$9nu@narses.hrz.tu-chemnitz.de>
Source record: 85067
Cross-posted to: comp.sys.cbm,gnu.gcc,de.comp.gnu,comp.sys.atari.8bit

```
Gerhard Wesp (gwesp@dodo.cosy.sbg.ac.at) wrote:
: ldy #0
: label: bit (p),y
: bne label

Get a book on 6502 assembler programming (sorry couldn't resist... ;-)

Andre

--
Andre Fachat, Tel:++49-371-531-3551|"I do not feel obliged to believe that the
Stadlerstr 17, 09126 Chemnitz,Germ.| same God who has endowed us with sense,
a.fachat@physik.tu-chemnitz.de | reason, and intellect has intended us to
http://www.tu-chemnitz.de/~fachat | forego their use" -- Galileo Galilei
```

1643. Re: 6502 Multitasking OS announce

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-25 00:00:00 UTC
From: holger@deep.hb.provi.de
Message-ID: <holger.978.00035C1E@deep.hb.provi.de>
Source record: 85068
Cross-posted to:
comp.sys.cbm,comp.os.misc,alt.comp.hardware.homebuilt,comp.sys.apple2,comp.sys.apple2.programmer,comp.sys.atari.8bit

In article <treiter-240396194333000l@10.0.2.15>
treiter@comet.net (Toby Reiter) writes:

>If this OS exists, and as a 6502 OS I assume it's compatible with the
>Apple II, has anyone tried it yet on their computer? Have other,
>non-Apple II, people tried it out either? Feedback? Is it actually worth
>using or is it just a really neat idea?

Dear Toby,

a p machine exists and it's compatible with the Apple II. Remember the UCSD
operating system. A revised version of this system is capable to run Modula 2
programs. This p machine has some of the properties of a multitasking OS.

Regards,
Holger

1644. Re: Newer release of Ape?

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-25 00:00:00 UTC
From: classics@nacs.net
Message-ID: <4j7251$7gb@wariat.wariat.org>
Source record: 85069

On 25 Mar 1996 12:12:59 GMT, jeking@xmission.com (James King) wrote:

>Well, looks like I was wrong about Ape 1.06s. It acts like its copying,
>but it will sit on the same file all day long and never go any further.
>Reverting back to SIO2PC resolves that problem. Odd.

That was a bug in 1.06. Its fixed in 1.07

Steve

1645. Offically sanctioned XFD image specs?

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-25 00:00:00 UTC
From: classics@nacs.net
Message-ID: <4j72aa$7gb@wariat.wariat.org>
Source record: 85070

What image sizes and densitys are supported by the Xformer and XFD format?

Since it has 0 header information it must only recognize images of a particular size/format?

720/SD is the only XFD image I have.

Are the following formats supported?

1040/SD (1050 ED)
1440/SD (80t SD)
720/DD (Indus/etc)
1440/DD (Percom/etc)

??? Larger images?

Thanks

Steve

1646. Re: whats wrong with my 800XL?

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-25 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <Dosw0x.1vs@iglou.com>
Source record: 85071

The beep when you press Start is normal; it tells you to press "Play" on
the cassette recorder.

--
Bill Marcum bmarcum@iglou.com
"They're all lawyers, and think that the laws of physics can be amended with
a voice vote." -- Mary Shafer (shafer@ursa-major.spdcc.com) on Politicians

1647. great Atari game sound

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-25 00:00:00 UTC
From: jlendino@panix.com
Message-ID: <jlendino-2503960002240001@jlendino.dialup.access.net>
Source record: 85072

I grew up playing Atari 800 games and to this day, I still remember the great soundtracks on many of them. I've since started composing music in my home studio. I find that I'm interested in programming soundtracks for new games, largely because of my influence from the Atari 800, and from games that came out for the PC in the late 80's and early 90's (Kings Quest IV-VI, Might and Magic, etc).

Does anyone find the soundtracks for games like Ultima III as incredibly kick ass as I do? I thought that was phenomenal. A great port was released for the Mac last year that uses high-res graphics and a stereo version of that beautiful soundtrack. Or how about Gyruss? Nothing like 360 degree rotational movement, accompanied by sped-up Bach, to keep you glued to the edge of your seat.

I hear that Tempest 2000, for the Atari Jaguar, has a great techno soundtrack, but I haven't heard it yet. Those machines are getting real cheap, so maybe I'll get one.

Best,
Jamie

1648. Re: 6502 Multitasking OS announce

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-25 00:00:00 UTC
From: agent@siu.edu
Message-ID: <4j58eh$btc@saluki-news.wham.siu.edu>
Source record: 85073
Cross-posted to:
comp.sys.cbm,comp.os.misc,alt.comp.hardware.homebuilt,comp.sys.apple2,comp.sys.apple2.programmer,comp.sys.atari.8bit

How about this idea, to handle stacks? I read a similar thing in an issue of Dr. Dobbs Journal, in an article about a small multitasker.

Given that the stack is mostly going to be used for minor parameter passing and jsr's. I think is a good assumption -- other data structures are better suited for larger jobs.

Instead of copying the stack to and fro on every task switch, how about subdividing it? Each task would be allocated a portion of the stack. A task switch moves between the portions by adding or subtracting numbers from the stack register.

For example, let's say that we are currently on task 1. Its stack is partially filled. The stack register holds 240. Now there is a task switch, to task 2. The interrupt service routine stores the depth of the stack register on task 1's stack, which in this case, is 16. Now, the OS has also recorded where task 2's stack pointer was the last time it was active, in the format of 192 - n. It loads up n, subtracts it from 192, stores that in the stack register, giving xxx in the diagram below (the correct stack entry), and executes an RTI. It will return to the appropriate point in task 2, because task 2 was halted by an Jump-to-Interrupt (forgot opcode) to the OS, and the last thing put on the stack was the return address to task 2's state. So the RTI will return to that state.

Now, how to handle allocation of the stack? Well, some routines, particularly those needing recursion, need a lot of stack. Others don't need much. So when a task is initiated, it can request how much it expects to need, and the OS can allocate such-and-so.

```
256 -----------------
: Task 1 <- 240: 256-16
:
192 -----------------
: Task 2 <- xxx: 192-n=03
:
144 -----------------
: Task 3 (small)
112 -----------------
: Task 4 (wants
: lots)
:
48 -----------------
: System
```

```
: or Free
=050 -----------------
```

What do you think? Is it workable? (Again, due credits to Dr. Dobbs' article by whoever wrote it.)

1649. Re: 6502 Multitasking OS announce

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-25 00:00:00 UTC
From: holger@deep.hb.provi.de
Message-ID: <holger.979.00070BB3@deep.hb.provi.de>
Source record: 85074
Cross-posted to:
comp.sys.cbm,comp.os.misc,alt.comp.hardware.homebuilt,comp.sys.apple2,comp.sys.apple2.programmer,comp.sys.atari.8bit

In article <4j58eh$btc@saluki-news.wham.siu.edu> <agent@siu.edu> writes:

>How about this idea, to handle stacks? I read a similar thing in an
>issue of Dr. Dobbs Journal, in an article about a small multitasker.

>Given that the stack is mostly going to be used for minor parameter
>passing and jsr's. I think is a good assumption -- other data
>structures are better suited for larger jobs.

>Instead of copying the stack to and fro on every task switch, how about
>subdividing it? Each task would be allocated a portion of the stack. A
>task switch moves between the portions by adding or subtracting numbers
>from the stack register.

I guess, it will not work. The tasks cannot be executed independently. Only
the task on top of the stack will work without causing errors. Assume the
parameters of task 1 have been pushed to the top of the stack. The parameters
of task 2 are below of them. Now you try to execute task 2. Your stack
register will point to the bottom of the parameters of task 1. Pushing any
data to the stack will overwrite the parameters of task 1. Assume your
system decides to execute task 1 after executing task 2. Since the parameters
of task 1 are corrupted in this case, the system will crash.

Holger

1650. Help with 1050 Disk drive!

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-25 00:00:00 UTC
From: kphill@iconz.co.nz
Message-ID: <315644a6.1023911@status.gen.nz>
Source record: 85075

Hi There...

I just bought a second hand Atari 600XL, and a 1050 Disk drive...
I was wondering if anyone out here in Atari land can help me as this
is I never owned an Atari before...

1: The 1050 Diskdrive didn't have a power supply or DOS
disk with it.

What voltage does the 1050 use? I can then buy a power supply for it
(Note that I am in NZ which uses 240V)

Are there any PC app's out there to read and write Atari disks? Is it
possible to get a copy of the DOS disk via my PC and write it to a
floppy at all?

2: Cartridges...
Will the 600XL accept cartridges for the older 400/800 Ataris?

Thanks again for any help...

Regards

kev.

1651. Re: 6502 Multitasking OS announce

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-25 00:00:00 UTC
From: sheldon@netcom.com
Message-ID: <sheldonDot1r2.15L@netcom.com>
Source record: 85076
Cross-posted to:
comp.sys.cbm,comp.os.misc,alt.comp.hardware.homebuilt,comp.sys.apple2,comp.sys.apple2.programmer,comp.sys.atari.8bit

In article <treiter-240396194333000l@10.0.2.15> treiter@comet.net (Toby Reiter) writes:
>
>If this OS exists, and as a 6502 OS I assume it's compatible with the
>Apple II, has anyone tried it yet on their computer? Have other,
>non-Apple II, people tried it out either? Feedback? Is it actually worth
>using or is it just a really neat idea?

The answer is that it could be an Apple II OS, but it isn't for
right now. Although it is written for the 6502, it utilizes hardware
features not found (or differently accessed) on the Apple II. So until
someone ports it, it won't run on an Apple II.

-Sheldon

1652. Re: whats wrong with my 800XL?

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-25 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1996Mar25.003210.23656@wariat.UUCP>
Source record: 85077

(Guy from DE can't get his 800xl up.)
Sascha,
I suggest you get another 800xl. It would make things a
lot easier. First, open the computer up and very closely
inspect the board for cracks. You don't need a disk drive
attached to the board, just power supply and hookup to a
monitor or TV, the READY prompt on a blue screen should come
up when you turn it on. If the board looks ok, then you need
to swap out the Large Scale Integrated circuit chips. Swap
out as many chips as you can, that's where the second 800xl
comes in. The chips should be in sockets and you should take
great care in removing and re-installing them. Barring this,
you need at least a volt/ohm meter, logic probe and some
schematics to check the board. Even an oscilloscope if you
have the schematics and know how to use the oscilloscope.
There's no 'simple' way to tell you what's wrong with your
computer, you're just going to have to try to get it
running. Maybe there's someone near you who is knowledgable
about fixing 800xl and can help you.

--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

1653. Re: Newer release of Ape?

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-25 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <4j62kb$6hh@news.xmission.com>
Source record: 85078

Well, looks like I was wrong about Ape 1.06s. It acts like its copying,
but it will sit on the same file all day long and never go any further.
Reverting back to SIO2PC resolves that problem. Odd.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

1654. Re: 6502 Multitasking OS announce

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-25 00:00:00 UTC
From: ralph.mason@liffe.com
Message-ID: <4j688i$3p0@gatekeeper.liffe.com>
Source record: 85079
Cross-posted to:
comp.sys.cbm,comp.os.misc,alt.comp.hardware.homebuilt,comp.sys.apple2,comp.sys.apple2.programmer,comp.sys.atari.8bit

holger@deep.hb.provi.de (Holger Bruns) wrote:

>I guess, it will not work. The tasks cannot be executed independently. Only
>the task on top of the stack will work without causing errors. Assume the
>parameters of task 1 have been pushed to the top of the stack. The parameters
>of task 2 are below of them. Now you try to execute task 2. Your stack
>register will point to the bottom of the parameters of task 1. Pushing any
>data to the stack will overwrite the parameters of task 1. Assume your
>system decides to execute task 1 after executing task 2. Since the parameters
>of task 1 are corrupted in this case, the system will crash.

This method will work just fine, it just gives small stacks by
dividing the large (can you call 256 bytes large?) stack into
smaller stacks. Now providing all tasks play by the rules and do not
use more than their stack allocation there is no problem. I believe
that this is what the non MMU version of his OS does. You still don't
have seperate zero pages though :(

-Ralph

1655. Re: AR on XFORMER 3.3?

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-25 00:00:00 UTC
From: lamcw@aston.ac.uk
Message-ID: <DotsL6.3q@aston.ac.uk>
Source record: 85080

```
;No dice, Steve. Xformer is currently incapable of running the AR
;images. Let's all hammer the Xformer author with complaints so he
;fixes it.

Alternatively get a PowerMac and run AR on Rainbow :) Or hang onto your
PC and wait patiently for a few months...

Chris Lam,
Rainbow Keeper.
```

1656. Re: AR on XFORMER 3.3?

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-25 00:00:00 UTC
From: lamcw@aston.ac.uk
Message-ID: <Dotsxn.CJ@aston.ac.uk>
Source record: 85081

;The Atari 8bit OS has a jump adress for the SIO routine and it is equal
;for all OS (400/800/800XL/800XE/130XE/...) so many emulators patch the
;OS with an special instruction at these location and do something equal
;but do not emulate the SIO in the OS.

Yes, I've used the above technique for my Horizon (BBC Micro) emulator but *not*
for Rainbow (Atari 400/800/800XL). There are no ROM patches in Rainbow, full
emulation is achieved via the I/O pages. So you could in fact load up *any*
OS which works on a 400/800/800XL and it ought to work fine on Rainbow :)

Chris Lam,
Rainbow Keeper.

1657. APE fast computer problem.

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-25 00:00:00 UTC
From: ted@donnwell.se
Message-ID: <4j6dp1$h1r@mn5.swip.net>
Source record: 85082

Have problems to get APE to run on anything faster than a P66.
That is DX series to 120 ok, P60 ok, P90 in slow cpu speed OK.
Seams to be a timing thing.
Wrote Steve Tucker about it, and he said try a slowdown prog.
Have now tryed some, non working, have anybody tryed one that works
(with APE:-).
Or do any one have another work around?

B.R.
Tomas Edholm

1658. Auction * Classics * Update 4

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-25 00:00:00 UTC
From: pepper@freenet.edmonton.ab.ca
Message-ID: <Pine.A32.3.91.960325110259.76291J-100000@fn1.freenet.edmonton.ab.ca>
Source record: 85083

```
Welcome to Pepper's Auction.........

Rules see after Auction. Auction ends March 29/96
Minimum bid $2 on all items unless noted.
Bid increasements by even dollars
C - Cart
SW - Shrinkwrapped

================================================================================
Atari 400/600XL/800/800XL/1200XL/1400XL Disks, Carts - Untested -
(Mainly for 400/800 computers)
================================================================================
Centipede (Cart) +2.00 valis1
Final Legacy (Cart) +2.00 ael
Pac-Man (Cart)

---- Disks below ----

Aliencounter & Face Flash (Complete) EduFun
Bishop's Square/Maxwell's Demon (Disk & Box) DataSoft
Brain Boggler (complete) Educational Soft
Bug Off (SW) Adventure Inter
Caverns of Mars (SW) Atari
Cohen's Towers (complete) DataMost
Compu-Math Decimals Disk and Inst Edu-Ware +2.00 jboatno4
Frenzy & Flip Flop (Complete) EduFun
Gorf (SW) Roklan
Graphic Generator (complete) DataSoft +2.00 jboatno4
Graphics Machine (complete) Educational Soft +2.00 jboatno4
Hellcat Ace (Complete) Microprose Soft
Jeepers Creepers (SW) QS
Juno First (complete) DataSoft
Jumpman Disk only Epyx
Math for Fun (Complete) Educational Soft +2.00 jboatno4
Memory Jogger (Complete) Tech-Sketch +2.00 jboatno4
Mouskattack (Complete) Sierravision
Nato Commander (Complete) Microprose Soft
On-Track Racing (complete) Gamestar
Page Flipping (complete) Educational Soft +2.00 jboatno4
Phantasie (SW) SSI
Rebel Chare at Chickamauga (SW) SSI
Serpentine Disk & Box Broderbund Soft
Shape N Color (complete) Tech-Sketch
Simon Sez (complete) Tech-Sketch
Snake O nyms & Word Flip (SW) EduFun
```

Sneakers (complete) Sirius Soft
Space Eggs (complete) Sirius Soft
Star League Baseball Disk only Gamestar
Supersort (complete) Atari Program Ex.
Survivor (complete) Infocom
Suspended (2 Disks) Disks only Infocom
Tax Dodge (complete) Island Graphics
Teletari (SW) Don't A. C. soft +2.00 jboatno4
Threshold (SW) Sierravision
Witness (the) Box and Disk Infocom
==========
Atari 400/800 Cassettes - Untested -
==========
Aliencounter & Face Flash (SW) Edufun
Anti-Sub Patrol (complete) Roklan Software
Arena 3000 (complete) ScreenPlay
Black 'Em (complete) Atari Program Exchange
Black Jack Tutor (complete) Atari Program Exchange
British Heritage Jigsaw Puzzles Vol. 1 Thorn Emi Video
Bumper Ball (complete) London Software
Compu-Math Decimals (SW) Edu-Ware +2.00 jboatno4
Frenzy & Flip Flop (complete) EduFun
Intruder (complete) Inhome Software
Jumpman (complete) Epyx
Mailing List (SW) Atari +2.00 jboatno4
The Jar Game & Chaos Box & Disk EduFun

Dust Cover - Designed to Fit Atari 400 computers - NEW - +2.00 jboatno4

Rules!!

After Auction end date a once, twice, Sold Format will occur
(to ensure fairness to all bidders)
There will be no guarantee, No warranty and no refunds on anything
purchased from this auction. Most of the cartriges have been tested and
do work the same goes for all the systems. If you are curious about the
condition of a label or whether a cartrige or system has been tested,
please ask. I reserve the right to refuse bids or withdraw items from
the auction. TRADES: Send me your trade list Or ask me my Want lists.

Send E-Mail's to pepper@freenet.edmonton.ab.ca

thanks

1659. Atari Trade show Schreiersgruen GER

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-25 00:00:00 UTC
From: schallt@worms.fh-rpl.de
Message-ID: <4j6m3n$h7k@widukind.worms.fh-rpl.de>
Source record: 85084

Hi to all out there! Schreiersgruen greets the whole world !

It's done the show is over the visitors are happy.
Let's have a look back to Sa. the 23 of March. Let's do the timewarp again..

The show opend at 10 o' clock in the morning. After an hour entered the people massiv all Trader's and the air was melting at 12 o' clock. The show was held in a ca. 90m*m great room in the first floor of a pub. After a few hour's the place between the several Trader's was filled with Software and Hardware thirsty people. The show was melting after the people had gone down in the pub to get back power from a great meal and came back to the show. The people where refreshed and ready for the final buy and talk round. At 17 o' clock was the show closed, with a smile on Traders and buyer's face. There where following Trader's:

Ke-Soft with many Infocom Adventures, Seven City's of gold, Gemstone Worrier, Lords of conquest, XE game system Soft, Classic's and some new Polensoft. He was very happy because he was over run after an hour and it lasted many more.

There was also AMC Soft/Portronic and the interested people have been happy because they bought the multipad 3, Sound Blaster, Stereo Phaser, CX85 10er Tastatur, Herbert, Print Star, Super Ski 3D and many more of Armin's Hard-/ Software stuff. They could also test their new stuff.

The place where Kaisersoft was , was loaded with great amount of Polensoft and classic' s. The visitors could play and buy the latest Polensoft about 10+ new games. The could watch the latest Demo's from Poland and other's like the RAM Demo's and buy other Soft from Kaisersoft.

There was an extra place for Highlander Soft with it's Turbo Basic Distribution, Ram Demo's and a new build Book Order Service. Raimund Altmayer was showing and introducing the ST-XFormer, including a manual he has written for easy "start and use" guide for the ST-Xformer. He was over the whole show very busy to answere the questions and show demo's and other stuff.

The Lengenfeld ABBUC Regional Group sold many hardware and Software.
He was the main guy for the organisation, by the way he did a perfect job, thank's to Helmut Weidner one reason more for the great show. He stated that he will make the organisation of the show next year again.

A little place was reserved for the new game system of Atari. There was the Jag and the Lynx. Both showed many of their high rated Software games.
The people could play for free and test how strong these systems are beyond the "OLDIE" Atari 8 Bit. The people enjoyed to rest for a while before they become back the Konsumrausch.

The many people who showed and sold Hard/Software have had great buisness.
The Organisation and Trader where very surprise of the great success of
the show and will come to the next show in Schreiersgruen 97. It was a great
surprise because the date vor the show and the place have been told the people
very late and many German Disk Mag's have not reported about the Show.

Ok Fact's for you to understand how great the success was:
70+ visitor's payed the symbolic 1 MarK, About 10 Traders in a 90m*M room.
This is now the the show that can compete with the ABBUC JHV the greatest
Show in Germany for Atari 8 Bit Systems. The organasation and Traders believe
that the show has been visited by more people if they had known it earlier.

So if you are a German or live near Germany (England, France, Belgie, Italie,
Austria, Swiss, Poland, Techslowakia) try to visit our next Atari 8 Bit showes.
You won't be disappointed but always ask before for Soft/Hardware that is there.
A very little people couldn't find what they searched.

WE Kaisersoft (Polensoft/Top Mag RAM Musik Composer) Highlander Soft (ST
Xformer/Turbo Basic Distribution / Ram Demo Coder) Ke Soft (Atari Software/Musik
Programmer trader of many games) Helmut Weidner (Organisation ,Lengenfeld ARC)
and AMS (Andreas Magenheimer Soft, Dos Freak, Software and Hardware Tester)
me ST org (Internet German Atari 8 Bit Show/soft/hardware Distribution, St
Xformer, Internet Downloader Porter to XL) and the other second hand trader are
very pleased with the show and will support it next year.

Torsten Schall
ST org
schallt@worms.fh-rpl.de

1660. Re: 6502 Multitasking OS announce

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-25 00:00:00 UTC
From: mattack@eskimo.com
Message-ID: <Dou9y8.n36@eskimo.com>
Source record: 85085
Cross-posted to: comp.sys.cbm,comp.os.misc,alt.comp.hardware.homebuilt,comp.sys.apple2.programmer,comp.sys.atari.8bit

In article <sheldonDonwz1.7I9@netcom.com>,
Sheldon Simms <sheldon@netcom.com> wrote:
>However I want to clarify what you said about the 65816. I have read
>the WWW page about the 20Mhz accelerator for C-64, and it's very
>impressive. I just want to clarify the fact that although that accelerator
>is new, the 65816 chip has been around for quite a while. It is the
>CPU in the Apple IIgs.

This is "just" the same 14 MHz 65816 from WDC, being pushed to 20MHz.
Not anything new.. That's what the guy who posted about it originally said
in e-mail.

So are they getting lucky, or is it support hardware on the ZIP that
isn't supporting higher than ~14 MHz?
--
unknown@apple.com Apple II Forever
These opinions are mine, not Apple's.

1661. Re: XFD -> ATR?

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-25 00:00:00 UTC
From: Lawrence Staveley <Lawrence@kwll.demon.co.uk>
Message-ID: <479340041wnr@kwll.demon.co.uk>
Source record: 85086

In article: <4j03el$hd8@stratus.skypoint.net> lmull@skypoint.com (Larry Mullaly) writes:
> Path:
kwll.demon.co.uk!news.demon.co.uk!dispatch.news.demon.net!demon!tank.news.pipex.net!pipex
!news.mathworks.com!newsfeed.internetmci.com!mr.net!winternet.com!skypoint.com!lmull
> From: lmull@skypoint.com (Larry Mullaly)
> Newsgroups: comp.sys.atari.8bit
> Subject: XFD -> ATR?
> Date: 23 Mar 1996 05:50:13 GMT
> Organization: SkyPoint Communications, Inc.
> Lines: 7
> Message-ID: <4j03el$hd8@stratus.skypoint.net>
> NNTP-Posting-Host: mirage.skypoint.com
> X-Newsreader: TIN [version 1.2 PL2]
>
> I know this probably has been asked before but does anyone know
> how to convert XFD to ATR? Thanks.

Using XFormer.

Create an ATR disk somehow (using APE or SIO2PC) and then load it into XFormer as a drive, load the disk you want to copy into another drive, load DOS into drive 1, and copy this disk.

"I can't see the solution - Through this state of confusion....."

Lawrence@kwll.demon.co.uk

1662. Re: PC-ATARI???

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-25 00:00:00 UTC
From: Lawrence Staveley <Lawrence@kwll.demon.co.uk>
Message-ID: <579415673wnr@kwll.demon.co.uk>
Source record: 85087

> I only ask as I will be getting a CD writer and the Non protected
> software could be lumped onto 1 CD and save a massive ammount of
> *** PSX & PC GURU ***

PSX as well, eh? Wonder why you want that writer?????

PS, it'll all fit into probably about 100 Megs tops...

"I can't see the solution - Through this state of confusion....."

Lawrence@kwll.demon.co.uk

1663. Re: APE fast computer problem.

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-25 00:00:00 UTC
From: Lawrence Staveley <Lawrence@kwll.demon.co.uk>
Message-ID: <683332604wnr@kwll.demon.co.uk>
Source record: 85088

> Have problems to get APE to run on anything faster than a P66.
> That is DX series to 120 ok, P60 ok, P90 in slow cpu speed OK.
> Seams to be a timing thing.

Hmm, APE v1.07 is running fine on two P100's around here. I've had problems with SIO2PC not running without disabling internal and external cache though.

> Wrote Steve Tucker about it, and he said try a slowdown prog.
> Have now tryed some, non working, have anybody tryed one that works
> (with APE:-).

Are you using v1.06? I had troubles with that one. v1.07 is much more stable.

"I can't see the solution - Through this state of confusion....."

Lawrence@kwll.demon.co.uk

1664. Nick Kennedy - Author of SIO2PC.

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-25 00:00:00 UTC
From: Lawrence Staveley <Lawrence@kwll.demon.co.uk>
Message-ID: <215493554wnr@kwll.demon.co.uk>
Source record: 85089

Does anyone know if Nick Kennedy (the guy behind SIO2PC) is on-line,
and if he is, does anyone have his e-mail address?

"I can't see the solution - Through this state of confusion....."

Lawrence@kwll.demon.co.uk

1665. Re: GNU C-compiler port to 6502

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-25 00:00:00 UTC
From: Kevin Foss <IO20816@MAINE.MAINE.EDU>
Message-ID: <96085.224614IO20816@MAINE.MAINE.EDU>
Source record: 85090
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

In article <4j6b5v$f3b@news.lth.se>, dat94ali@ludat.lth.se (Anders Lindgren)
says:
>In article <4j1vjr$poi@nuke.csu.net>, kendrick@zippy.sonoma.edu
>(William Kendrick) writes:
>>Rob Funk (rfunk@magnus.acs.ohio-state.edu) wrote:
>>: In article <DoMHs1.M3M@iglou.com>, Bill Marcum <bmarcum@iglou.iglou.com>
>>: wrote:
>>: >It might be possible to write a cross-compiler that produces 6502
>>: >code on some other system.
>>:
>>: That's been done: cc65
>>
> [snip William's post]
>
>Heeeeeeeyy, waaaaait a minute! You mean there *is* a c crosscompiler?
>*where?!* I want it! 8-) Seriously, I don't mind if it's not the
>best optimizing thing ever to be, just a decent crosscompiler that
>produces working, decent code. Where can I find cc65? I'd probably
>need the source (I take it there's no binary for Amiga...)
>
>ehh, It's not commercial is it?

The source for cc65 is on the major Atari archive site:
ftp://atari.archive.umich.edu/atari/8bit/Cc65

For doing any porting you'll probably want to get the UNIX modifications, and
go from there, rather than the original Atari source.

The code is fairly portable, but may need some tweaking on other platforms.
I've been able to compile it under OS/2 fairly painlessly. When some people
expressed interest in a DOS version, I put the binaries up on my web page.
The files in one package work under either operating system (with appropriate
runtimes.) Just a FYI, if anyone is interested in a version for either of
those platforms:
http://www.agate.net/~rfoss/cc65.html

In general the compiler isn't too bad, sometimes the optimizer seems a little
wacky. Unoptimized code will work fine, but the optimized code will just
lock up. Also the C library probably could be more robust. However a
set of libraries with extra functions for controlling graphics and
input devices helps. I doubt it is suited to a major project, but is nice
for whipping out small quick applications. Also from what I can tell, there
are some outright bugs in the UNIX source for the extra utilities like
'printobj' that come with cc65. But that shouldn't be a concern for doing

a port of the basic package.

P.S.: Cc65 was written to produce Atari 8-bit executables. You'd need at least new runtime libraries to get it to work on other 6502 machines, and other code might be necessary. Just thought I would mention that, because this thread seems to be cross-posted all over the place.

-Kevin

Kevin A. Foss ---------- io20816@maine.maine.edu

1666. Re: GNU C-compiler port to 6502

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-25 00:00:00 UTC
From: tm@netcom.com
Message-ID: <gnusenet199603252155.NAA11650@netcom9.netcom.com>
Source record: 85091
Cross-posted to: comp.sys.cbm,gnu.gcc.help,de.comp.gnu,comp.sys.atari.8bit

In article <gnusenet4irqpb$7pc@esel.cosy.sbg.ac.at> you wrote:
: Hi there!

: Is anybody out there by chance working on a gcc port to the 6502?
: I have found an _lcc_ port, but that seems to produce rather poor assembly
: for certain C code sequences.

Hmmm, which certain C code sequences?

: I would maybe try to port gcc myself, but only if there are volunteers
: to assist me ;-)

: BTW: In my opinion it _should_ be possible to do such a port, because
: there is a similar project already (namely Coactive's 68hc11-gcc).
: Clear enough, one would have to define some pseudo-register scheme
: and assembly macros to handle this, but this can certainly be done.

It would be nasty, and produce much worse code than lcc.
lcc at least tries to use the native registers, instead of trying to use
pseudo-registers.

: Greetings,
: -Gerhard

Toshi

1667. Re: Prelimenary Monty: Anyone heard of it?

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-26 00:00:00 UTC
From: chelm@ix.netcom.com
Message-ID: <4j7lrg$5ib@ixnews2.ix.netcom.com>
Source record: 85006

In article <4j28j5$nii@park.interport.net>, nil@interport.net says...
>
>7 years I used to play this game on my 800XL. It's a platform game, you
>progress by finding the right color key and avoiding rolling sculls. I just
>picked up a 130XE, and would love to play this game again. Thanks for any
>info.

I've got Montezuma's Revenge, which is a great game, I believe it's what
you're talking about. I remember showing it to my cousin who had just
purchased his Amiga at the time, and he stayed up all night playing with my
8-bit. If there was a site to u/l this stuff to, I'd gladly do it.

1668. Re: "Thrifts... Just What're They Thinking About ?"

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-26 00:00:00 UTC
From: alensmithe@aol.com
Message-ID: <4j8i41$85f@newsbf02.news.aol.com>
Source record: 85007
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,rec.games.video.atari,comp.sys.atari.8bit

If you go to a store that has really stupid people working there, you can get away with getting carts out of a package and taking price tags off something else and sticking them on the carts. I did this to get Colecovision Space Panic, which was in a package of other games I already had, including 2 Donkey Kongs, which they were selling all as 1 item!

AlenSmithe@aol.com <---Yes, I know AOL sucks; I'm working on getting rid of it!

There's nothing we wanna watch on TV tonight, but we're still gonna watch something great- with our RCA VideoDisc player and VideoDiscs! Just flip a switch, and on OUR TV we see Airplane or The Pink Panther, The Godfather or Grease, Muppets, monsters, Mickey, MASH and 100 more, starting as low as $15! And the player costs less than 500! Put it this way; we're watching a GREAT MOVIE! And you're watching- us.
BRING THE MAGIC HOME ON RCA!

1669. Sio2pc cable - Question

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-26 00:00:00 UTC
From: N94PETNY@midgard.liu.se
Message-ID: <12CADC76D8A@midgard.liu.se>
Source record: 85008

Made my own 1 chip Sio2pc interface (cable) i while ago but i just can't get i work... I've dubble & tripple test it and the connections and voltages seems right... My Pc even see the Atari 130 Asking for Diskdrive status but it looks like my Atari never see a proper answer... What is wrong? Please help... Is my Atari fault or does my Pc have some timing difficulties? How do i correct this? I actually have a few extra (broken) computers to take parts from...

I am also wondering wich programs support the 1 meg 130 ? Does anybody of you have that monster 130? I both have the half meg upgrade and the gumby upgrade but i haven't been able to test them yet...

Thanks in advance

Peter Nyman
.

[Peter Nyman. Physics student at Linkoping University. Sweden.]
[Email: N94PetNy@Midgard.Liu.Se (Alt: PetNy267@Knuten.Liu.Se)]
[Homepage Url: http://www.geocities.com/SiliconValley/2741/]

1670. Re: Graphics programming

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-26 00:00:00 UTC
From: msteve@magnus.acs.ohio-state.edu
Message-ID: <4j91cn$f39@charm.magnus.acs.ohio-state.edu>
Source record: 85009

I dunno, it might not be the system, but the OS you are using. Wouldn't it be great if WIN95 came in a plug in cartridge like Basic did? :)

Michael Steve jr.
The Sequel

~^~^~^

1671. 8 bit in NYC

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-26 00:00:00 UTC
From: glennb <glennb@interport.net>
Message-ID: <315832F1.57D7@interport.net>
Source record: 85010

Hello,

Does anyobdy know of any places in the New York City area where you can
buy new/used Atari 8bit hardware/software? Thanks.

Glennb

1672. Re: 800XL Equipment : Do I use it or lose it ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-26 00:00:00 UTC
From: tomhunt@bright.net
Message-ID: <315820fa.7502315@news.bright.net>
Source record: 85011

On 22 Mar 1996 16:50:05 GMT, rfunk@magnus.acs.ohio-state.edu (Rob Funk) wrote:

>In article <31500aac.2563349@news.bright.net>,
>Tom Hunt <tomhunt@bright.net> wrote:
>> About the ONLY thing you cannot do is to surf
>>the net with a web browser. But then, you could always get web pages
>>sent to you via email, from one of the automated servers.
>
>Ask your ISP to install Lynx! It's a textual web browser, and since
>it doesn't download the graphics, it's often a lot faster than the
>graphical browsers anyway.
>
>Then bug all the web page authors to put ALT tags in for their
>graphics, and not to use imagemaps....
>--
I had almost forgotten about lynx. Even if a provider doesn't have lynx, you can still use it if you telnet to-

lynx.cc.ukans.edu

and log in as www or lynx, or even linemode. Even with isp's that do not provide a classic shell account, but only support slip/ppp, there are usually about 10 commands which you can get to. One of those commands is (usually) the telnet command.

1673. Re: Prelimenary Monty: Anyone heard of it?

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-26 00:00:00 UTC
From: krieg@miller.cs.uwm.edu
Message-ID: <4j9h0g$jeb@uwm.edu>
Source record: 85012

In article <4j4nuc$fvl@panix3.panix.com> zakharov@panix.com (Vladimir Zakharov) writes:
>NRG299 (nrg299@aol.com) wrote:
>: Yeah..
>
>: I have this thing, when it loads up it says "Preliminary Monty 16K"..
>: Never found an end to the game though!
>
>
>I used to play this game. I think this was a "pre-release" of a complete
>game called "Montezuma's (sp?) Revenge" - that's where the name came from.
>I also believe it was inclomplete. It featured the same characters and the
>same type of environment.
>

Just what is the history of this game? I have an official version on disk
and it is definitely the 16K version. When you solve the game, it starts
over, but the "blackout" levels begin one level earlier. I never made it
through the game enough times to a blackout beginning at the first level. I
don't know what would happen after that.

Later on, I learned of a 32K version of this game. I have a "borrowed" copy
but it's much harder than the 16K version, and I never solved it. I have
heard something about a giant guardian of the treasure you must defeat/evade.
The 16K version just had a bunch of chains you would jump to and fro on,
collecting treasure. What exactly happens at the end of the game in the 32K
version?

Was the 32K version officially released as well as the 16K version? This is
all very puzzling...
--
= o = Andrew Krieg - Software Engineering Consultant =
= | = E-mail: krieg@allmalt.cs.uwm.edu or =
= o / | \ o = krieg@ct.med.ge.com =
= |-/ \-| = WWW: http://www.cs.uwm.edu/public/krieg/index.html =

1674. Anyone want a Super Sketch for their 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-26 00:00:00 UTC
From: matthewp@netcom.com
Message-ID: <matthewpDovxAG.GMC@netcom.com>
Source record: 85013

Just recently, I came across a store that had a small quantity of 8-bit stuff. They has shrinkwrapped Super Sketch devices (sorta like a drawing pad) and some shrinkwrapped (or new in box, I don't recall if they had actualy shrinkwrap on them) Q*bert's and Froggers. The guy was wanting $25 for the super sketch, but he told me he'd take $18 if I bought a couple, and was wanting $8 for the carts. I'm sure I could talk him down on those too.

I didn't need any of it personally, but since I'll be going back soon for some other stuff, I can pick up some of them if anyone is interested. It may be that nobody has any interest, or the prices are all wrong, but I though I'd tell you all anyway... ;-)

Regards,
--
-Matt P

Matt Pritchard | Antique Computer & Game System Collector
matthewp@netcom.com | Assembly Language Programming Guru
via Dallas, Tx dialup | Article Writer/Repressed Game Programmer

1675. Re: 6502 Multitasking OS announce

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-26 00:00:00 UTC
From: mzenier@netcom.com
Message-ID: <mzenierDowqM4.BD1@netcom.com>
Source record: 85014
Cross-posted to:
comp.sys.cbm,comp.os.misc,alt.comp.hardware.homebuilt,comp.sys.apple2,comp.sys.apple2.programmer,comp.sys.atari.8bit

in <4j85ha$sjb@seagoon.newcastle.edu.au>, Bruce R. McFarling wrote:
: Nope. I *will* agree that the 6809 and the 65C816 in 8-bit
: mode may be better micro-computer micro-processors than the 6502. I
: do wish an EEPROM version of the 6502 based micro - controller was
: available, since for a hobbyist its a little hard to take advantage
: of the 8K ROM version.

Have you tried Mitsubishi. Most of their 8 bit single chip controllers
are 6502 based. They have windowed UVEPROM and piggyback (an EPROM
socket on the top of the package) versions.

Mark Zenier mzenier@eskimo.com mzenier@netcom.com

1676. Re: 6502 Multitasking OS announce

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-26 00:00:00 UTC
From: fachat@physik.tu-chemnitz.de
Message-ID: <4j8cf2$ib9@narses.hrz.tu-chemnitz.de>
Source record: 85015
Cross-posted to:
comp.sys.cbm,comp.os.misc,alt.comp.hardware.homebuilt,comp.sys.apple2,comp.sys.apple2.programmer,comp.sys.atari.8bit

agent@siu.edu wrote:
: Instead of copying the stack to and fro on every task switch, how about
: subdividing it? Each task would be allocated a portion of the stack. A
: task switch moves between the portions by adding or subtracting numbers
: from the stack register.
Except for the allocation stuff, this is exactly what is done in my OS
without an MMU.
But I would rather call it Multithreading now than Multitasking as with
MMU, as all tasks use the very same memory.

Andre

--
Andre Fachat, Tel:++49-371-531-3551|"I do not feel obliged to believe that the
Stadlerstr 17, 09126 Chemnitz, FRG.| same God who has endowed us with sense,
a.fachat@physik.tu-chemnitz.de | reason, and intellect has intended us to
http://www.tu-chemnitz.de/~fachat | forego their use" -- Galileo Galilei

1677. Re: how to connect a recorder on xl??

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-26 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1996Mar26.232301.19322@wariat.UUCP>
Source record: 85016

(Marc asks if he can hook up a 'regular' cassette player to 800xl.)
Marc, (I hope I got your name), NOpe, huh uh, You can't. Atari used a
FM type cassette that is unique to
Atari as far as I know. Regular cassettes use some kind of AM. I may
be all wet, but that is my understanding.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

1678. Re: SIO2PC Timing and Home Filing Manager

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-26 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1996Mar26.232548.19322@wariat.UUCP>
Source record: 85017

(Richard wants to know about timing on sio2pc and also how to maybe get
some data off a data filer disk.)
Well, Richard, I wrote this program. It is still in the 'development'
stages, but I use it (but then I get scrambled FATs sometimes too.) If
you brave, the program is intended as a 'replacement' to Marslett's
'Util'. I does keep a crc so you know if the 'file' gets transferred
correctly, which 'util' doesn't do. Anyways, the program is 'sector
based', that is, it shouldn't care what DOS you're using (but it does
right now, I think you gotta use SparaDOS.) Anyways, it'll read any
disk on an Atari drive and make a file out of sectors. You could, say
dump all 720 or whatever sectors to a file, take the disk to your pc,
read the file into your pc. Then use Von Berg's 'listr' just to looke
thur the sector dump and maybe figure how to extract the data.
Now, sports fans, I KNOW everbody wants this. I ul a long time ago to
umich, but I don't think it ever posted, maybe because I ask it be
pulled. So, uhm. Rich, you want I should send you a copy?
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

1679. FS: Atari 400 with 8 cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-26 00:00:00 UTC
From: jap5r@virginia.edu
Message-ID: <Dourw7.3r0@murdoch.acc.Virginia.EDU>
Source record: 85092
Cross-posted to: comp.sys.atari.8bit,rec.games.video.marketplace,misc.forsale.computers.other.systems

```
Atari 400 with power supply and attached video cable. Works but all
the keys haven't been tested (played games) Includes the following
loose cartridges:
Super breakout
Centipede
Galaxian
Asteroids
Donkey Kong
Pac-Man
Missile command
Dig-Dug
I'll even include some misc untested (probably broken) joysticks.

Price $30+shipping (please send your zip when responding)

Joe
jap5r@virginia.edu
http://watt.seas.virginia.edu/~jap5r
```

1680. Re: 6502 Multitasking OS announce

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-26 00:00:00 UTC
From: "Bruce R. McFarling" <ecbm@cc.newcastle.edu.au>
Message-ID: <4j85ha$sjb@seagoon.newcastle.edu.au>
Source record: 85093
Cross-posted to:
comp.sys.cbm,comp.os.misc,alt.comp.hardware.homebuilt,comp.sys.apple2,comp.sys.apple2.programmer,comp.sys.atari.8bit

falstaff@xs4all.nl (Falstaff) wrote:
>We've been discussing the problems of the 6502 in a real
>environment for days.
>*NOW* will you agree that the Z80 is a better 8-bit CPU?

Nope. I *will* agree that the 6809 and the 65C816 in 8-bit
mode may be better micro-computer micro-processors than the 6502. I
do wish an EEPROM version of the 6502 based micro - controller was
available, since for a hobbyist its a little hard to take advantage
of the 8K ROM version.

Virtually,

Bruce R. McFarling, Newcastle, NSW
ecbm@cc.newcastle.edu.au

1681. Re: GNU C-compiler port to 6502

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-26 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <4j80nr$bec@charm.magnus.acs.ohio-state.edu>
Source record: 85094
Cross-posted to: comp.sys.cbm,gnu.gcc,de.comp.gnu,comp.sys.atari.8bit

In article <4j6b5v$f3b@news.lth.se>,
Anders Lindgren <dat94ali@ludat.lth.se> wrote:
>>Rob Funk (rfunk@magnus.acs.ohio-state.edu) wrote:
>>: In article <DoMHs1.M3M@iglou.com>, Bill Marcum <bmarcum@iglou.iglou.com>
>>: wrote:
>>: >It might be possible to write a cross-compiler that produces 6502
>>: >code on some other system.
>>:
>>: That's been done: cc65
>
>Heeeeeeeyy, waaaaait a minute! You mean there *is* a c crosscompiler?
>*where?!* I want it! 8-) Seriously, I don't mind if it's not the
>best optimizing thing ever to be, just a decent crosscompiler that
>produces working, decent code. Where can I find cc65? I'd probably
>need the source (I take it there's no binary for Amiga...)

OK, when I posted that I was forgetting that this thread is in three
newsgroups I don't normally read, so I apologize for not giving more
info before.

CC65 can be found at the University of Michigan archive,
archive.umich.edu:/atari/8bit/Cc65/. It was designed for the Atari
8-bits, but should be portable to other 6502 systems. There is Unix
source for the cross-compiler there, and that may be portable to other
host OS's.

(No Bill, it's not gcc, but a 6502 isn't exactly a 68000 either.)
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

1682. Re: GNU C-compiler port to 6502

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-26 00:00:00 UTC
From: clisowsk@condor.mcs.kent.edu
Message-ID: <4j812d$ikn@ns.mcs.kent.edu>
Source record: 85095
Cross-posted to: comp.sys.cbm,gnu.gcc,de.comp.gnu,comp.sys.atari.8bit

Gerhard Wesp (gwesp@dodo.cosy.sbg.ac.at) wrote:
: In article <4isha9$s6g@charm.magnus.acs.ohio-state.edu>,
: Rob Funk <rfunk@magnus.acs.ohio-state.edu> wrote:
: >That's been done: cc65
: You probably mean the lcc port I mentioned in my initial posting?

I'm pretty sure that Rob Funk did indeed mean "cc65". It is an
Atari 8Bit C compiler, that can also be configured to be used as a
cross-compiler. It is located on the atari archive at archive.umich.edu.

--Craig
--
We the willing, lead by the ungrateful, are always doing the impossible with
nothing. We have done so much, with so little, for so long, that we are now
qualified to do anything with nothing. http://nimitz.mcs.kent.edu/~clisowsk

1683. Re: GNU C-compiler port to 6502

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-26 00:00:00 UTC
From: gwesp@dodo.cosy.sbg.ac.at
Message-ID: <4j920h$9tp@dodo.cosy.sbg.ac.at>
Source record: 85096
Cross-posted to: comp.sys.cbm,gnu.gcc,de.comp.gnu,comp.sys.atari.8bit

In article <dony4z.f1c@bigred.inka.de>, Olaf Titz <olaf@bigred.inka.de> wrote:
:
>An addition of two ints (32 bit) is two bytes opcode plus addressing
>on an x86; on the 6502 this would take _at least_ (if both of the 32
>bit numbers are in the zero page) 24 bytes (LDA adr1, ADD adr2, STA
:
You're right. One could however implement this as a subroutine,
involving a space/speed tradeoff.
Another possibility would be to implement pseudo-opcodes, for example
by a brk instruction followed by a byte indicating the desired operation
and additional parameters. The IRQ handler would have to interpret
the byte and perform the desired operation.
For 32 bit addition, this pseudo-op solution would probably be quite
a bit slower (twice as slow perhaps) than having
a macro directly in the code, however it would
certainly be feasible for floating point operations (or even integer
multiplication/division).

Actually I think that one would rarely want to use 32 bit ops on an
8 bit system at all. Nevertheless they should be implemented in a
compiler (because ANSI claims 32 bit longs ;-). Let me repeat here
that I only meant to discuss about a _cross compiler_ to the 6502,
even if there are 6502 systems with 4MB RAM and 128MB HD as indicated in
another posting :-)

Viele Gr"u"se,
-Gerhard

1684. Re: GNU C-compiler port to 6502

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-26 00:00:00 UTC
From: dat94ali@ludat.lth.se
Message-ID: <4j92sh$8ho@news.lth.se>
Source record: 85097
Cross-posted to: comp.sys.cbm,gnu.gcc,de.comp.gnu,comp.sys.atari.8bit

In article <4j6952$4pc@dodo.cosy.sbg.ac.at>, gwesp@dodo.cosy.sbg.ac.at (Gerhard Wesp) writes:
>In article <4isha9$s6g@charm.magnus.acs.ohio-state.edu>,
>Rob Funk <rfunk@magnus.acs.ohio-state.edu> wrote:
>:
>>>write a cross-compiler that produces 6502 code on some other system.
>>
>>That's been done: cc65
>:
>
> You probably mean the lcc port I mentioned in my initial posting?
>

So there *is* a crosscompiler after all. I searched the net for cc65/lcc and all I could find was a compiler for some really old 8bit'er called "Oric", of which I have never heard. Even though it does have the same processor as does the old model C= 64, i.e. a 6502, I find it hard to believe that it could compile code for a C64 as well (unless of course the two machines are essentially identical in terms of other hardware as well). Well I hope I'm wrong. Can anyone confirm whether or not it does compile code for the C64, and where I can find it - the link to the source was wrong. If there's an executable for Amiga available, that'd be even better.

MTIA,
/ali--
(Anders Lindgren, | A4000/040/ | "Of course it's unreadable! |
dat94ali@ludat.lth.se, | 6Mb/460Mb/ | Why do you think it's |
http://www.ludat.lth.se/~dat94ali) | 1942/OS3.0 | called code???" O- |

1685. how to connect a recorder on xl??

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-26 00:00:00 UTC
From: beer@cal003109.student.utwente.nl
Message-ID: <4j909a$pt8@dinkel.civ.utwente.nl>
Source record: 85098

I recently got an atari 800XL.
unfortunately i only got the computer itself.
i want to use an cassette recorder with it so i can try some programs.
Does anybody know wether i can use an ordinairy cassette recorder,
and how do i connect it ?

bye,
Marco lammers

1686. Graphics programming

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-26 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <4j81ss$bhl@charm.magnus.acs.ohio-state.edu>
Source record: 85099

OK, so the other day I picked up James Gleick's "Chaos" book for $3,
and it has lots of stuff about using computers to draw fractals and
strange attractors and all that....

And I have this 16 meg Pentium-75 on my desk running both X-Windows under
Linux and Win95, with a 1 meg 24-bit per pixel accelerated graphics
card...

But I realized that programming either of those systems to do graphics
is so wrapped up in stupid minutiae that by the time you actually have
a place to draw on the screen, you forget what you're trying to draw.

So I was glad I have the 1200xl set up just above the pentium. I
wrote about 10 lines of basic code (including just two graphics calls,
gr.24 and plot x,y), and within a few minutes I had a Henon Attractor
on my screen, dot by dot.

Why isn't there a graphics API that simple for the big computer?
And why am I starting to feel like I wasted a lot of money here? :-)
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

1687. Re: ATR to DCM?

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-26 00:00:00 UTC
From: classics@nacs.net
Message-ID: <4j9hrv$3ch@wariat.wariat.org>
Source record: 85100

On Sat, 16 Mar 1996 01:45:12 GMT, ba930@FreeNet.Carleton.CA (Chris Brown) wrote:

>Rory McMahon (mcmahon@inil.com) writes:
>> Hello!
>>
>> Surely there must be a way to convert ATR images to DCM files? Is
>> there a program available to do this? The reason I'm asking, is that
>> I just bought a CD ROM recorder and want to make a CD with 8 bit
>> software, and can make all the ATR's I want, but is not compatible for
>> an 8 bitter to use a ATR file, when DCM is the preferred format. What
>> I would like to do is to get information on both formats and create a
>> program (either Atari/IBM executable or basic) to convert these. This
>> way i can put either format on the CD that would satisfy IBM'ers and 8
>> bitters.
>
>ooh! If anyone finds a program that serves this very wonderfully happy
>purpose, mail me the file or the FTP site to cdbrown@nyx.cs.du.edu

Imagic 1.0 for Win95 will be out in a few days at my web site. It can
convert XFD/ATR/DCM image to and from any of the
three formats just by dragging any number of images over
to the window you want. (like drag 1000 ATR images into
the DCM window and they all get converted to DCM images).

The page is http://www.nacs.net/~classics. It will be
there in a few days, but why not stop by now and check
out APE? :)

Steve

1688. Re: Wanted info on Software Sprites

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-26 00:00:00 UTC
From: matthewp@netcom.com
Message-ID: <matthewpDovwCM.FBw@netcom.com>
Source record: 85101

John Harris (jharris@sierranet.net) wrote:
: If you change a player's horizontal position register in the middle of a
: scanline, a player can appear more than once per line. Think of it like a
: comparison--when the beam position matches the hardware register, the
: player gets drawn. So you can feed the register the smallest coordinates
: first and as long as you can update the register before the beam reaches
: the next comparison point, it will get drawn again. Of course, you will
: have to do this on every scan line that the player is used, and this chews
: up lots of time.

This is how you *HAD* to do it on the Atari 2600. ;-) And you had to
store the Player graphics pattern byte every scan line you wanted it to
change (no DMA)!

--
-Matt P

Matt Pritchard | Antique Computer & Game System Collector
matthewp@netcom.com | Assembly Language Programming Guru
via Dallas, Tx dialup | Article Writer/Repressed Game Programmer

1689. Atari 800 XL parts and stuff

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-26 00:00:00 UTC
From: Glen and Mary Noel <gnoel@ee.net>
Message-ID: <4j9lb7$avf@news.ee.net>
Source record: 85102

Hello all.
Back at Christmas we got my daughter an Atari 800XL computer.Does
anyone know where I can get parts,caritages,disks,ect. for it?????
She loves it.And Of corse I do.I grew up with an Atari 2600 game system.
Now I have a 7800 game system.We would love to get more stuff for it.
Thanks!!!
Mary Noel
gnoel@ee.net

1690. SIO2PC Timing and Home Filing Manager

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-26 00:00:00 UTC
From: richard@manawatu.gen.nz
Message-ID: <4j9kf3$5pv@news.manawatu.gen.nz>
Source record: 85103

I'm trying to use SIO404 with my 130XE (standard), XF551 (also standard), and my Pentium 90 (16Meg Ram).

It works just fine when I read from SIO2PC, but when I try write to it, it has a little burst, then just sits there doing nothing. I surmised that it has something to do with the timing, and I realise that I can adjust the timing with "(A)lter timing..." but which values am I supposed to adjust when it's just the writing to a virtual disk that I'm having trouble with?.

I'll try some values later, but wanted to post this as someone may be able to help before I find the right values.

The reason I'm using SIO2PC at the moment is to try convert some disks for a guy who has a database created with Home Filing Manager. Because the data is not stored in normal files - it's one of those direct to sector writes, as the directory comes up with something like:
Home Filing
Manager...

I was going to convert the program and data files to the PC, and then try the demo of XFormer to see if i can convert them, and if not, then I'll suggest he buys XFormer to run his database as he no longer uses his 8bit (I presume, as I don't really know the guy - he just got my name from the local internet provider (who is a friend, and knows I use an 8bit)).

I can't copy the Home Filing Manager disk itself, as it says that it's Medium Density (130K I presume) but when it gets to near the end of the disk (I forget which track sorry!) it starts grumbling away about errors, on every sector - so I doubt it's a _lot_ of bad sectors being made on the original disk. When I get the timing values fixed in SIO2PC, I'll just try copying it as a single density disk, incase it should actually be that instead.

I have no idea after that how I'll convert the data to PC files though, but I'm hoping that there's some way of saving it as something other than Home Filing Manager's specific format. Failing that, he can always use XFormer to view the things (providing it will run Home Filing Manager ofcourse).

Anyway, after reading all that I thank you, and if you can help with any of those things (especially the timing values) I'd _really_ appreciate it.

Thanks,
Richard.

(Richard@manawatu.gen.nz)

1691. Re: STILL WANTED 8 BIT ARCHIVE

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-26 00:00:00 UTC
From: chelm@ix.netcom.com
Message-ID: <4j7jso$5ib@ixnews2.ix.netcom.com>
Source record: 85104

In article <314f85ce.1546331@news.superlink.net>, scharles@superlink.net says...
>
>Still looking for s/w for an 8 bit archive site. It looks at this
>point that rather than releasing the cd's, it might just be a
>dedicated bbs run on a pc. Also still need info on hd's to atari's. Or
>some method to connect a cheap pc w/cd rom to an 8 bit.
>
>With the number of web pages up that are distributing Apple 2
>software, commodore 64 software, I think the copyright holders are
>just saying ah what the hell. I realize it's still not legal, BUT IT
>WAS NEVER LEGAL!! Did you people complain then? In 1984?
>
>DID YOU KNOW THAT FRANK TETRO jr. wrote an editorial for "Electronic
>Games" Magazine about "The harm of software piracy" all while running
>a mega pirate BBS in his dorm room?????
>
>I hate hypocrites!!
>
>
I think that by this point nobody is really going to care. It really yanks my crank that the Apple and the C64 have such huge archives when theres squat for the 8 bit.

BTW has anyone other than me notice that Xformer for the PC is an incredible piece of worthless garbage? Yes I did buy it ver 3.3, and it sucks. I have AppleWin for the Apple emul, and C64S which I gladly paid for because it works very well, and then we have Darek Mihocka who can't seem to properly write an emulator even on the immensely powerful PCs that abound today. I wish someone else who knew how to program would pick up on this thread and develop a -good- Atari 8-bit emulator. I mean jeez, one of the apple emulators was done as a side project, and the guy managed to emulate a mockingboard when he never even saw the original hardware...

1692. Re: AR on XFORMER 3.3?

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-26 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <4j7vo0$bbq@charm.magnus.acs.ohio-state.edu>
Source record: 85105

In article <DotsL6.3q@aston.ac.uk>, Chris Lam <lamcw@aston.ac.uk> wrote:
>Alternatively get a PowerMac and run AR on Rainbow :) Or hang onto your
>PC and wait patiently for a few months...

OOOH! Is Chris going to give Darek some DIRECT competition?!?! Cool!

--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

1693. Re: STILL WANTED 8 BIT ARCHIVE

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-27 00:00:00 UTC
From: areeve@avana.net
Message-ID: <4ja0k1$okn@tiger.avana.net>
Source record: 85018

Knowing Darek on a semi-personal level and knowing that he is quite a talented programmer I would agree. I'm not sure if it's the complexity of the machine (we haven't exactly seen a 2600 emulator worth too much, yet, either and having tried the Activision pack #3 I'm still waiting) or lack of effort. I think the big problem there is he's both busy as Xformer is also a side project for him and that he say's Xformer does things that it does not. Examples include:

1) Sound. Barely does anything. Pure tones aren't accurate and distortion is non-existent.

2) Flickering.

3) Bank selecting doesn't work properly and I have to use Atari 800 mode to run software. If you're stuck thinking it does nothing try Atari 800 mode and you'll see a lot of software run or at least partially run properly. Zaxxon, Miner 2049er, Pac Man, Star Raiders and many others.

4) DLIs are off.

5) Collision detection is off.

and others. I think saying all this stuff works is dishonest, and, of course, telling him about flickering in the emulator results in him nasty messages that don't bother me a bit stating that I 'whine'. It's kind of a joke.

On the topic of an archive, I too cannot believe people that are against an archive for legal reasons...and I guess that's the only reason. I hope that these people do not speed, either, as that too is violating the law. In Wheaton, IL there exists a law on the books that ladies cannot walk down the street in high heels (this stems back from the 20's when ladies would trap their heels in between the wooden boards making up the sidewalk and break their ankles). The point is that some laws are execessive and there's a difference between what is going to be enforced. The law making body in Wheaton is not going to appeal that law beacuse that would be a waste of time...instead it is unenforced. Apparently Apple II and C-64 programmers/development houses recognize the lifespan of a piece of software is a few years and after that (depending on the type of software...utilities and applications usually go through upgrade cycles whereas games do not) they do not make money. Activisions C-64 classic pack throws an interesting wrench into this. I'm not will to pay for those games...but I do like to have them...if I'm going to spend money on software then I'd rather buy a new package and after seeing the 2600

pack and buying it solely for the emulator I think Activision should stay away for the recycling market. In conclusion, if a copyright holder of a C-64 game wishes to uphold their claim to it then fine, but most apparently do not...so long as authors really don't care then I don't see it as a big deal.

1694. Re: STILL WANTED 8 BIT ARCHIVE

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-27 00:00:00 UTC
From: sydtech@skypoint.com
Message-ID: <4ja4f9$5h8@stratus.skypoint.net>
Source record: 85019

My $0.02....

(1) Emulators are nice, but hey - it's still *very* easy to pick up 8-bit hardware today....and nothing runs your 8-bit stuff better than a *real* Atari machine. I personally prefer my "Intel Outside" Atari 800 setup (I've got my old 386sx slaved to it for SIO2PC) to an emulator any day.

There *are* emulators for other platforms that I find truly useful - especially Apple and TRS-80....

(2) I really wish there was an 8-bit FTP site up somewhere. The legal issues seem largely moot.

I received email recently from Scott Adams (the Adventure International guy), and he basically said that (a) he doesn't even *know* what the copyright status is on all his old stuff, and (b) he'd love to see his stuff on an FTP site. I forwarded this to the group a few weeks ago, but it didn't seem to attract too much attention...

1695. Re: 8 bit in NYC

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-27 00:00:00 UTC
From: sydtech@skypoint.com
Message-ID: <4ja4pi$5h8@stratus.skypoint.net>
Source record: 85020

glennb (glennb@interport.net) wrote:
: Hello,

: Does anyobdy know of any places in the New York City area where you can
: buy new/used Atari 8bit hardware/software? Thanks.

Check out thrift shops. I regularly hit these to pick up "vintage" video games and computer equipment, and find Atari 8-bit equipment pretty regularly. Prices will vary depending on where you go, of course, but are generally pretty good. As an example, I've picked up several Atari 800s in good working order for less than $10 (one was $3), and I picked up a 1050 disk drive a few months ago (also in good shape) for $4.99.

Have fun....
Scott

1696. Re: how to connect a recorder on xl??

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-27 00:00:00 UTC
From: bmarcum@iglou2.iglou.com
Message-ID: <Doworl.9Aw@iglou.com>
Source record: 85021

In article <4j909a$pt8@dinkel.civ.utwente.nl>,
Marco Lammers <beer@cal003109.student.utwente.nl> wrote:
>I recently got an atari 800XL.
>unfortunately i only got the computer itself.
>i want to use an cassette recorder with it so i can try some programs.
>Does anybody know wether i can use an ordinairy cassette recorder,
>and how do i connect it ?
>
You have to get an Atari cassette recorder, which connects to the 13-pin
port on the back. I don't know what the used home computer market is
like in Europe, but in the US used Atari disk drives are so inexpensive
that it's not worth bothering with a cassette.
--
Bill Marcum bmarcum@iglou.com
From the future home of the 270 Foot Jesus

1697. Re: "Thrifts... Just What're They Thinking About ?"

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-27 00:00:00 UTC
From: Brian Morgan <brian.morgan@sdrc.com>
Message-ID: <3158CCA2.15AD@sdrc.com>
Source record: 85022
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,rec.games.video.atari,comp.sys.atari.8bit

AlenSmithe wrote:
> If you go to a store that has really stupid people working there, you can
> get away with getting carts out of a package and taking price tags off
> something else and sticking them on the carts.

Gee, Alen -
This sounds like theft to me... I'm not sure I'd be as proud of
this as you are.
Brian

1698. FS/T: Atari 8-bit computer cartridges, disk drives & systems [03/27/96]

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-27 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <4jb0nq$bgu@ixnews3.ix.netcom.com>
Source record: 85023

updated 03/26/96

NOTE: Screen shots of some of these games are available on my
web site.

I have the following Atari 8-bit software and hardware for sale or
trade.

Everything is sold as is. Unless specified, all items have been
tested and are in perfect working order.

Buyer has ten (10) days to send payment, and pays all shipping
costs, which will be sent via U.S. Postal Service. The shipping
cost depends on both the weight of the package and the distance
that it is traveling. Buyer has the choice of either first class
or parcel post (which is slower, but cheaper).

Payment must be made in U.S. funds, by either check or money order,
drawn from a U.S. bank branch. Canadian buyers must send a Canadian
Postal Money Order, payable in U.S. funds. This is the only way I
have found to deal with my friends to the north (my bank is very
picky, but the U.S. Post Office will cash a Canadian Postal M.O.)

SOFTWARE:

NOTE: If the company name isn't listed, then the game was released
by the same company as the system.

NOTE: All cartridges are loose (ie. without box and manual), unless
specified.

NOTE: Since all cartridges are used, some labels will have small
defects. Major defects will be listed.

ATARI 8-BIT COMPUTER:

Loose cartridges, no box or manual:
$10.00 Astro Chase (Parker Brothers)
$ 6.00 Atari Logo
$ 6.00 Atariwriter
$ 6.00 Basic -- for the 400 and 800
$ 6.00 Basketball
$ 6.00 Centipede
$ 6.00 Computer Chess
$10.00 Delta Drawing (Spinnaker)
$ 7.50 Deluxe Invaders (Roklan)
$ 6.00 Joust

$10.00 Jumbo Jet Pilot (Thorn EMI)
$10.00 Kids on Keys (Spinnaker)
$ 6.00 Millipede
$ 6.00 Missile Command
$10.00 River Raid (Activision)
$ 6.00 Super Breakout
$10.00 Super Cobra (Parker Brothers)

Cartridges with case and manual:
$15.00 Alphabet Zoo (Spinnaker)

HARDWARE:

NOTE #1 FOR THOSE BUYING SYSTEMS: If you buy certain systems (they are marked) you will have the option of buying a BRAND NEW RF switchbox for $5 that is virtually identical to one sold at Radio Shack for $7, plus tax. It allows for the connection of both 300 OHM and 75 OHM antenna lead-in's.

If you already have an RF switchbox, most systems will work fine with it. Some systems still include one, please read carefully.

NOTE: The Lots listed below include only what is listed!

LOT #1

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 800XL COMPUTER with original power supply.

I will also throw in a second non-working ATARI 800XL for parts, FREE.

This is a complete system, except for RF switchbox and RCA cable.

$44.00

*****

LOT #2

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 65XE COMPUTER with original power supply.

This is a complete system, except for RF switchbox and RCA cable.

$34.00

*****

LOT #3

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 130XE COMPUTER with original power supply.

This is a complete system, except for RF switchbox and RCA cable.

$59.00

*****

LOT #4

ATARI 1050 (127K) DISK DRIVE, with original power supply, and
one (1) Molex connector cable.

$39.00

*****

LOT #5

ATARI 1050 (127K) DISK DRIVE, with one (1) Molex connector cable.

This disk drive doesn't include the power supply.

$34.00

*****

To reserve an item listed here, please contact me.

Michael J. Novak Jr.
VGA2000@ix.netcom.com -- for quickest response
VGA2000@io.com
dw901@cleveland.freenet.edu

--
Michael J. Novak Jr. BUYING / SELLING / TRADING systems and games from:
Video Game Advantage 3DO, Atari, NEC, Nintendo, Sega, Sony, as well as
6861 Anthony Lane all Classic video game and Classic cartridge based
Parma Hts., OH 44130 computers, for over 2 years on the Internet!
(216) 843-8815 Voice

Visit us on the WWW at http://www.io.com/~vga2000/
where you will find FAQ's, Screen Shots, Collecting tips and much more.....

For current list, or to be placed on my e-mail list, please leave E-Mail at:
VGA2000@ix.netcom.com OR VGA2000@io.com OR dw901@cleveland.freenet.edu

1699. Re: 8 bit in NYC

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-27 00:00:00 UTC
From: bbingham@haven.ios.com
Message-ID: <4jblke$dub@news.ios.com>
Source record: 85024

glennb (glennb@interport.net) wrote:
: Hello,

: Does anyobdy know of any places in the New York City area where you can
: buy new/used Atari 8bit hardware/software? Thanks.

: Glennb

Well not in the city propper.

But there are 2 User's groups not to far from you.
LIAUG (Long Island Atari User Group)
JACG (Jersey Atari Computer Group)

I'll get the addresses up here soon.

1700. Re: GNU C-compiler port to 6502

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-27 00:00:00 UTC
From: deaven@ishmael.ameslab.gov
Message-ID: <4jbmcf$733@news.iastate.edu>
Source record: 85025
Cross-posted to: comp.sys.cbm,gnu.gcc.help,comp.sys.atari.8bit

In article <4irqpb$7pc@esel.cosy.sbg.ac.at>,
Gerhard Wesp <gwesp@cosy.sbg.ac.at> wrote:
>Is anybody out there by chance working on a gcc port to the 6502?
>I have found an _lcc_ port, but that seems to produce rather poor assembly
>for certain C code sequences.
> I would maybe try to port gcc myself, but only if there are volunteers
>to assist me ;-)

Yes, I worked a bit on this. What I currently have is not fully
functional but implements most of the things required for a full
ANSI compiler. I never anticipated anything but a cross compiler,
using my workstation to compile code for my herd of Ataris.

Note that there are some choices to be made about whether an
``int'' should be 8, 16, or 32 bits long. ANSI requires at least 16,
and most programmers assume 32. (Before anybody asks, GCC allows you
to specify any size for all of the basic data types. It is very
flexible.) More choices for floating point format (I used a switch
to select Atari 48 bit with assumed AtariOS math functions, or 32/64
bit with assembler macros that you'd have to supply).

But the biggest choice of all is whether to let GCC manage the 6502
registers directly, or to use a sort of ``virtual machine'' model on
the 6502 that looks better to GCC (page zero registers, manipulated by
simple bits of native code that GCC thinks are single instructions).
I tried the former, and it was truly amusing to see GCC try to figure
out how to evaluate complicated expressions using only those 8 bit
regs. The code was awful! So I think the second route is better.

I'd be willing to help out with this, though my time is limited.
Perhaps we can get a list of folks together and discuss the basic
design goals.

Dave
--
David Deaven deaven@ishmael.ameslab.gov
A504 Physics tel 515-294-6878
Ames Laboratory fax 515-294-0689
Ames IA 50011 http://www.public.iastate.edu/~deaven

1701. CLASSIC GAMES AND SYSTEMS FOR SALE.

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-27 00:00:00 UTC
From: sat-3@interpath.com
Message-ID: <4jbvlv$qc4@news.interpath.net>
Source record: 85026
Cross-posted to: alt.atari.2600vcs,alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.marketplace,
rec.games.video.misc,sfnet.atk.atari

CLASSIC GAME SYSTEM SALE

ALL SYSTEMS AND GAMES ARE CLEANED AND TESTED. CARTRIDGES MAY HAVE SOME COSMETIC DAMAGE TO THE LABELS. EVERYTHING IS
GUARANTEED TO WORK. ALL ITEMS ARE USED, AND MAY HAVE COSMETIC BLEMISHES, NO MANUALS ARE INCLUDED. TOTALS ARE FOR SHIPPING
IN THE US. OUT OF COUNTRY ORDERS MAY INCUR ADDITIONAL SHIPPING CHARGES.

ATARI 2600
ATARI DECK
2 CONTROLLERS
1 PAIR OF PADDLE CONTROLLERS
1 R/F BOX
1 POWER SUPPLY
20 GAME CARTRIDGES:
ASTEROIDS
ASTROBLAST
BERZERK
COMBAT
DEFENDER
DEMON ATTACK
DEMONS TO DIAMONDS
DONKEY KONG
ET THE EXTRA TERRESTRIAL
FROGGER
JOURNEY ESCAPE
KABOOM!
MISSILE COMMAND
PAC-MAN
SPACE ATTACK
SPACE INVADERS
SWORDQUEST EARTH WORLD
VANGUARD
WARLORDS
YAR&#65533;S REVENGE
TOTAL INCLUDING SHIPPING IS $50

ATARI 5200
ATARI DECK
2 CONTROLLERS
1 R/F BOX
1 POWER SUPPLY
5 GAME CARTRIDGES:

CENTIPEDE
DEFENDER
GALAXIAN
PAC-MAN
SUPER BREAK-OUT
TOTAL INCLUDING SHIPPING IS $75

ATARI 7800
ATARI DECK
2 CONTROLLERS (7800)
1 R/F BOX
1 POWER SUPPLY
15 GAME CARTRIDGES:
ASTEROIDS (2600)
ASTEROIDS (7800)
BERZERK (2600)
CHOPLIFTER! (7800)
COMBAT (2600)
CROSSBOW (7800)
DEFENDER (2600)
ET THE EXTRA TERRESTRIAL (2600)
PAC-MAN (2600)
POLE POSITION 2 (7800)
ROBOTRON: 2084 (7800)
SWORDQUEST EARTHWORLD (2600)
VANGUARD (2600)
XEVIOUS (7800)
YAR�S REVENGE (2600)
TOTAL INCLUDING SHIPPING $65

ATARI 8 BIT COMPUTER
(400/800/XL/XE SERIES)
ATARI DECK (400)
2 CONTROLLERS
1 R/F BOX
1 POWER SUPPLY
5 GAME CARTRIDGES:
BASIC
CENTIPEDE
PAC-MAN
SPACE INVADERS
STAR RAIDERS
TOTAL INCLUDING SHIPPING $35
ADD $15 TO UPGRADE TO 800 SERIES DECK
ADD $20 TO UPGRADE TO 600XL DECK
ADD $25 TO UPGRADE TO 800XL DECK
ADD $35 TO UPGRADE TO 1200XL DECK
ADD $40 TO UPGRADE TO 130XE DECK
ADD $40 TO UPGRADE TO XE GAME SYSTEM

COLECOVISION
COLECO DECK
2 CONTROLLERS
1 R/F BOX
1 POWER SUPPLY
10 GAME CARTRIDGES:
CARNIVAL
COSMIC AVENGER
DEFENDER
DONKEY KONG
DONKEY KONG JUNIOR
LADY BUG
Q*BERT
SMURF
VENTURE
ZAXXON
TOTAL INCLUDING SHIPPING $55

COLECOVISION & ATARI 2600 CAPABILITY
COLECO DECK
2 CONTROLLERS
SYSTEM CHANGER FOR ATARI 2600 GAMES
1 R/F BOX
1 POWER SUPPLY
20 GAME CARTRIDGES:
ASTEROIDS (2600)
ATLANTIS (2600)
BERZERK (2600)
CARNIVAL (CV)
COMBAT (2600)
COSMIC AVENGER (CV)
DEFENDER (2600)
DEFENDER (CV)
DONKEY KONG (CV)
DONKEY KONG JUNIOR (CV)
ET THE EXTRA TERRESTRIAL (2600)
LADY BUG (CV)
MISSILE COMMAND (2600)
PAC-MAN (2600)
Q*BERT (CV)
SMURF (CV)
SWORDQUEST EARTHWORLD (2600)
VANGUARD (2600)
VENTURE (CV)
ZAXXON (CV)
TOTAL INCLUDING SHIPPING $70

INTELLIVISION
INTELLIVISION DECK
2 CONTROLLERS
1 R/F BOX
1 POWER SUPPLY

10 GAME CARTRIDGES:
ADVANCED D&D
ASTROSMASH
BURGERTIME
DEMON ATTACK
DONKEY KONG
MAJOR LEAGUE BASEBALL
NFL FOOTBALL
POKER & BLACKJACK
NIGHT STALKER
STAR STRIKE
TOTAL INCLUDING SHIPPING $40

TEXAS INSTRUMENTS COMPUTERS (TI 44)
TI DECK
1 PAIR OF CONTROLLERS
1 R/F BOX
1 POWER SUPPLY
10 GAME CARTRIDGES:
A-MAZING
ALPINER
CAR WARS
HOUSEHOLD BUDGET MANAGEMENT
HUNT THE WUMPUS
MUNCH MAN
NUMBER MAGIC
PARSEC
TI INVADERS
TOMBSTONE CITY
TOTAL INCLUDING SHIPPING $40

VIC-20 COMPUTER
VIC-20 DECK
2 CONTROLLERS
1 R/F BOX
1 POWER SUPPLY
5 GAME CARTRIDGES:
OMEGA RACE
GORF
MOLE ATTACK
SAGON CHESS
SPEED MATH/BINGO
TOTAL INCLUDING SHIPPING $35

1702. XL-It! Atari 800XL Emulator

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-27 00:00:00 UTC
From: magi@stud.uni-sb.de
Message-ID: <4jc9in$3qt@hades.rz.uni-sb.de>
Source record: 85027

Hello !

After two weeks of work I make the first version of my Atari XL
Emulator available to the public.

"http://www.htw.uni-sb.de/people/mgietzen/atari/xl-it.html"

This URL will give you more information.
Actually there is only a version for Linux (intel) and SGI available.

The emulator is free and later (actually v 0.1) versions will be
available for SUN and M$-Windows, too.

Bye,
Markus Gietzen

1703. Wanted info on Software Sprites

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-27 00:00:00 UTC
From: halliwee@ts436.dyess.af.mil
Message-ID: <3159BCE3@syrinx.dyess.af.mil>
Source record: 85028

> This is how you *HAD* to do it on the Atari 2600. ;-) And you had to
> store the Player graphics pattern byte every scan line you wanted it to
> change (no DMA)!

Actually, I can't think of any 2600 games that used this approach. The
2600 has something called a player replication register... basically, the
number you put into it would be the number of times the sprite was
repeated across the screen. This is how you can get an entire row of
space invaders using one sprite, with no flicker.

This whole thread is misnamed anyway. A "software sprite" is what you
get when you emulate a sprite in software by blitting. What's been
discussed so far are ways of manipulating hardware sprites.

--
Clay Halliwell | ATARI XL/XE DO + THE
halliwee@ts436.dyess.af.mil | 8 - B I T S --------
e.halliwell@genie.com | /////////// M A T H

1704. Re: XL-It! Atari 800XL Emulator

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-27 00:00:00 UTC
From: glennb <glennb@interport.net>
Message-ID: <3159EB2D.2AC3@interport.net>
Source record: 85029

Hi.

I'd love to try out the emulator however I am having problems locating
the two files for the ROMs (atarixl.rom & ataribas.rom). Can you
(someone) please point me to a specific place where I can download these?

Thanks!

Glennb

1705. Re: "Thrifts... Just What're They Thinking About ?"

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-27 00:00:00 UTC
From: pdokko@mail1.sas.upenn.edu
Message-ID: <4jcjm3$fdg@netnews.upenn.edu>
Source record: 85030
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,rec.games.video.atari,comp.sys.atari.8bit

Brian Morgan (brian.morgan@sdrc.com) wrote:
: AlenSmithe wrote:
: > If you go to a store that has really stupid people working there, you can
: > get away with getting carts out of a package and taking price tags off
: > something else and sticking them on the carts.

: Gee, Alen -
: This sounds like theft to me... I'm not sure I'd be as proud of
: this as you are.

hmm, this is scay...

people in the blind pursuit of gratifying their video game needs will
pilfer from stores that serve the destitute? incroyable! i wonder if this
will happen to people who play "magic the gathering"...

-peter

1706. Re: great Atari game sound

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-27 00:00:00 UTC
From: sysop@hitec.com
Message-ID: <31597C1B.6ABD@hitec.com>
Source record: 85031

James R. Lendino wrote:
> Does anyone find the soundtracks for games like Ultima III as
> incredibly kick ass as I do? I thought that was phenomenal. A
> great port was released for the Mac last year that uses high-res
> graphics and a stereo version of that beautiful soundtrack. Or
> how about Gyruss? Nothing like 360 degree rotational movement,
> accompanied by sped-up Bach, to keep you glued to the edge of your
> seat.

I couldn't possibly agree with you more. In those days, the music was truly amazing. It seems nowadays, there's just too much cheese ;)

Let me tell you, the days of the ultima series - now there was a set of music. They had it down, and it made the adventure that much more intense. Another worth mentioning would be Alternate Reality...more terriffic music. You know, it's funny, but I'll sit in my office at night working on my pc (ugh!), and in the background will be the light glow of my atari 130xe, Ultima III main screen up, playing the soundtrack....

Does this mean I have no life? ;)

--Steve

1707. Re: SIMPQWK80

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-27 00:00:00 UTC
From: tomhunt@bright.net
Message-ID: <31582a24.9816745@news.bright.net>
Source record: 85032

On Sun, 24 Mar 96 23:23:58 LOC, John Haines
<john_haines@pointless.gen.nz> wrote:

>
>
>Hi there Tom, long time no chat with. - Yes indeed SIMPQWK80 is from the land downunder..
-
>It is a QWK 80 column offline Reader I wrote for the 8-bit users of my BBS after I had
completly re-written
>the message base system of the board to handle QWK support.. - SIMPQWK80 also supports any
other type
>of QWK packet form, from any other BBS as well. (cause it only uses the messages.dat and
control.dat files from
>any packet and ignores any specific BBS files like the index files etc)
>
>It's not as fancy as some offline Readers, and the reply part of the reader is a bare
bones type of thing, but it does
> everything I want it to do and my users seem happy enough with it... <grin>
>
>I haven't released it officially as yet cause I haven't had the time to write any
documentation file for it,
>but I'll get to it one of these days, then I'll figure out some way of getting it uploaded
to one of the Internet sites...
>
>---
>* SIMPQWK80 * #1 * for Atari8's

You used to run Oasis, correct? It's been so long, that I'm trying to
piece memory fragments back together again. Do you still live in
Christchurch? Or, was that someone else? Are you still running Oasis
4.7? I'd love to hear about your bbs. Have you tried cross-netting
with other QWK based bulletin boards? Remember Hiram? I haven't
heard from him in YEARS. One darn nice guy, though. I miss the old
network. Oh, yes. I believe Perminant Waves used to net with us,
also. I think he is running Express! on an ST. Remember John Oreo?
Haven't heard from him in years. Then there was the guy I co-wrote
the action runtime for Oasis with. I forget his name just now, but he
is also running an Express! ST bbs, called ETEXE.

1708. Re: APE fast computer problem.

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-27 00:00:00 UTC
From: ted@donnwell.se
Message-ID: <4jcjh3$lii@mn5.swip.net>
Source record: 85033

Lawrence Staveley <Lawrence@kwll.demon.co.uk> wrote:

>Hmm, APE v1.07 is running fine on two P100's around here. I've had problems with
>SIO2PC not running without disabling internal and external cache though.

Good, then I now it's possible.
I will try turning off the cache, and see if it works.

>Are you using v1.06? I had troubles with that one. v1.07 is much more stable.

Yes, I am trying 1.07, a truly neat program.

Steve Tucker wrote me, and it seams like things could solve it
self:-)

Thanks for your info.

1709. Re: 6502 Multitasking OS announce

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-28 00:00:00 UTC
From: doug.cotton@the-spa.com
Message-ID: <doug.cotton-2803961406450001@s115.the-spa.com>
Source record: 84956
Cross-posted to:
comp.sys.cbm,comp.os.misc,alt.comp.hardware.homebuilt,comp.sys.apple2,comp.sys.apple2.programmer,comp.sys.atari.8bit

in <4j85ha$sjb@seagoon.newcastle.edu.au>, Bruce R. McFarling wrote:

> Nope. I *will* agree that the 6809 and the 65C816 in 8-bit
> mode may be better micro-computer micro-processors than the 6502. I
> do wish an EEPROM version of the 6502 based micro - controller was
> available, since for a hobbyist its a little hard to take advantage
> of the 8K ROM version.

Probably not much help for hobbyists, but on March 22, 1996 WDC announced
that they would make a mixture of their processor cores with ROM, RAM,
I/O, UARTS and Timers. They also mention the possibility of migration to
ASIC path coupled with factory-dependent EEPROM, SRAM A/D, D/A, LCD, and
other such modules.

Doug Cotton
E-mail: doug.cotton@the-spa.com

==
Creative Micro Designs, Inc.	Orders: (800) 6383-CMD
P.O. Box 646	Support: (413) 525-0023
East Longmeadow, MA 01028	Fax: (413) 525-0147

| Visit our WWW Site at: http://www.the-spa.com/cmd/ |
==

1710. XFD to ATR translation.

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-28 00:00:00 UTC
From: bbs@vectorbd.vivanet.com
Message-ID: <4jeobj$i5v@vectorbd.vectorbd.com>
Source record: 84957

The ability to translate between .XFD and .ATR disk
images can be quite easily performed by a readily
available (and free) progarm called AVDDEMO.ZIP,
by Creative Software Systems; Phone (616) 473-3904.
It's a shell program for PC Transformer. While most
of the features are disabled, the ability to add and
remove the SIO2PC header to a file is active.

The size of this ZIP file is about 188K and it runs
on IBM compatables. It runs fine on my '386 with
VGA display. It will *not* run on a PC with the MDA
display. A mouse is also helpful, but not required.
This program can be downloaded from the PC Transformer
web page:

Branch Always Software http://www.halcyon.com/brasoft/

It doesn't appear to be in the umich.edu Atari archive
in the "Xf2" subdirectory yet.

Create a new subdirectory called AVD. Uncompress the
file using "pkunzip -d avddemo.zip". This requires
PKUNZIP.EXE version 2.04g.

Copy a BACKUP of the .XFD file that will have the
SIO2PC header added into the AVD subdirectory.

Run atari.bat.

Click on "Done" when the advertisement screen comes
up <g>.

Select "VIEW OPTIONS", "DIRECTORY FILTER", and type in
"*.*" followed by a Carriage Return <CR>.

Click on the .XFD file to highlight it.

Select "FILE", "ADD SIO2PC HEADER", "OK".

Wait for a little while. It seems as though this
program makes two passes on the file... the first to read
it into memory, the second to write out the file with the
in its modified state. That's a guess.

The reason that I caution the unwary user to wait is
because when I first tried this, I saw the screen "blank
out" (while the file was being read) and then come back.
In my haste to see my results, I quickly clicked on "FILE"

"EXIT". The program let me do that with no squawking. Guess what? No change was made to my .XFD! So, be patient.

If a file that already has the SIO2PC header on it is selected, the program will do nothing.

Finally, rename the .XFD filename to one with the .ATR extention and you're done. The file should be 16 bytes longer than it was before. For example, a single density .XFD disk image is 92,160 bytes long. A single density .ATR disk image is 92,176 bytes long.

I have had good results using this method. It's a lot faster than getting into PC Transformer or SIO2PC, formatting a copy of an existing .ATR file, and then copying files over from the .XFD to the (freshly formatted) .ATR file within PC Transformer.

I am using a '386 PC with PC Transformer 3.31 on it, an Atari 800xl and an SIO2PC cable (Nick...I sent the check out on Tuesday!).

One can also change from .ATR format to .XFD format, using AVDDEMO, although I can't see any advantage in doing so. Does anybody care to comment on that?

dmc@vectorbd.com Dana Colbert

1711. Re: APE?

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-28 00:00:00 UTC
From: ted@donnwell.se
Message-ID: <4jeedd$858@mn5.swip.net>
Source record: 84958

chelm@ix.netcom.com (Chris) wrote:

>Will somebody tell me what APE is? I gather that's it's some sort of program
>that lets you use your PC as a disk array for your 8-bit Atari, and that it's
>commercial. Where do you get it from? I'd definitely be interested in that.
> I've been thinking about moving alot of these old 5 1/4's to my PC for
>archiving before they all go bad.

>Thanks.

Have a look at the APE homepage, there is the requierd information + a
shareware for test.
It's a very competent software.
You need a little bit of interface for it, some few components that
you solder on a lab board, and some cabel and contacts.
I think that you also could by prebuild ones.

APE homepage.
http://seka.nacs.net/~classics/

Made for fun a drawing from the text files when I built mine, you
could have the arj file with the bmp and tif file of it in a e-mail
if you are interested.
The same interface goes for both APE and SIO2PC.
SIO2PC is a similar software, but does less neat things.

Tomas Edholm
ted@donnwell.se
Stockholm, Sweden

1712. Re: Offically sanctioned XFD image specs?

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-28 00:00:00 UTC
From: bbingham@haven.ios.com
Message-ID: <4jesmi$n7c@news.ios.com>
Source record: 84959

Yogi (scharles@superlink.net) wrote:
: On Mon, 25 Mar 1996 21:11:23 GMT, classics@nacs.net (Steven Tucker)
: wrote:

: >What image sizes and densitys are supported by the Xformer and XFD format?
: >
: >Since it has 0 header information it must only recognize images of a particular
: > size/format?
: >
: >720/SD is the only XFD image I have.
: >
: >Are the following formats supported?
: >
: >1040/SD (1050 ED)
: >1440/SD (80t SD)
: >720/DD (Indus/etc)
: >1440/DD (Percom/etc)
: >
: >??? Larger images?
: >

To Steven et al,

I was under the assumtion that SIO2PC gleaned the sector size for XFD
Images via the SIO Block Command issued by the Atari. Unfortunately for
any of us wanting to write a converter, the only way to glean this
information inside the XFD is through the Images DOS format itself. For
SpartaDos, and Atari Dos this may not be to difficult, but for others,
who knows...(Lets not even mention Boot Disks > 720 SD Sectors ok..)

Bill

1713. Re: PC-ATARI???

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-28 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <4jev8b$jfs@usenetw1.news.prodigy.com>
Source record: 84960

I use SIO2PC, a program that runs on a PC that allows it to look like a disk drive to an Atari. The SIO2PC cable from Nick Kennedy connects the SIO port of the Atari to a comm port on the PC. At the Sacramento Atari Expo that was held on March 23rd, Atari Classics magazine was there and had a copy of a CD from Europe that has about 2500 disks that can be used with Xformer on a PC or an Atari connected to the PC with the SIO2PC cable. I hope this helps.

1714. Re: STILL WANTED 8 BIT ARCHIVE

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-28 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <4jf0eg$1q34@usenetw1.news.prodigy.com>
Source record: 84961

Gimme, gimme, gimme. I hear a lot of that. Maybe it's just not a financial success for a programmer to keep working on a program that is pirated as much as it is. At least with Gemulator, he gets to sell the board that fits in the PC for the ST roms. Xformer just isn't as much a cash cow, so why should he bother? To satisfy people like you? Why? If programming an emulator is so easy, go ahead and try it yourself. Then make your million dollars. What? You don't think you'd make a wad of money either? Hmmm.
I don't know why I'm even bothering responding to your crap. It's hardly worth a reply. So I'll quit now a spend the rest of my lunch relaxing.

1715. Re: Newest PC XFormer - Version

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-28 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <4jf2d8$9rm@usenetw1.news.prodigy.com>
Source record: 84962

3.5 is the latest now, but is pretty much the same as 3.3, except that it can use the cable that converts the PC's printer port to an SIO port, so you can connect an Atari disk drive to your PC. It will also handle anything else that would normally connect to the SIO, like an Atari printer/plotter, or maybe even the old 410 program recorder? Hmmm.

1716. Limited Time Offer...

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-28 00:00:00 UTC
From: Don Thomas <75300.1267@compuserve.com>
Message-ID: <4jf3bnidm2@mhade.production.compuserve.com>
Source record: 84963
Cross-posted to: comp.sys.atari.8bit,rec.games.misc,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

TO: Atari Devotees at Large
FR: Earthbound Internet Inhabitant
(a.k.a. Don Thomas @ Atari)
REPLY TO: 75300.1267@compuserve.com or atari@genie.com
SUBJECT: *VERY* LIMITED OFFER (3/27/96 - 4/15/96)
AND WHILE SUPPLIES LAST

==========
As you may (or may not) be aware, Atari Corporation has relocated our corporate offices to a shiny new facility in beautiful downtown Sunnyvale, California. Now, it's time to move our warehouse facility to a location that makes more logistic and economic sense to our offices.

I am pleased to say that I have obtained Mr. T's and Mr. T's and Mr. T's (one T didn't need to reply) authorization to dig amoung the muck and find some worthwhile "stuff" for our long term friends and supporters on the Internet. I was told to "put aside what you (meaning me) think people might like and we'll consider letting you offer it on-line for a weekend or two". I've done that and have gotten approval to give away the items below at incredible prices.

If you are interested in the list, please E-Mail me at 75300.1267@compuserve.com and I'll reply with the list.

1717. Re: "Thrifts... Just What're They Thinking About ?"

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-28 00:00:00 UTC
From: penfold@ccs.neu.edu
Message-ID: <4jehpg$n0j@camelot.ccs.neu.edu>
Source record: 84964
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,rec.games.video.atari,comp.sys.atari.8bit

AlenSmithe wrote:
> If you go to a store that has really stupid people working there, you can
> get away with getting carts out of a package and taking price tags off
> something else and sticking them on the carts.

Here's a better one: If you go into a store that doesn't have
those anti-theft devices at the doorway, you can just put stuff in your
pocket when there's nobody looking and then walk out without paying for
it. Of course, that's stealing, but based on your post I assume that you
have no problem with it.

--
Karl J. von Laudermann | "Consumer protests[...] happen all the time:
penfold@ccs.neu.edu | Last summer, baseball fans effectively expressed
----------------------+ their anger over 1994's baseball strike by staying
away from ballparks." - Gamepro magazine editorial, December 1995

1718. Re: "Thrifts... Just What're They Thinking About ?"

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-28 00:00:00 UTC
From: amanazer@mtholyoke.edu
Message-ID: <4jf8p9$4pf@news1.mtholyoke.edu>
Source record: 84965
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,rec.games.video.atari,comp.sys.atari.8bit

I really can't believe that someone would stoop so low as to swindle,
rip-off,or cheat a thrift store...a store whose fundamental principle to
is to aid those in need. If a cartridge or system is above what you feel
you should pay then leave it there or consider the extra cost a donation
to the cause. But please don't steal from a thrift store...that is just
plain unkind...

(please deposit $.02)

1719. Re: 6502 Multitasking OS announce

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-28 00:00:00 UTC
From: brain@mail.msen.com
Message-ID: <5/fWxwyjtgaE088yn@mail.msen.com>
Source record: 84966
Cross-posted to: comp.sys.cbm,comp.os.misc,alt.comp.hardware.homebuilt,comp.sys.apple2.programmer,comp.sys.atari.8bit

In article <Dou9y8.n36@eskimo.com>, mattack@eskimo.com (Matt Ackeret) wrote:
>In article <sheldonDonwz1.7I9@netcom.com>,
>Sheldon Simms <sheldon@netcom.com> wrote:
>>However I want to clarify what you said about the 65816. I have read
>>the WWW page about the 20Mhz accelerator for C-64, and it's very
>>impressive. I just want to clarify the fact that although that accelerator
>>is new, the 65816 chip has been around for quite a while. It is the
>>CPU in the Apple IIgs.
>
> This is "just" the same 14 MHz 65816 from WDC, being pushed to 20MHz.
>Not anything new.. That's what the guy who posted about it originally said
>in e-mail.

I have heard this rumor before... So I called....

The parts they are shipping now are ACTUAL 20 MHz units. Some are marked
14 MHz because the cost to redo the number scheme on the case is pricey.

The units will run at 20 MHz, and I have heard that 24 MHz has been seen
by overclocking them.

>
> So are they getting lucky, or is it support hardware on the ZIP that
>isn't supporting higher than ~14 MHz?

Dunno, but 20MHz has been running at CMD for weeks. No glitches.

Jim

>--
>unknown@apple.com Apple II Forever
>These opinions are mine, not Apple's.

--
Jim Brain, Embedded System Designer, Brain Innovations, Inc. (BII)(offline sig)
brain@mail.msen.com "Above views DO reflect my employer, since I'm my employer"
Dabbling in WWW, Embedded Systems, VR, Old CBM computers, and Good Times! -Me-
Jim Brain: BII, VR, and CBM info

1720. Atari Equipment: MUST SELL (Reduced Prices!!!)

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-28 00:00:00 UTC
From: Terry.Ortman@pdsig.com
Message-ID: <4jcovv$9fk_001@babyblue.yale.edu>
Source record: 85034

Path:
nntp.crl.com!howland.reston.ans.net!tank.news.pipex.net!pipex!usenet.eel.ufl.edu!news-feed-1.peachnet.edu!paperboy.wellfleet.com!news3.near.net!yale!news-mail-gateway!daemon
From: 125-12756@wwivlink.survivor.org (Admiral Nuguru #125 @12756)
Newsgroups: comp.sys.atari.8bit
Subject: Atari Equipment: MUST SELL (Reduced Prices!!!)
Date: 23 Mar 1996 19:16:09 -0500
Organization: Yale CS Mail/News Gateway
Lines: 44
Sender: daemon@cs.yale.edu
Message-ID: <ffff84dawwcp500@tss.survivor.org>
NNTP-Posting-Host: babyblue.cs.yale.edu
Status: N

Data-Que Turbo-816 upgrade for Atari 8-bit, XL or XE series computers. Upgrades and replaces the 6502C in the computer with the 16-bit 65C816 CPU, can use Atari OS, or the NEW Turbo-OS included. Speeds up programs as much as 350% faster. The 65C816 processes 4 instructions per clock cycle (Only the new P6, 80686 Intel chip does that, besides this), as compared to the 6502 which processes one instruction per clock cycle. Original cost $249.95. Includes T816 assembler $75.00, Cross Developer for IBM $75.00, sevreal other Turbo 816 specific disks, valued at $25.00 each. Asking $0.25 for the entire package.

ATARI 800XL upgraded to 256K memory, will run most 130XE specific programs, already wired for Turbo-816 installation, just need to re-solder 3 jumpers, and plug in the Turbo-816 kit above. Original cost $189.95 for the 800XL, $79.95 for the Upgrade kit, $195.00 for the 256K DRAMs, asking $0.50.

Supra External 2400 Baud Modem, includes powewr supply, no manual, Hayes Compatible, requires 850/P:R:/ATR8000, asking $0.50

MUST SELL, will consider any reasonable offers on this equipment.

Starfleet@freebbs.com alt: Starfleet@bbs.freebbs.com
Terry.Ortman@pdsig.com

1721. Atari Equipment Must Sell!!! (OuR PrICeS aRe InSaNe :p)

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-28 00:00:00 UTC
From: Terry.Ortman@pdsig.com
Message-ID: <4jcqiq$9fk_001@cs.yale.edu>
Source record: 85035

Path:
nntp.crl.com!howland.reston.ans.net!tank.news.pipex.net!pipex!usenet.eel.ufl.edu!news-feed-1.peachnet.edu!paperboy.wellfleet.com!news3.near.net!yale!news-mail-gateway!daemon
From: 125-12756@wwivlink.survivor.org (Admiral Nuguru #125 @12756)
Newsgroups: comp.sys.atari.8bit
Subject: Atari Equipment Must Sell!!! (OuR PrICeS aRe InSaNe :p)
Date: 23 Mar 1996 19:16:10 -0500
Organization: Yale CS Mail/News Gateway
Lines: 56
Sender: daemon@cs.yale.edu
Message-ID: <ffff84d8wwcp500@tss.survivor.org>
NNTP-Posting-Host: babyblue.cs.yale.edu
Status: N

ATARI Equipment, MUST SELL!!!

ATARI 400 Computer, 16K, with power supply, manual, and 2 joysticks, TV connector, original cost $599.00, Joysticks $19.95 each, asking $0.01 or best offer.

ATR8000 64K CP/M computer, for use with Atari 8-bit computers or Dumb (IBM computer) terminals. Runs all CP/M 2.2 software, supports up to 4 disk drives, any size, any density, 8 inch, High Denisty 5.25 and 3.5 floppies, any IBM compatible printer, modem port for using any RS232C compatible external modem, includes Auto-Term Disk for Atari computers, CP/M 2.2 Master Diskette, several CP/M disks, ATR8000 Manual, MY-DOS master Disk, CP/M Supplement Manual, modem cable, printer cable, original cost $695.00 for the ATR8000 Basic system, printer cable $39.95, Modem cable $39.95, asking $0.01.

Dual Floppy Disk Drives in case with power supply and cooling fan, connecting cable, for above ATR8000 or any IBM compatible computer. Case can hold 4 half height 5.25 floppies, original cost $895.00, Case alone is worth $89.95 at most supply companies, asking $0.01.

Both ATR8000 and Dual Disk Drives, $0.01

ATARI 1027 Letter Quality Printer, New in Box, with ink rollers, manual, power supply, connecting cables, oil, original cost $399.95. Also have a non-working 1027, can be fixed at any Atari service center, both printers cost new $399.95 each, asking $0.01 for both of them.

ATARI 1050 Disk Drive, works with any Atari 8-bit computer, in very good condition, like new, supports single and dual density modes, includes power supply, original cost $179.95, asking $0.01.

Data-Que Turbo-816 upgrade for Atari 8-bit, XL or XE series computers. Upgrades and replaces the 6502C in the computer with the 16-bit 65C816 CPU, can use Atari OS, or the NEW Turbo-OS included. Speeds up programs as much as 350% faster. The 65C816 processes 4 instructions per clock cycle (Only the new P6, 80686 Intel chip does that, besides this), as compared to the 6502 which processes one instruction per clock cycle. Original cost $249.95. Includes T816 assembler $75.00, Cross Developer for IBM $75.00, sevreal other Turbo 816 specific disks, valued at $25.00 each. Asking $0.01 for the entire package.

ATARI 800XL upgraded to 256K memory, will run most 130XE specific programs, already wired for Turbo-816 installation, just need to re-solder 3 jumpers, and plug in the Turbo-816 kit above. Original cost $189.95 for the 800XL, $79.95 for the Upgrade kit, $65.00 for the 256K DRAMs, asking $0.01.

Supra External 2400 Baud Modem, includes powewr supply, no manual, Hayes Compatible, requires 850/P:R:/ATR8000, asking $0.01

Starfleet@freebbs.com alt: Starfleet@bbs.freebbs.com
Terry.Ortman@pdsig.com

1722. Atari Equipment, MUST SELL at reduced prices!!! (Part 1 of 2...)

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-28 00:00:00 UTC
From: Terry.Ortman@pdsig.com
Message-ID: <4jcppm$9fk_002@babyblue.yale.edu>
Source record: 85036

Starfleet@freebbs.com alt: Starfleet@bbs.freebbs.com
Terry.Ortman@pdsig.com

Path:
nntp.crl.com!howland.reston.ans.net!newsfeed.internetmci.com!usenet.eel.ufl.ed
u!news-feed-1.peachnet.edu!paperboy.wellfleet.com!news3.near.net!yale!news-mai
l-gateway!daemon
From: 125-12756@wwivlink.survivor.org (Admiral Nuguru #125 @12756)
Newsgroups: comp.sys.atari.8bit
Subject: Atari Equipment MUST SELL at crazy prices!!! (Part 1 of 2...)
Date: 23 Mar 1996 19:16:09 -0500
Organization: Yale CS Mail/News Gateway
Lines: 40
Sender: daemon@cs.yale.edu
Message-ID: <ffff84d9wwcp500@tss.survivor.org>
NNTP-Posting-Host: babyblue.cs.yale.edu
Status: N

ATARI Equipment, MUST SELL!!!

ATARI 400 Computer, 16K, with power supply, manual, and 2 joysticks, TV
connector, original cost $599.00, Joysticks $19.95 each, asking $0.50
or best offer.

ATR8000 64K CP/M computer, for use with Atari 8-bit computers or Dumb
(IBM computer) terminals. Runs all CP/M 2.2 software, supports up to 4
disk drives, any size, any density, 8 inch, High Denisty 5.25 and 3.5
floppies, any IBM compatible printer, modem port for using any RS232C
compatible external modem, includes Auto-Term Disk for Atari computers,
CP/M 2.2 Master Diskette, several CP/M disks, ATR8000 Manual, MY-DOS
master Disk, CP/M Supplement Manual, modem cable, printer cable,
original cost $695.00 for the ATR8000 Basic system, printer cable
$39.95, Modem cable $39.95, asking $0.25.

Dual Floppy Disk Drives in case with power supply and cooling fan,
connecting cable, for above ATR8000 or any IBM compatible computer.
Case can hold 4 half height 5.25 floppies, original cost $895.00, Case
alone is worth $89.95 at most supply companies, asking $1.00.

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manual, power supply, connecting cables, oil, original cost $399.95.
Also have a non-working 1027, can be fixed at any Atari service center,
both printers cost new $399.95 each, asking $1.00 for both of them.

ATARI 1050 Disk Drive, works with any Atari 8-bit computer, in very good condition, like new, supports single and dual density modes, includes power supply, original cost $179.95, asking $0.50.

continued next message...

Starfleet@freebbs.com alt: Starfleet@bbs.freebbs.com
Terry.Ortman@pdsig.com

1723. Sparta Dos 3.3B?

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-28 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <4jcr9d$2dr@news.tcd.net>
Source record: 85037

When ICD sold to FTE, I bought a bunch of Sparta Dos 3.2d disks
and manuals from FTE, my mistake Well we can rectify the mistake
I have at least 12 units of the new modified Sparta Dos3.3b that
I will include in the shipment of the units..price $14.00 ea
delivered with original disks and manual..Upgrade included..

If anyone has a problem with FTE, let me know..I have never
screwed Mike..and do have a working relationship with him..

Besides that he is only an hour and 15 min away from me..by air..

I have talked to him within the past couple days and he will
ship!

The new upgraded Sparta Dos 3.3B is Mux compatable and will do
the happy or the USD High Speed stuff!!!

Bob Klaas

1724. Development for the Atari 8-bit!

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-28 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <4jcs66$2dr@news.tcd.net>
Source record: 85038

I have been a supporter for the Atari 8-bit community so long I can't rember the date originaly..but I do remember going to a show in Pittsburgh, supporting the product, and being told by B. Brodie of Atari the nothing was going to happen, reguardless of how many users we had available..From that day forth I have had no fiath in Atari as a Corp!. They the Corp craped in our mess kit, and expected us to gobble it up! Would not happen..I have since bought up the rights to Hardware and Software..Still working with others on upgrading a system that everyone said couldn't be moved forwared!// Look at the new Sparta Dos upgrades and BBS Express! Professional (tm) and you will see we have excelled Atari Corps (narrow minded) concsption of the Atari 8-bit system..

Had Mr. Brodie extended himself at the Pittsburgh convention to us the users of the 8-bit. I might have bought the new items from Atari...where as he told us to F...of in essance I went IBM/Compatable like most of you did.!!!

Well, Atari Corp like it or not I will support the 8-bit community, and will be a damn thron in their side as a Stock Holder...Buy 1 share and you can raise hell..besides that the price is going up..not what I bought origanly at ..11.25 a share but it is going up...

Now as a NASTY to MR. BRODIE..what the hell would the Atari 8-BIT (notice the captilazitons) users like to see with in the next couple years? LEGALY that is??????????

In essance: You think you have problems??? I have lost a total of..$30,000 supporting a habit...atari 8-bit...not too smart!

But the need is still there!!!

Bob

1725. Copy Rigthr!

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-28 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <4jct3r$2dr@news.tcd.net>
Source record: 85039

I have been a loyal Atari 8-bit user for too damn long..!!

I see those on the Net that want new software ect..But do not want to pay for it..I personlay have expended upwrards to $30,000 out of pocket expenses (yes I have IRS docs to prove it) supporting the Atari 8-bit community..with hardware (new used ect)..and Software..in both catagories..

While I would admit that BBS Express! Professional for the Atari 8-bit has been a marketable item it has not produced in all the years of owning it as this market on the Internet has within the pass 3 months..

Copyrights serve a purpose..take mine away from me and I assure you that with out CASH up font you will never see anything developed, now or in the future!

What the community as a whole has to do to get recogniton or support is to spend or relate to a producer of software/hardware support in the form of $$$ they are willing to spend, for a presicific item they wish produced.!!

I have been having problems with those that wish to produce, programers, engieers ect..Has cost me $$000,000. Do not wish to expend on their iffies!... You have a software/hardware item you want expanded lets talk? I will support those that support me..
Bob Klaas

1726. Re: STILL WANTED 8 BIT ARCHIVE

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-28 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <315a083b.982064@news.superlink.net>
Source record: 85040

On Wed, 27 Mar 1996 00:00:45 GMT, areeve@avana.net (Alan Reeve) wrote:

>Knowing Darek on a semi-personal level and knowing that he is quite a
>talented programmer I would agree. I'm not sure if it's the complexity
>of the machine (we haven't exactly seen a 2600 emulator worth too
>much, yet, either and having tried the Activision pack #3 I'm still
>waiting) or lack of effort. I think the big problem there is he's both
>busy as Xformer is also a side project for him and that he say's
>Xformer does things that it does not. Examples include:
>
>1) Sound. Barely does anything. Pure tones aren't accurate and
>distortion is non-existent.
>
>2) Flickering.
>
>3) Bank selecting doesn't work properly and I have to use Atari 800
>mode to run software. If you're stuck thinking it does nothing try
>Atari 800 mode and you'll see a lot of software run or at least
>partially run properly. Zaxxon, Miner 2049er, Pac Man, Star Raiders
>and many others.
>
>4) DLIs are off.
>
>5) Collision detection is off.
>
>and others. I think saying all this stuff works is dishonest, and, of
>course, telling him about flickering in the emulator results in him
>nasty messages that don't bother me a bit stating that I 'whine'. It's
>kind of a joke.
>
>
>On the topic of an archive, I too cannot believe people that are
>against an archive for legal reasons...and I guess that's the only
>reason. I hope that these people do not speed, either, as that too is
>violating the law. In Wheaton, IL there exists a law on the books that
>ladies cannot walk down the street in high heels (this stems back from
>the 20's when ladies would trap their heels in between the wooden
>boards making up the sidewalk and break their ankles). The point is
>that some laws are execessive and there's a difference between what is
>going to be enforced. The law making body in Wheaton is not going to
>appeal that law beacuse that would be a waste of time...instead it is
>unenforced. Apparently Apple II and C-64 programmers/development
>houses recognize the lifespan of a piece of software is a few years
>and after that (depending on the type of software...utilities and

>applications usually go through upgrade cycles whereas games do not)
>they do not make money. Activisions C-64 classic pack throws an
>interesting wrench into this. I'm not will to pay for those
>games...but I do like to have them...if I'm going to spend money on
>software then I'd rather buy a new package and after seeing the 2600
>pack and buying it solely for the emulator I think Activision should
>stay away for the recycling market. In conclusion, if a copyright
>holder of a C-64 game wishes to uphold their claim to it then fine,
>but most apparently do not...so long as authors really don't care then
>I don't see it as a big deal.
>

The Xformer is going to kill the 8 bit even more. People who used to know and appreciate 8 bit ataris will boot it up, say, boy was this primitive, and hit delete, not knowing that an actual 8 bit was so much better. There is one for the MAC available that does everything Xformer is supposed to, and better. I think it's freeware too. Makes me want to buy a MAC. Instead, I am buying up 8-bits and making a CD of the software I can; That was the original message of this thread, which has been lost on my newsserver.

Anyone with software, please email Scharles@superlink.net
I am going to look into an FTP site.
Thanks, Yogi

1727. Re: Offically sanctioned XFD image specs?

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-28 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <315a0941.1243618@news.superlink.net>
Source record: 85041

On Mon, 25 Mar 1996 21:11:23 GMT, classics@nacs.net (Steven Tucker)
wrote:

>What image sizes and densitys are supported by the Xformer and XFD format?
>
>Since it has 0 header information it must only recognize images of a particular
> size/format?
>
>720/SD is the only XFD image I have.
>
>Are the following formats supported?
>
>1040/SD (1050 ED)
>1440/SD (80t SD)
>720/DD (Indus/etc)
>1440/DD (Percom/etc)
>
>??? Larger images?
>
>Thanks
>
>Steve
>

I don't know Steven, but as I wrote in email to you, would appreciate
a converter program; you've probably seen what I trying to accomplish
by collecting an 8 bit archive; a lot of people have been responding
(well, 5-6) with XFD images; I plan on using ATR format so APE can
read it right off the CD.
Also, would assume you have a bunch of software. Would you like to
contribute?
Thanks, Scott

1728. APE?

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-28 00:00:00 UTC
From: chelm@ix.netcom.com
Message-ID: <4jcp7r$fjp@dfw-ixnews4.ix.netcom.com>
Source record: 85042

Will somebody tell me what APE is? I gather that's it's some sort of program that lets you use your PC as a disk array for your 8-bit Atari, and that it's commercial. Where do you get it from? I'd definitely be interested in that. I've been thinking about moving alot of these old 5 1/4's to my PC for archiving before they all go bad.

Thanks.

1729. Re: SIO2PC Timing and Home Filing Manager

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-28 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <315a0a43.1502232@news.superlink.net>
Source record: 85043

Home filing manager was a normal 720 disk, so after sector 720 thats
why you are getting the errors.
When I left the scene in 1986, I had converted the home filing manager
to a FILE; you still needed the full disk to read the data from, but
at least the program was a file, which has the best chance to run on
any emulator. Each sector in the disk stored one file; they were not
stored in straight ATASCII, as I recalll; the easiest way to get the
data would be to print it out and then scan/ocr it back in... time
consuming but I don't see any other way to do it, as HFM didn't have
any comm capabilities.....

1730. FS: IBM/C64/Apple/Amiga/Atari/TI-99 s/w & books garage cleaning!

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-28 00:00:00 UTC
From: steven@rain.org
Message-ID: <4jd9pi$7co@news.rain.org>
Source record: 85044
Cross-posted to: comp.sys.ibm.pc.games.marketplace,comp.sys.cbm,comp.sys.ti,comp.sys.apple2,comp.sys.apple2.marketplace,comp.sys.amiga.software,comp.sys.atari.8bit,comp.sys.mac.games.marketplace,misc.forsale.computers.pc-specific.software,misc.forsale.computers.other.software,misc.forsale.computers.mac-specific.software

I am posting this message for a friend without Internet access.

ALL SOFTWARE PACKAGES ARE ORIGINALS WITH COMPLETE DOCS, DISKS, AND
BOXES, unless noted with a * which means there is no box. All opened disks
and CDROMs have been tested and I will guarantee they work.

Rather than post separate for sale messages for each computer as I have done
in the past, I thought I'd combine them into one large list so people could
see everything I have available. If you are interested in anything, please
read the end of the message before replying.

Items listed in this order:
Part 1. IBM CDROMs, disk-based games (many), old business software, books
Part 2. Commodore 64/128 game software (lots), datasette, 2 books
Part 3. Amiga 3.5" game software and book
Part 4. Apple II+/e business software, books, plug-in cards
Part 5. Atari ST and 8-bit software (no games)
Part 6. Macintosh 3.5" software (several games)
Part 7. TI-99/4A cartridges (several games/education), 1 book
Part 8. Computer books

Feel free to make reasonable offers on anything below. Few prices are firm,
especially if you are buying several other items.

=== Part 1. IBM ==

IBM CDROM games (with manuals and jewel cases, no boxes):
Desert Strike - $12
Police Quest: Open Season - $14

IBM disk-based game software (5.25" unless noted otherwise):
$4 each

Don't Go Alone *

$5 each

Deja Vu II (VGA, 5.25" HD)
First Expedition
Scavengers of the Mutant World
Sword of the Samurai
Superstar Soccer (w/ C64 version) *
Willow - new, unopened

Zoom

$7.50 each

Eric the Unready (VGA, 3.5" HD) with cluebook

IBM ancient business software (all with 5.25" disks, manuals, and boxes):
Diskette Manager III (Lassen Software) - $4
Framework II Sampler (Ashton-Tate) - $4
PC Focus 3.0 (Information Builders) - contains User's Manual, Guide to
Operations, Tutorial, and Screen Painter manuals - $6
PFS: First Publisher 1.0 (PFS) - $4
Personal Time Manager (Prime Time) - $4
Professional Editor (IBM)- $4
Script/PC (IBM) - $4
Smarterm 100 (Persoft) - $4
TopView (IBM) - $4
TopView Programmer's Toolkit (IBM) - $4
Windows 286 2.1 (Microsoft) (package torn on top) - $6

Books:
DBase III Plus Handbook 2nd Edition - Chou, Que Books - $4
P-CAD Illustrated User's Guide: Printed Circuit Board Design
"048-0226-02 Rev 3.00 Kit Illustrated UG SW/MNL" -- still sealed - $10

Probably worthless books (free if you order something else and pay shipping):
CompuServe Navigator 2.1 User's Guide for Macintosh
CompuServe Alamanac 4th Edition
Genie User's Manual 1989 Edition
Using PC DOS 2nd Edition - DeVoney, 1987

=== Part 2. Commodore 64/128 (all 5.25" disks) ================================

$2.50 each

Deceptor
Desert Fox
Force 7
GEOS Desk Pack I *
Sky Runner

$3.50 each

Blue Angels
Die Hard
Oil Barons (heavy package)
Paperclip 64 *
Paperclip Spell Pack *
PHM Pegasus
Print Power (+Atari)
Top 20 Solid Gold (Cosmi) *
Top Fuel Eliminator

TV Sports Football
X-15 Alpha Mission

$4.50 each

Ace of Aces
Beyond Dark Castle *
Beyond Zork 128 *
Border Zone *
Bureaucracy 128 *
Defender of the Crown
Grave Yardage *
Kings of the Beach *
Millionaire *
Monopoly (Leisure Genius)
Murder by the Dozen *
Nord and Bert *
Phantasie III
Pipe Dream *
Tomahawk

$5 each

Pools of Radiance
Superstar Soccer (+IBM) *

Hardware:
Commodore 64/PET Datasette.....$7

Books:
Commodore 64 Programmer's Reference Guide (orig schematics missing)...$5
Commodore 64 User's Guide (2).....$3

=== Part 3. Amiga 3.5" disks ==========

$5 each

Jack Nicklaus' Golf *
Midwinter
Pioneer Plague *
Warlock
BOOK: Amiga Hardware Reference Manual (Revised) - Addision-Wesley, 1989

All 5 above - $25 delivered anywhere in the continental United States.

=== Part 4. Apple II+/e (all 5.25" disks) ==========

Following is a list of Apple software and hardware I no longer have any use
for. Feel free to make reasonable offers.

Business software (5.25" disks) -- $2 each
Advanced Business Accountant (Manzana)
(says "Full Featured Demo", comes in 3 rather large notebooks)

Avery List & Mail (Avery)
Managing Your Money (MECA)
Personal Pearl (Pearlsoft)
VersaForm (Applied Software Tech.)
Screen Director (Business & Pro Software)
Smart Money (Sierra On-Line)

DISKS ONLY only for almost every PFS:File, PFS:Graph, PFS:Write, etc -
50 cents ea. disk - can provide a complete list if interested
One game: Ultima II (Origin), missing the top half of the box - $1.50

Tons of Beagle Brothers Time-Out disks and manuals (no boxes) - DeskTools,
DeskTools II, Filemaster, Graph, MacroTools, MacroTools II, PowerPack,
Quickspell, Report Writer, Sidespread, SpreadTools, Superfonts, Thesaurus,
Ultramacros, Super Macroworks. If anyone is seriously interested in buying
the WHOLE LOT, please respond with your offer.

BOOK: Osborne CP/M User Guide "Special Microsoft Softcard Edition for Apple
II and Apple III Owners" - Thom Hogan

Probably good hardware (sold to me as working, kept in good condition, but
I never used them. I don't have time to test them. I'll refund your money
if they don't work):
Apple-brand MIDI interfaces (plugs into ADB port) (2 of them) - ??
APL printer card (Epson), no manual - $10
Microbuffer II 16K serial card - new, unopened - $20
Z-Card II (Advanced Logic Systems' Z-80 card), with manual - $10

Many issues of a specialty Apple magazine called "The Assembly Line". I can
provide a more complete list of issues if someone is seriously interested.

=== Part 5. Atari ==

Atari ST 3.5" software - $3 each
E-Z Track MIDI Sequencer - new, unopened (2 of them)
Personal Pascal *
ST Key *

Atari 8-bit 5.25" software - $3 each
Atariwriter (cartridge) *
Home Filing Manager (disk) *
Pilot language (cartridge) *
Print Shop (disk) *
Telelink (cartridge) *
Turtle Tracks (disk)

Also looking for Clowns & Balloons game disk -- will trade

=== Part 6. Macintosh 3.5" disks ===

$2.75 each

Crimson Crown
Enchanted Scepters

Frogger
Ground Zero
Mastertype
Rival 1.1.4
Time and Magik

$3.75 each

Click Change 1.04
Corruption
Deja Vu

$4.75 each

Mac Plot, standard V3.4
Pools of Radiance
Status Mac - 1991, System 7 compatible, unopened

Strategic Conquest Plus - disks only - $1.50

Note: Some of these games are old and may only run on older Macintoshes
with System 6 or earlier.

=== Part 7. TI-99/4A ==

Working cartridges - no boxes

$3 each

Beginning Grammar, no docs
Connect Four, no docs
Household Budget Management, w/ docs
Munchman, w/ docs
Personal Record Keeping, w/ docs
Superfly, no docs
Terminal Emulator II, w/ docs and keyboard templates
BOOK: Programming BASIC with the TI Home Computer - Peckham

Cartridges WANTED (will also trade the above for or possibly buy):
Beyond Parsec, Bigfoot, Computer War, Frogger (Parker Bros), Hopper,
Jumpman Jr., Space Journey, Spy's Demise, Star Maze, and Tris.

= Books ==

Amiga Hardware Reference Manual (Revised) - Addision-Wesley, 1989
Commodore 64 Programmer's Reference Guide (original schematics missing)
Commodore 64 User's Guide (2)
DBase III Plus Handbook 2nd Edition - Chou, Que Books
Mastering CP/M - Alan R. Miller, Sybex Books, 1983
Osborne CP/M User Guide "Special Microsoft Softcard Edition for Apple II
and Apple III Owners" - Thom Hogan
P-CAD Illustrated User's Guide: Printed Circuit Board Design
"048-0226-02 Rev 3.00 Kit Illustrated UG SW/MNL" -- still sealed... $10

Programming BASIC with the TI Home Computer - Peckham

Probably worthless books (free if you order something else and pay shipping):
CompuServe Navigator 2.1 User's Guide for Macintosh
CompuServe Alamanac 4th Edition
Genie User's Manual 1989 Edition
Using PC DOS 2nd Edition - DeVoney, 1987

==========

The above prices do not include shipping. I'm in California. Depending on how far away you are, how many items you want, if they have boxes, and how heavy everything is, the shipping cost usually ranges from $4 to $8 UPS or priority US mail. I don't have time to deal with lots of small transactions, so I need to ask a minimum of $15 worth of items. If you buy a lot of stuff at once, I will make you a deal on the shipping. In general, a few pieces of software costs $4 or $5 to ship.

I will only ship within the continental UNITED STATES. No exceptions.

Thank you,
Randall

Please send e-mail to steven@rain.org and include at the top of the message or in the subject header: "Forward to Randall". Because these messages will be hand-carried on floppy disk once per week, it may take me a week or two to respond. If you do not get a reply within 2 weeks, please re-send your message if you are still interested.

1731. Re: CLASSIC GAMES AND SYSTEMS FOR SALE.

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-28 00:00:00 UTC
From: csturdiv@evansville.net
Message-ID: <4jdcol$i7l@info.evansville.net>
Source record: 85045
Cross-posted to: alt.atari.2600vcs,alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.marketplace,
rec.games.video.misc,sfnet.atk.atari

sat-3@interpath.com wrote:

>CLASSIC GAME SYSTEM SALE
>
>ALL SYSTEMS AND GAMES ARE CLEANED AND TESTED. CARTRIDGES MAY HAVE SOME
COSMETIC DAMAGE TO THE LABELS. EVERYTHING IS
>GUARANTEED TO WORK. ALL ITEMS ARE USED, AND MAY HAVE COSMETIC BLEMISHES, NO
MANUALS ARE INCLUDED. TOTALS ARE FOR SHIPPING
>IN THE US. OUT OF COUNTRY ORDERS MAY INCUR ADDITIONAL SHIPPING CHARGES.

Hey do me a favor. Take a look at your keyboard. Look down at the lower left
hand corner. Do you see the Ctrl key? You do? Good. Now look above it.
See that key with the arrow pointing up, and the words "Shift"? Now look
above that key. Do you see the Caps Lock key? You do? Good. Do me another
favor. PRESS THAT DAMN KEY!!!!

The Official Craig Sturdivant Homepage
http://www.evansville.net/~csturdiv/
The Broken Halo nin web site
http://www.evansville.net/~csturdiv/nin.html

1732. Re: Development for the Atari 8-bit!

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-28 00:00:00 UTC
From: mcmahon@inil.com
Message-ID: <31c7cc$02221.d2@news.inil.com>
Source record: 85046

BobKlaas <bobkla19@mail.tcd.net> wrote:

>I have been a supporter for the Atari 8-bit community so long I
>can't rember the date originaly..but I do remember going to a
>show in Pittsburgh, supporting the product, and being told by B.

<Some snipped...>

>couldn't be moved forwared!// Look at the new Sparta Dos
>upgrades and BBS Express! Professional (tm) and you will see we
>have excelled Atari Corps (narrow minded) concsption of the Atari
>8-bit system..

The Infinite has shown me the manual for BBS Express! Pro and I
am simply amazed at what the software can do! It has to be the most
complete BBS program I've ever seen... This program is a must have!
Carden & Klaas should be knighted!

A little more snipped...

>In essance: You think you have problems??? I have lost a total
>of..$30,000 supporting a habit...atari 8-bit...not too smart!

>But the need is still there!!!

I agree... support your 8 bit programmers!

>Bob

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,
* Rory McMahon Atari Fanatic by CHOICE! Falcon030/4/85/SyQuest EZ135 *
# mcmahon@inil.com 8 bits and above! Pentium 90 Xformer! #
'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'

1733. FS Various Atari Components

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-28 00:00:00 UTC
From: Jim Lazarenko <jimbo@connect.ab.ca>
Message-ID: <315A3A71.3CE6@connect.ab.ca>
Source record: 85047

I still have the following Atari equipment for sale (actually I have a few peices more contributed by
friends). Some of this equipment seemed to have been sold, but I never heard back from a couple of people, so
here goes. All are in working shape, but have no boxes or manuals unless specified. Buyer pays shipping.

ï¿½ Atari 800XL with power adapter, but no other accessories
ï¿½ Atari 1200XL with BASIC cartridge, and power adapter
ï¿½ Atari 130XE with manual and all accessories
ï¿½ Atari 1050 Disk Drive complete with power adapter and connection cable
ï¿½ Atari XMM801 Printer with manual and AtariWriter software (unit has built in power adapter)
ï¿½ Atari SX212 Modem with power adapter
. Atari 800
. Atari 810 Disk drive
. Power adapter for an Atari 1050 drive
. A few cartridge games (I will have to check what is left)

Please let me know what you are offering for the equipment, and where you are located so that I may give you a
rough idea of shipping charges.

jimbo@connect.ab.ca

1734. Re: Wanted info on Software Sprites

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-28 00:00:00 UTC
From: classics@nacs.net
Message-ID: <4jdbjc$r3t@wariat.wariat.org>
Source record: 85048

On 27 Mar 1996 17:12:24 -0500, halliwee@ts436.dyess.af.mil (Halliwell E Sra 436TS/TAC) wrote:

>
>> This is how you *HAD* to do it on the Atari 2600. ;-) And you had to
>> store the Player graphics pattern byte every scan line you wanted it to
>> change (no DMA)!
>
>Actually, I can't think of any 2600 games that used this approach. The
>2600 has something called a player replication register... basically, the
>number you put into it would be the number of times the sprite was
>repeated across the screen. This is how you can get an entire row of
>space invaders using one sprite, with no flicker.

Actually you can 'mirror' the player 2 or 4 times, but you still must draw it one scan line at a wime by writing to that players register on the scan line to want that part of the player to appear on.

Steve

1735. Re: Development for the Atari 8-bit!

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-28 00:00:00 UTC
From: gozar@kenton.com
Message-ID: <INqWxMezGuqV088yn@kenton.com>
Source record: 85049

In article <4jcs66$2dr@news.tcd.net>, BobKlaas <bobkla19@mail.tcd.net> wrote:
>I have
>since bought up the rights to Hardware and Software..Still
>working with others on upgrading a system that everyone said
>couldn't be moved forwared!//

Ok, this has been brought up before, but I think now is the time to act.
We need someone to purchase all the rights to the 8-bit from Atari. I
would be willing to donate to this cause, as I'm sure others would. What
does everyone think?

(One thing I would like to see would be an 8-bit emulator on a card, like
the 3DO blaster from Creative Labs!!)

Ryan 'Gozar' Collins gozar@kenton.com
"You can count on others, but its better to use your own fingers and toes"
http://www.kenton.com/users/gozar/index.htm

1736. SIO2PC Autohor

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-28 00:00:00 UTC
From: Lawrence Staveley <Lawrence@kwll.demon.co.uk>
Message-ID: <83122033wnr@kwll.demon.co.uk>
Source record: 85050

Does anyone know if Nick Kennedy is on-line, and if so what his e-mail
address is?

"I can't see the solution - Through this state of confusion....."

Lawrence@kwll.demon.co.uk

1737. Re: GNU C-compiler port to 6502

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-28 00:00:00 UTC
From: gwesp@cosy.sbg.ac.at
Message-ID: <4je9c0$idd@esel.cosy.sbg.ac.at>
Source record: 85051
Cross-posted to: comp.sys.cbm,gnu.gcc.help,de.comp.gnu,comp.sys.atari.8bit

```
In article <gnusenet199603252155.NAA11650@netcom9.netcom.com>,
Toshiyasu Morita <tm@netcom.com> wrote:
:
>Hmmm, which certain C code sequences?
:

Here goes the complete example:
Let test.c be:

char *p;
foo()
{
while(*p);
}

Compiling it with cc65 -O2 -c test.c yields test.s:

_foo
Ltest1
Ltest2
ldx _p
lda _p+1
stx tmp
sta tmp+1
ldy #0
lda (tmp),y
sta tmp0

lda #0
ldx tmp0
stx tmp0
bpl *+4
lda #$FF
sta tmp0+1

lda tmp0
ora tmp0+1
beq *+5
jmp Ltest1

rts

_p
RESERVE 2
```

Note that this is the ORIC C-compiler found at
http://www.dcs.ed.ac.uk/~axc/FLOOR1/oric.html#compiler
(this is derived from lcc) and _not_ the ATARI cc65 from umich.edu.
(Just the executable names coincide).
(See also <4j6952$4pc@dodo.cosy.sbg.ac.at>. Well,
the code I produced for the example is not really correct as Andre pointed
out, but it can easily be corrected :-).
Basically, lcc did a completely unnecessary integer promotion of *p (in
my opinion unnecessary).
I don't know if gcc would make better code, but I could well imagine
it.
The 6502 has simply too few native registers to get along with IMHO.
How would you teach gcc to add 32 bit numbers with only an 8bit accu?

Greetings,
-Gerhard

1738. Re: GNU C-compiler port to 6502

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-28 00:00:00 UTC
From: gwesp@dodo.cosy.sbg.ac.at
Message-ID: <4jea61$iq7@dodo.cosy.sbg.ac.at>
Source record: 85052
Cross-posted to: comp.sys.cbm,gnu.gcc,de.comp.gnu,comp.sys.atari.8bit

In article <4j92sh$8ho@news.lth.se>,
Anders Lindgren <dat94ali@ludat.lth.se> wrote:
:
>8bit'er called "Oric", of which I have never heard. Even though
>it does have the same processor as does the old model C= 64, i.e.
>a 6502, I find it hard to believe that it could compile code for
>a C64 as well (unless of course the two machines are essentially
:
Well, the compiler produces pure 6502 assembly and I see no reason why
you shouldn't be able to make your favourite cross assembler assemble it
for your C64. The libraries are another thing... You would probably have to
develop your own one.
There are Linux binaries available, but those are for _intel_ and not
Amiga Linux. (see http://www.dcs.ed.ac.uk/~axc/FLOOR1/oric-dnl.html).
Don't know if the developers give the sources away.

Greetings,
-Gerhard

1739. SVGA for Atari 8 bit?

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-28 00:00:00 UTC
From: glennb <glennb@interport.net>
Message-ID: <315AF87D.4B06@interport.net>
Source record: 85053

Hi,

I was wondering if there is any way to hook up an Atari 800, XL, or 130XE
to my IBM compatible SVGA monitor? At the very leas I assume that a
cable would need to be made/bought but what else to make this possible.

Any info would be appreciated.

Thanks,
GlennB

"We're all DEVO"

1740. Need file conversion ulitlity HFM to AtariDos

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-28 00:00:00 UTC
From: wcm1@cornell.edu
Message-ID: <wcm1-2803961305370001@128.84.239.134>
Source record: 85054

Does anyone have a proven, workable utility to convert Atari's
proprietary Home Filing Manager database files into generic ascii, tab
delimited atari Dos files which can be opened and edited by FILEREAD.BAS
and/or ATARIWRITER, and then modemed to other platforms? If so I'd like to
either buy a 5.25" diskette of same readable by an atari 1050 disk drive
or arrange for an online transfer of the utility file. My year and a half
long project to transfer my 8-biy stuff to Mac is nearly complete thanks
to help from people on this newsgroup... Only 4 large HFM files to go!!
Bill Mutch

1741. Re: 8 bit in NYC

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-28 00:00:00 UTC
From: wlas@ix.netcom.com
Message-ID: <4je4lk$90f@cloner3.netcom.com>
Source record: 85055

In article <4jblke$dub@news.ios.com>, bbingham@haven.ios.com says...

>JACG (Jersey Atari Computer Group)

I can't believe that JACG is still around.
I never belonged to it, although I did attend one meeting about when
the ST came out. Instead, I was a member of the long defunct ACENNJ.

1742. Atari 600xl (modified) and 800 F.S.

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-29 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <315C7549.7D65@ncweb.com>
Source record: 84906

Hello Fellow 8 bit Devotee's

I have for sale the following Atari 8 bit machines (I have too many ..
they seem to sprout up around here like mushrooms!):

Atari 600xl - 64K - Super Video 2.1 mod (looks best when using monitor)
Atari 800 (standard 48k model)

Will ship in the Continental U.S. for $45 for either unit.

Bill
--
****
* Hi! /_/\ /_/\ * cooncat@ncweb.com *
* | O O | | O O | * aj445@po.cwru.edu *
* from = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* ^ ^ ****************************
* Bill "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* (my 2 cats) * Please Spay or Neuter *
* say "Hello" too! * your pet cat or dog! *
****

1743. Atari 600xl (modified) and 800 F.S.

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-29 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <315C740A.EB5@ncweb.com>
Source record: 84907

Hello Fellow 8 bit Devotee's

I have for sale the following Atari 8 bit machines (I have too many ..
they seem to sprout up around here like mushrooms!):

Atari 600xl - 64K - Super Video 2.1 mod (looks best when using monitor)
Atari 800 (standard 48k model)

Will ship in the Continental U.S. for $45 for either unit.

Bill
--
```
************************************************************
* Hi! /\_/\ /\_/\ * cooncat@ncweb.com *
* | O O | | O O | * aj445@po.cwru.edu *
* from = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* ^ ^ ******************************
* Bill "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* (my 2 cats) * Please Spay or Neuter *
* say "Hello" too! * your pet cat or dog! *
************************************************************
```

1744. Atari 600xl (modified) and 800 F.S.

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-29 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <315C743B.13AB@ncweb.com>
Source record: 84908

Hello Fellow 8 bit Devotee's

I have for sale the following Atari 8 bit machines (I have too many ..
they seem to sprout up around here like mushrooms!):

Atari 600xl - 64K - Super Video 2.1 mod (looks best when using monitor)
Atari 800 (standard 48k model)

Will ship in the Continental U.S. for $45 for either unit.

Bill
--
****
* Hi! /_/\ /_/\ * cooncat@ncweb.com *
* | O O | | O O | * aj445@po.cwru.edu *
* from = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* ^ ^ ****************************
* Bill "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* (my 2 cats) * Please Spay or Neuter *
* say "Hello" too! * your pet cat or dog! *
****

1745. Atari 600xl (modified) and 800 F.S.

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-29 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <315C7446.7613@ncweb.com>
Source record: 84909

Hello Fellow 8 bit Devotee's

I have for sale the following Atari 8 bit machines (I have too many ..
they seem to sprout up around here like mushrooms!):

Atari 600xl - 64K - Super Video 2.1 mod (looks best when using monitor)
Atari 800 (standard 48k model)

Will ship in the Continental U.S. for $45 for either unit.

Bill
--
```
************************************************************
* Hi! /\_/\ /\_/\ * cooncat@ncweb.com *
* | O O | | O O | * aj445@po.cwru.edu *
* from = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* ^ ^ ****************************
* Bill "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* (my 2 cats) * Please Spay or Neuter *
* say "Hello" too! * your pet cat or dog! *
************************************************************
```

1746. Atari 600xl (modified) and 800 F.S.

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-29 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <315C744D.3A74@ncweb.com>
Source record: 84910

Hello Fellow 8 bit Devotee's

I have for sale the following Atari 8 bit machines (I have too many ..
they seem to sprout up around here like mushrooms!):

Atari 600xl - 64K - Super Video 2.1 mod (looks best when using monitor)
Atari 800 (standard 48k model)

Will ship in the Continental U.S. for $45 for either unit.

Bill
--
****
* Hi! /_/\ /_/\ * cooncat@ncweb.com *
* | O O | | O O | * aj445@po.cwru.edu *
* from = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* ^ ^ ****************************
* Bill "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* (my 2 cats) * Please Spay or Neuter *
* say "Hello" too! * your pet cat or dog! *
****

1747. Atari 600xl (modified) and 800 F.S.

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-29 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <315C745D.2D3D@ncweb.com>
Source record: 84911

Hello Fellow 8 bit Devotee's

I have for sale the following Atari 8 bit machines (I have too many ..
they seem to sprout up around here like mushrooms!):

Atari 600xl - 64K - Super Video 2.1 mod (looks best when using monitor)
Atari 800 (standard 48k model)

Will ship in the Continental U.S. for $45 for either unit.

Bill
--
****
* Hi! /_/\ /_/\ * cooncat@ncweb.com *
* | O O | | O O | * aj445@po.cwru.edu *
* from = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* ^ ^ ****************************
* Bill "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* (my 2 cats) * Please Spay or Neuter *
* say "Hello" too! * your pet cat or dog! *
****

1748. Atari 600xl (modified) and 800 F.S.

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-29 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <315C7476.1840@ncweb.com>
Source record: 84912

Hello Fellow 8 bit Devotee's

I have for sale the following Atari 8 bit machines (I have too many ..
they seem to sprout up around here like mushrooms!):

Atari 600xl - 64K - Super Video 2.1 mod (looks best when using monitor)
Atari 800 (standard 48k model)

Will ship in the Continental U.S. for $45 for either unit.

Bill
--
****
* Hi! /_/\ /_/\ * cooncat@ncweb.com *
* | O O | | O O | * aj445@po.cwru.edu *
* from = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* ^ ^ ****************************
* Bill "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* (my 2 cats) * Please Spay or Neuter *
* say "Hello" too! * your pet cat or dog! *
****

1749. Atari 600xl (modified) and 800 F.S.

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-29 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <315C747B.1E37@ncweb.com>
Source record: 84913

Hello Fellow 8 bit Devotee's

I have for sale the following Atari 8 bit machines (I have too many ..
they seem to sprout up around here like mushrooms!):

Atari 600xl - 64K - Super Video 2.1 mod (looks best when using monitor)
Atari 800 (standard 48k model)

Will ship in the Continental U.S. for $45 for either unit.

Bill
--
```
************************************************************
* Hi! /\_/\ /\_/\ * cooncat@ncweb.com *
* | O O | | O O | * aj445@po.cwru.edu *
* from = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* ^ ^ ******************************
* Bill "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* (my 2 cats) * Please Spay or Neuter *
* say "Hello" too! * your pet cat or dog! *
************************************************************
```

1750. Atari 600xl (modified) and 800 F.S.

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-29 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <315C7481.5F43@ncweb.com>
Source record: 84914

Hello Fellow 8 bit Devotee's

I have for sale the following Atari 8 bit machines (I have too many ..
they seem to sprout up around here like mushrooms!):

Atari 600xl - 64K - Super Video 2.1 mod (looks best when using monitor)
Atari 800 (standard 48k model)

Will ship in the Continental U.S. for $45 for either unit.

Bill
--
****
* Hi! /_/\ /_/\ * cooncat@ncweb.com *
* | O O | | O O | * aj445@po.cwru.edu *
* from = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* ^ ^ ****************************
* Bill "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* (my 2 cats) * Please Spay or Neuter *
* say "Hello" too! * your pet cat or dog! *
****

1751. Atari 600xl (modified) and 800 F.S.

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-29 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <315C777E.3FBB@ncweb.com>
Source record: 84915

Hello Fellow 8 bit Devotee's

I have for sale the following Atari 8 bit machines (I have too many ..
they seem to sprout up around here like mushrooms!):

Atari 600xl - 64K - Super Video 2.1 mod (looks best when using monitor)
Atari 800 (standard 48k model)

Will ship in the Continental U.S. for $45 for either unit.

Bill
--
****
* Hi! /_/\ /_/\ * cooncat@ncweb.com *
* | O O | | O O | * aj445@po.cwru.edu *
* from = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* ^ ^ ****************************
* Bill "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* (my 2 cats) * Please Spay or Neuter *
* say "Hello" too! * your pet cat or dog! *
****

1752. Atari 600xl (modified) and 800 F.S.

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-29 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <315C778E.3CF5@ncweb.com>
Source record: 84916

Hello Fellow 8 bit Devotee's

I have for sale the following Atari 8 bit machines (I have too many ..
they seem to sprout up around here like mushrooms!):

Atari 600xl - 64K - Super Video 2.1 mod (looks best when using monitor)
Atari 800 (standard 48k model)

Will ship in the Continental U.S. for $45 for either unit.

Bill
--
****
* Hi! /_/\ /_/\ * cooncat@ncweb.com *
* | O O | | O O | * aj445@po.cwru.edu *
* from = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* ^ ^ ****************************
* Bill "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* (my 2 cats) * Please Spay or Neuter *
* say "Hello" too! * your pet cat or dog! *
****

1753. Atari 600xl (modified) and 800 F.S.

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-29 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <315C74BA.29C5@ncweb.com>
Source record: 84917

Hello Fellow 8 bit Devotee's

I have for sale the following Atari 8 bit machines (I have too many ..
they seem to sprout up around here like mushrooms!):

Atari 600xl - 64K - Super Video 2.1 mod (looks best when using monitor)
Atari 800 (standard 48k model)

Will ship in the Continental U.S. for $45 for either unit.

Bill
--
****
* Hi! /_/\ /_/\ * cooncat@ncweb.com *
* | O O | | O O | * aj445@po.cwru.edu *
* from = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* ^ ^ ****************************
* Bill "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* (my 2 cats) * Please Spay or Neuter *
* say "Hello" too! * your pet cat or dog! *
****

1754. Atari 600xl (modified) and 800 F.S.

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-29 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <315C7506.592C@ncweb.com>
Source record: 84918

Hello Fellow 8 bit Devotee's

I have for sale the following Atari 8 bit machines (I have too many ..
they seem to sprout up around here like mushrooms!):

Atari 600xl - 64K - Super Video 2.1 mod (looks best when using monitor)
Atari 800 (standard 48k model)

Will ship in the Continental U.S. for $45 for either unit.

Bill
--
```
**********************************************************
* Hi! /\_/\ /\_/\ * cooncat@ncweb.com *
* | O O | | O O | * aj445@po.cwru.edu *
* from = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* ^ ^ ****************************
* Bill "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* (my 2 cats) * Please Spay or Neuter *
* say "Hello" too! * your pet cat or dog! *
**********************************************************
```

1755. Atari 600xl (modified) and 800 F.S.

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-29 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <315C74CD.2AF8@ncweb.com>
Source record: 84919

Hello Fellow 8 bit Devotee's

I have for sale the following Atari 8 bit machines (I have too many ..
they seem to sprout up around here like mushrooms!):

Atari 600xl - 64K - Super Video 2.1 mod (looks best when using monitor)
Atari 800 (standard 48k model)

Will ship in the Continental U.S. for $45 for either unit.

Bill
--
```
*************************************************************
* Hi! /\_/\ /\_/\ * cooncat@ncweb.com *
* | O O | | O O | * aj445@po.cwru.edu *
* from = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* ^ ^ ******************************
* Bill "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* (my 2 cats) * Please Spay or Neuter *
* say "Hello" too! * your pet cat or dog! *
*************************************************************
```

1756. Atari 600xl (modified) and 800 F.S.

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-29 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <315C7500.7AF2@ncweb.com>
Source record: 84920

Hello Fellow 8 bit Devotee's

I have for sale the following Atari 8 bit machines (I have too many ..
they seem to sprout up around here like mushrooms!):

Atari 600xl - 64K - Super Video 2.1 mod (looks best when using monitor)
Atari 800 (standard 48k model)

Will ship in the Continental U.S. for $45 for either unit.

Bill
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```
************************************************************
* Hi! /\_/\ /\_/\ * cooncat@ncweb.com *
* | O O | | O O | * aj445@po.cwru.edu *
* from = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* ^ ^ ******************************
* Bill "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* (my 2 cats) * Please Spay or Neuter *
* say "Hello" too! * your pet cat or dog! *
************************************************************
```

1757. Atari 600xl (modified) and 800 F.S.

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-29 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <315C750A.59C2@ncweb.com>
Source record: 84921

Hello Fellow 8 bit Devotee's

I have for sale the following Atari 8 bit machines (I have too many ..
they seem to sprout up around here like mushrooms!):

Atari 600xl - 64K - Super Video 2.1 mod (looks best when using monitor)
Atari 800 (standard 48k model)

Will ship in the Continental U.S. for $45 for either unit.

Bill
--
****
* Hi! /_/\ /_/\ * cooncat@ncweb.com *
* | O O | | O O | * aj445@po.cwru.edu *
* from = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* ^ ^ ****************************
* Bill "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* (my 2 cats) * Please Spay or Neuter *
* say "Hello" too! * your pet cat or dog! *
****

1758. Atari 600xl (modified) and 800 F.S.

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-29 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <315C7513.6CCC@ncweb.com>
Source record: 84922

Hello Fellow 8 bit Devotee's

I have for sale the following Atari 8 bit machines (I have too many ..
they seem to sprout up around here like mushrooms!):

Atari 600xl - 64K - Super Video 2.1 mod (looks best when using monitor)
Atari 800 (standard 48k model)

Will ship in the Continental U.S. for $45 for either unit.

Bill
--
```
************************************************************
* Hi! /\_/\ /\_/\ * cooncat@ncweb.com *
* | O O | | O O | * aj445@po.cwru.edu *
* from = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* ^ ^ ******************************
* Bill "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* (my 2 cats) * Please Spay or Neuter *
* say "Hello" too! * your pet cat or dog! *
************************************************************
```

1759. Atari 600xl (modified) and 800 F.S.

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-29 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <315C7517.C60@ncweb.com>
Source record: 84923

Hello Fellow 8 bit Devotee's

I have for sale the following Atari 8 bit machines (I have too many ..
they seem to sprout up around here like mushrooms!):

Atari 600xl - 64K - Super Video 2.1 mod (looks best when using monitor)
Atari 800 (standard 48k model)

Will ship in the Continental U.S. for $45 for either unit.

Bill
--
```
************************************************************
* Hi! /\_/\ /\_/\ * cooncat@ncweb.com *
* | O O | | O O | * aj445@po.cwru.edu *
* from = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* ^ ^ ******************************
* Bill "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* (my 2 cats) * Please Spay or Neuter *
* say "Hello" too! * your pet cat or dog! *
************************************************************
```

1760. Atari 600xl (modified) and 800 F.S.

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-29 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <315C7534.2E15@ncweb.com>
Source record: 84924

Hello Fellow 8 bit Devotee's

I have for sale the following Atari 8 bit machines (I have too many ..
they seem to sprout up around here like mushrooms!):

Atari 600xl - 64K - Super Video 2.1 mod (looks best when using monitor)
Atari 800 (standard 48k model)

Will ship in the Continental U.S. for $45 for either unit.

Bill
--
****
* Hi! /_/\ /_/\ * cooncat@ncweb.com *
* | O O | | O O | * aj445@po.cwru.edu *
* from = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* ^ ^ ****************************
* Bill "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* (my 2 cats) * Please Spay or Neuter *
* say "Hello" too! * your pet cat or dog! *
****

1761. Atari 600xl (modified) and 800 F.S.

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-29 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <315C753C.7FD6@ncweb.com>
Source record: 84925

Hello Fellow 8 bit Devotee's

I have for sale the following Atari 8 bit machines (I have too many ..
they seem to sprout up around here like mushrooms!):

Atari 600xl - 64K - Super Video 2.1 mod (looks best when using monitor)
Atari 800 (standard 48k model)

Will ship in the Continental U.S. for $45 for either unit.

Bill
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************************************************************
* Hi! /\_/\ /\_/\ * cooncat@ncweb.com *
* | O O | | O O | * aj445@po.cwru.edu *
* from = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* ^ ^ ******************************
* Bill "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* (my 2 cats) * Please Spay or Neuter *
* say "Hello" too! * your pet cat or dog! *
************************************************************
```

1762. Atari 600xl (modified) and 800 F.S.

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-29 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <315C7554.25F1@ncweb.com>
Source record: 84926

Hello Fellow 8 bit Devotee's

I have for sale the following Atari 8 bit machines (I have too many ..
they seem to sprout up around here like mushrooms!):

Atari 600xl - 64K - Super Video 2.1 mod (looks best when using monitor)
Atari 800 (standard 48k model)

Will ship in the Continental U.S. for $45 for either unit.

Bill
--
****
* Hi! /_/\ /_/\ * cooncat@ncweb.com *
* | O O | | O O | * aj445@po.cwru.edu *
* from = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* ^ ^ ****************************
* Bill "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* (my 2 cats) * Please Spay or Neuter *
* say "Hello" too! * your pet cat or dog! *
****

1763. Atari 600xl (modified) and 800 F.S.

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-29 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <315C7578.3402@ncweb.com>
Source record: 84927

Hello Fellow 8 bit Devotee's

I have for sale the following Atari 8 bit machines (I have too many ..
they seem to sprout up around here like mushrooms!):

Atari 600xl - 64K - Super Video 2.1 mod (looks best when using monitor)
Atari 800 (standard 48k model)

Will ship in the Continental U.S. for $45 for either unit.

Bill
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```
************************************************************
* Hi! /\_/\ /\_/\ * cooncat@ncweb.com *
* | O O | | O O | * aj445@po.cwru.edu *
* from = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* ^ ^ ******************************
* Bill "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* (my 2 cats) * Please Spay or Neuter *
* say "Hello" too! * your pet cat or dog! *
************************************************************
```

1764. Atari 600xl (modified) and 800 F.S.

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-29 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <315C757D.6921@ncweb.com>
Source record: 84928

Hello Fellow 8 bit Devotee's

I have for sale the following Atari 8 bit machines (I have too many ..
they seem to sprout up around here like mushrooms!):

Atari 600xl - 64K - Super Video 2.1 mod (looks best when using monitor)
Atari 800 (standard 48k model)

Will ship in the Continental U.S. for $45 for either unit.

Bill
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```
************************************************************
* Hi! /\_/\ /\_/\ * cooncat@ncweb.com *
* | O O | | O O | * aj445@po.cwru.edu *
* from = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* ^ ^ ******************************
* Bill "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* (my 2 cats) * Please Spay or Neuter *
* say "Hello" too! * your pet cat or dog! *
************************************************************
```

1765. Atari 600xl (modified) and 800 F.S.

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-29 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <315C7581.4F3B@ncweb.com>
Source record: 84929

Hello Fellow 8 bit Devotee's

I have for sale the following Atari 8 bit machines (I have too many ..
they seem to sprout up around here like mushrooms!):

Atari 600xl - 64K - Super Video 2.1 mod (looks best when using monitor)
Atari 800 (standard 48k model)

Will ship in the Continental U.S. for $45 for either unit.

Bill
--
****
* Hi! /_/\ /_/\ * cooncat@ncweb.com *
* | O O | | O O | * aj445@po.cwru.edu *
* from = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* ^ ^ ****************************
* Bill "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* (my 2 cats) * Please Spay or Neuter *
* say "Hello" too! * your pet cat or dog! *
****

1766. 600xl (modified) and 800 F.S.

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-29 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <315C7824.4D59@ncweb.com>
Source record: 84930

Hello:

I have for sale the following:

600xl (64K) with Super Video 2.1 mod (use a monitor)
800 (std. 48K version)

I will ship either unit in the Continental US for $45.

Bill

--
```
************************************************************
* Hi! /\_/\ /\_/\ * cooncat@ncweb.com *
* | O O | | O O | * aj445@po.cwru.edu *
* from = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* ^ ^ ****************************
* Bill "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* (my 2 cats) * Please Spay or Neuter *
* say "Hello" too! * your pet cat or dog! *
************************************************************
```

1767. Atari 600xl (modified) and 800 F.S.

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-29 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <315C75AB.4CDD@ncweb.com>
Source record: 84931

Hello Fellow 8 bit Devotee's

I have for sale the following Atari 8 bit machines (I have too many ..
they seem to sprout up around here like mushrooms!):

Atari 600xl - 64K - Super Video 2.1 mod (looks best when using monitor)
Atari 800 (standard 48k model)

Will ship in the Continental U.S. for $45 for either unit.

Bill
--
```
************************************************************
* Hi! /\_/\ /\_/\ * cooncat@ncweb.com *
* | O O | | O O | * aj445@po.cwru.edu *
* from = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* ^ ^ ******************************
* Bill "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* (my 2 cats) * Please Spay or Neuter *
* say "Hello" too! * your pet cat or dog! *
************************************************************
```

1768. Atari 600xl (modified) and 800 F.S.

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-29 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <315C7587.4A7A@ncweb.com>
Source record: 84932

Hello Fellow 8 bit Devotee's

I have for sale the following Atari 8 bit machines (I have too many ..
they seem to sprout up around here like mushrooms!):

Atari 600xl - 64K - Super Video 2.1 mod (looks best when using monitor)
Atari 800 (standard 48k model)

Will ship in the Continental U.S. for $45 for either unit.

Bill
--
****
* Hi! /_/\ /_/\ * cooncat@ncweb.com *
* | O O | | O O | * aj445@po.cwru.edu *
* from = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* ^ ^ ****************************
* Bill "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* (my 2 cats) * Please Spay or Neuter *
* say "Hello" too! * your pet cat or dog! *
****

1769. Atari 600xl (modified) and 800 F.S.

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-29 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <315C7590.5649@ncweb.com>
Source record: 84933

Hello Fellow 8 bit Devotee's

I have for sale the following Atari 8 bit machines (I have too many ..
they seem to sprout up around here like mushrooms!):

Atari 600xl - 64K - Super Video 2.1 mod (looks best when using monitor)
Atari 800 (standard 48k model)

Will ship in the Continental U.S. for $45 for either unit.

Bill
--
****
* Hi! /_/\ /_/\ * cooncat@ncweb.com *
* | O O | | O O | * aj445@po.cwru.edu *
* from = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* ^ ^ ****************************
* Bill "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* (my 2 cats) * Please Spay or Neuter *
* say "Hello" too! * your pet cat or dog! *
****

1770. Atari 600xl (modified) and 800 F.S.

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-29 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <315C75B0.6A39@ncweb.com>
Source record: 84934

Hello Fellow 8 bit Devotee's

I have for sale the following Atari 8 bit machines (I have too many ..
they seem to sprout up around here like mushrooms!):

Atari 600xl - 64K - Super Video 2.1 mod (looks best when using monitor)
Atari 800 (standard 48k model)

Will ship in the Continental U.S. for $45 for either unit.

Bill
--
****
* Hi! /_/\ /_/\ * cooncat@ncweb.com *
* | O O | | O O | * aj445@po.cwru.edu *
* from = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* ^ ^ ****************************
* Bill "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* (my 2 cats) * Please Spay or Neuter *
* say "Hello" too! * your pet cat or dog! *
****

1771. Atari 600xl (modified) and 800 F.S.

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-29 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <315C75B3.2061@ncweb.com>
Source record: 84935

Hello Fellow 8 bit Devotee's

I have for sale the following Atari 8 bit machines (I have too many ..
they seem to sprout up around here like mushrooms!):

Atari 600xl - 64K - Super Video 2.1 mod (looks best when using monitor)
Atari 800 (standard 48k model)

Will ship in the Continental U.S. for $45 for either unit.

Bill
--
****
* Hi! /_/\ /_/\ * cooncat@ncweb.com *
* | O O | | O O | * aj445@po.cwru.edu *
* from = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* ^ ^ ****************************
* Bill "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* (my 2 cats) * Please Spay or Neuter *
* say "Hello" too! * your pet cat or dog! *
****

1772. Atari 600xl (modified) and 800 F.S.

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-29 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <315C75D8.776C@ncweb.com>
Source record: 84936

Hello Fellow 8 bit Devotee's

I have for sale the following Atari 8 bit machines (I have too many ..
they seem to sprout up around here like mushrooms!):

Atari 600xl - 64K - Super Video 2.1 mod (looks best when using monitor)
Atari 800 (standard 48k model)

Will ship in the Continental U.S. for $45 for either unit.

Bill
--
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************************************************************
* Hi! /\_/\ /\_/\ * cooncat@ncweb.com *
* | O O | | O O | * aj445@po.cwru.edu *
* from = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* ^ ^ ******************************
* Bill "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* (my 2 cats) * Please Spay or Neuter *
* say "Hello" too! * your pet cat or dog! *
************************************************************
```

1773. 600xl (modified) and 800 F.S.

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-29 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <315C782D.5617@ncweb.com>
Source record: 84937

Hello:

I have for sale the following:

600xl (64K) with Super Video 2.1 mod (use a monitor)
800 (std. 48K version)

I will ship either unit in the Continental US for $45.

Bill

--
```
**********************************************************
* Hi! /\_/\ /\_/\ * cooncat@ncweb.com *
* | O O | | O O | * aj445@po.cwru.edu *
* from = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* ^ ^ ****************************
* Bill "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* (my 2 cats) * Please Spay or Neuter *
* say "Hello" too! * your pet cat or dog! *
**********************************************************
```

1774. Atari 600xl (modified) and 800 F.S.

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-29 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <315C7782.2C68@ncweb.com>
Source record: 84938

Hello Fellow 8 bit Devotee's

I have for sale the following Atari 8 bit machines (I have too many ..
they seem to sprout up around here like mushrooms!):

Atari 600xl - 64K - Super Video 2.1 mod (looks best when using monitor)
Atari 800 (standard 48k model)

Will ship in the Continental U.S. for $45 for either unit.

Bill
--
```
************************************************************
* Hi! /\_/\ /\_/\ * cooncat@ncweb.com *
* | O O | | O O | * aj445@po.cwru.edu *
* from = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* ^ ^ ******************************
* Bill "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* (my 2 cats) * Please Spay or Neuter *
* say "Hello" too! * your pet cat or dog! *
************************************************************
```

1775. Atari 600xl (modified) and 800 F.S.

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-29 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <315C7787.58C2@ncweb.com>
Source record: 84939

Hello Fellow 8 bit Devotee's

I have for sale the following Atari 8 bit machines (I have too many ..
they seem to sprout up around here like mushrooms!):

Atari 600xl - 64K - Super Video 2.1 mod (looks best when using monitor)
Atari 800 (standard 48k model)

Will ship in the Continental U.S. for $45 for either unit.

Bill
--
```
************************************************************
* Hi! /\_/\ /\_/\ * cooncat@ncweb.com *
* | O O | | O O | * aj445@po.cwru.edu *
* from = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
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* Bill "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* (my 2 cats) * Please Spay or Neuter *
* say "Hello" too! * your pet cat or dog! *
************************************************************
```

1776. Atari 600xl (modified) and 800 F.S.

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-29 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <315C7792.4B6E@ncweb.com>
Source record: 84940

Hello Fellow 8 bit Devotee's

I have for sale the following Atari 8 bit machines (I have too many ..
they seem to sprout up around here like mushrooms!):

Atari 600xl - 64K - Super Video 2.1 mod (looks best when using monitor)
Atari 800 (standard 48k model)

Will ship in the Continental U.S. for $45 for either unit.

Bill
--
```
************************************************************
* Hi! /\_/\ /\_/\ * cooncat@ncweb.com *
* | O O | | O O | * aj445@po.cwru.edu *
* from = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* ^ ^ ******************************
* Bill "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* (my 2 cats) * Please Spay or Neuter *
* say "Hello" too! * your pet cat or dog! *
************************************************************
```

1777. Atari 600xl (modified) and 800 F.S.

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-29 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <315C778A.5FC5@ncweb.com>
Source record: 84941

Hello Fellow 8 bit Devotee's

I have for sale the following Atari 8 bit machines (I have too many ..
they seem to sprout up around here like mushrooms!):

Atari 600xl - 64K - Super Video 2.1 mod (looks best when using monitor)
Atari 800 (standard 48k model)

Will ship in the Continental U.S. for $45 for either unit.

Bill
--
```
************************************************************
* Hi! /\_/\ /\_/\ * cooncat@ncweb.com *
* | O O | | O O | * aj445@po.cwru.edu *
* from = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* ^ ^ ******************************
* Bill "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* (my 2 cats) * Please Spay or Neuter *
* say "Hello" too! * your pet cat or dog! *
************************************************************
```

1778. 600xl (modified) and 800 F.S.

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-29 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <315C7832.13B0@ncweb.com>
Source record: 84942

Hello:

I have for sale the following:

600xl (64K) with Super Video 2.1 mod (use a monitor)
800 (std. 48K version)

I will ship either unit in the Continental US for $45.

Bill

--
```
************************************************************
* Hi! /\_/\ /\_/\ * cooncat@ncweb.com *
* | O O | | O O | * aj445@po.cwru.edu *
* from = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* ^ ^ ****************************
* Bill "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* (my 2 cats) * Please Spay or Neuter *
* say "Hello" too! * your pet cat or dog! *
************************************************************
```

1779. 600xl (modified) and 800 F.S.

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-29 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <315C7839.3858@ncweb.com>
Source record: 84943

Hello:

I have for sale the following:

600xl (64K) with Super Video 2.1 mod (use a monitor)
800 (std. 48K version)

I will ship either unit in the Continental US for $45.

Bill

--
```
************************************************************
* Hi! /\_/\ /\_/\ * cooncat@ncweb.com *
* | O O | | O O | * aj445@po.cwru.edu *
* from = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* ^ ^ ****************************
* Bill "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* (my 2 cats) * Please Spay or Neuter *
* say "Hello" too! * your pet cat or dog! *
************************************************************
```

1780. Atari 600xl (modified) and 800 F.S.

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-29 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <315C75A5.67A7@ncweb.com>
Source record: 84944

Hello Fellow 8 bit Devotee's

I have for sale the following Atari 8 bit machines (I have too many ..
they seem to sprout up around here like mushrooms!):

Atari 600xl - 64K - Super Video 2.1 mod (looks best when using monitor)
Atari 800 (standard 48k model)

Will ship in the Continental U.S. for $45 for either unit.

Bill
--
```
************************************************************
* Hi! /\_/\ /\_/\ * cooncat@ncweb.com *
* | O O | | O O | * aj445@po.cwru.edu *
* from = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* ^ ^ ******************************
* Bill "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* (my 2 cats) * Please Spay or Neuter *
* say "Hello" too! * your pet cat or dog! *
************************************************************
```

1781. Atari 600xl (modified) and 800 F.S.

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-29 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <315C7158.52D@ncweb.com>
Source record: 84945

Hello Fellow 8 bit Devotee's

I have for sale the following Atari 8 bit machines (I have too many ..
they seem to sprout up around here like mushrooms!):

Atari 600xl - 64K - Super Video 2.1 mod (looks best when using monitor)
Atari 800 (standard 48k model)

Will ship in the Continental U.S. for $45 for either unit.

Bill
--
```
************************************************************
* Hi! /\_/\ /\_/\ * cooncat@ncweb.com *
* | O O | | O O | * aj445@po.cwru.edu *
* from = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* ^ ^ ******************************
* Bill "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* (my 2 cats) * Please Spay or Neuter *
* say "Hello" too! * your pet cat or dog! *
************************************************************
```

1782. Re: STILL WANTED 8 BIT ARCHIVE

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-29 00:00:00 UTC
From: wlas@ix.netcom.com
Message-ID: <4jhdsh$6gh@dfw-ixnews2.ix.netcom.com>
Source record: 84946

In article <4jf0eg$1q34@usenetw1.news.prodigy.com>, UASZ40A@prodigy.com
says...
>
>Gimme, gimme, gimme. I hear a lot of that. Maybe it's just not a
>financial success for a programmer to keep working on a program that is
>pirated as much as it is. At least with Gemulator, he gets to sell the

Well... If the program was bought and that person has a gripe with
it, like not meeting the specs that the author claims, then they are well in
their rights to complain and bitch and moan. There's not much else you can
say about that issue.

1783. Bill Somrak!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-29 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <4jicmd$si2@crl7.crl.com>
Source record: 84947

Geez, I think you broke the usenet record for multiple posts of the same message.

John
jvogel@crl.com

1784. Auction

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-29 00:00:00 UTC
From: pepper@freenet.edmonton.ab.ca
Message-ID: <Pine.A32.3.91.960329215452.53159I-100000@fn1.freenet.edmonton.ab.ca>
Source record: 84948

```
Welcome to Pepper's Auction.........

Rules see after Auction. Auction ends March 29/96
Minimum bid $2 on all items unless noted.
Bid increasements by even dollars
The Auction will now be going through a Once,
Twice, Sold format. Which will be sent only
to People in my E-mail list.

C - Cart
SW - Shrinkwrapped

================================================================================
Atari 400/600XL/800/800XL/1200XL/1400XL Disks, Carts - Untested -
(Mainly for 400/800 computers)
================================================================================
Centipede (Cart) +2.00 valis1
Final Legacy (Cart) +3.00 valis1
Pac-Man (Cart)

---- Disks below ----

Aliencounter & Face Flash (Complete) EduFun +2.00 tdrake1
Bishop's Square/Maxwell's Demon (Disk & Box) DataSoft
Brain Boggler (complete) Educational Soft +2.00 tdrake1
Bug Off (SW) Adventure Inter
Caverns of Mars (SW) Atari
Cohen's Towers (complete) DataMost
Compu-Math Decimals Disk and Inst Edu-Ware +2.00 jboatno4
Frenzy & Flip Flop (Complete) EduFun +2.00 tdrake1
Gorf (SW) Roklan
Graphic Generator (complete) DataSoft +2.00 jboatno4
Graphics Machine (complete) Educational Soft +2.00 jboatno4
Hellcat Ace (Complete) Microprose Soft
Jeepers Creepers (SW) QS
Juno First (complete) DataSoft +2.00 tdrake1
Jumpman Disk only Epyx
Math for Fun (Complete) Educational Soft +3.00 tdrake1
Memory Jogger (Complete) Tech-Sketch +3.00 tdrake1
Mouskattack (Complete) Sierravision +2.00 richczeta
Nato Commander (Complete) Microprose Soft
On-Track Racing (complete) Gamestar +2.00 dneyman
Page Flipping (complete) Educational Soft +2.00 jboatno4
Phantasie (SW) SSI +2.00 richczeta
Rebel Chare at Chickamauga (SW) SSI
Serpentine Disk & Box Broderbund Soft
```

Shape N Color (complete) Tech-Sketch +2.00 tdrake1
Simon Sez (complete) Tech-Sketch +2.00 tdrake1
Snake O nyms & Word Flip (SW) EduFun +2.00 tdrake1
Sneakers (complete) Sirius Soft
Space Eggs (complete) Sirius Soft
Star League Baseball Disk only Gamestar +2.00 dneyman
Supersort (complete) Atari Program Ex.
Survivor (complete) Infocom
Suspended (2 Disks) Disks only Infocom
Tax Dodge (complete) Island Graphics
Teletari (SW) Don't A. C. soft +2.00 jboatno4
Threshold (SW) Sierravision
Witness (the) Box and Disk Infocom
==========
Atari 400/800 Cassettes - Untested -
==========
Aliencounter & Face Flash (SW) Edufun
Anti-Sub Patrol (complete) Roklan Software
Arena 3000 (complete) ScreenPlay
Black 'Em (complete) Atari Program Exchange
Black Jack Tutor (complete) Atari Program Exchange
British Heritage Jigsaw Puzzles Vol. 1 Thorn Emi Video
Bumper Ball (complete) London Software
Compu-Math Decimals (SW) Edu-Ware +2.00 jboatno4
Frenzy & Flip Flop (complete) EduFun
Intruder (complete) Inhome Software
Jumpman (complete) Epyx
Mailing List (SW) Atari +2.00 jboatno4
The Jar Game & Chaos Box & Disk EduFun

Dust Cover - Designed to Fit Atari 400 computers - NEW - +2.00 jboatno4

Rules!!

After Auction end date a once, twice, Sold Format will occur
(to ensure fairness to all bidders)
There will be no guarantee, No warranty and no refunds on anything
purchased from this auction. I reserve the right to refuse
bids or withdraw items from the auction. TRADES: Send me your trade list
Or ask me my Want lists.

Send E-Mail's to pepper@freenet.edmonton.ab.ca

thanks

1785. Re: Atari 600xl (modified) and 800 F.S.

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-29 00:00:00 UTC
From: thester@nyx.cs.du.edu
Message-ID: <4jil7l$hi3@nyx.cs.du.edu>
Source record: 84949

Oh, _please_ don't let the next 15 articles
be Bill Somrak <cooncat@ncweb.com> trying
to unload his Atari 800 and 600XL! :)

Uncle Fester

My 2 Cats (Milo and Snowball) say hello
to Data and Geordi. They also say to
quit spamming - they prefer tuna!

--
| SOCIOPATH n. - an aggressively antisocial psychopath taking |
| no responsibility for his/her actions. See "INTERNET" for |
| a collective of distinguishing characteristics - e.g., viz EFF. |
| : *thester@nyx.cs.du.edu* : |

1786. Re: "Thrifts... Just What're They Thinking About ?"

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-29 00:00:00 UTC
From: charlet@hubcap.clemson.edu
Message-ID: <4jfd10$e82@hubcap.clemson.edu>
Source record: 84967
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,rec.games.video.atari,comp.sys.atari.8bit

In article <4jf8p9$4pf@news1.mtholyoke.edu> amanazer@mtholyoke.edu (Adam Michael Anazeri) writes:
:
:I really can't believe that someone would stoop so low as to swindle,
:rip-off,or cheat a thrift store...a store whose fundamental principle to
:is to aid those in need.

I don't agree with the practice of stealing from a thrift store - it's their stuff until you pay them what they're willing to let it go for - but you've got a tremendously misguided view of what thrift stores are there for. The majority of thrift stores you'll find are *not* charities put there to sell to people in need. They have about as much charitable intent as one of the jewelry stores in your local shopping mall.

Sure a lot of them may *say* "Vietnam Veterans' Thrift Store", but if you take the time to find out how much goes to the Vietnam Vets, as much as 1% (that's one percent) of the profits go to the Vets so the thrift store owner (who usually runs several) can use the name. Some of the other thrifts *are* charities, but with name licensing like this it's difficult to tell. :)

And while we're at it, check out the prices on some of the stuff in your local thrift. Especially if it's a potential collectible (*anything* that says "Star Wars" is a likely candidate in my area) - I saw a poster straight out of a Suncoast marked at $100. And my personal favorite, old PC-XT's. Usually these are priced at the bargain nasement price of $100-$200, untested and without keyboard or monitor. Selling to the needy indeed. :)

: If a cartridge or system is above what you feel
:you should pay then leave it there or consider the extra cost a donation
:to the cause.

... the cause of lining the thrift store owner's pockets.

(I will reiterate, I am NOT advocating stealing from a thrift store - just bringing a dose of reality into this thread...)

--
__ ___ _ _ _ | >>>>> charlet@hubcap.clemson.edu <<<<<
|_)o _ |/ | |_|_/| / \|_) |'94 BS ChE, Clemson ; "Will work for food!"
| \||_ |\ | | | | |__/| \ |"So this is it, we're going to die!" --A.D.
---> My WWW home is now at http://www.clemson.edu/~charlet/ <---

1787. MIDI software for MIDImate3

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-29 00:00:00 UTC
From: kwalk@cris.com
Message-ID: <4jfgk1$df9@tribune.concentric.net>
Source record: 84968

I am helping out a friend who has a MIDImate3. It appears that the software uses a custom file format and there is no way he can load and play standard MIDI format files. Does anyone know of a software package he can get that will load and play standard MIDI format files using the MIDImate3? Being able to record and save files in standard format would be a real plus.

Thanks in advance for any leads.

Ken
=+=
Member of Dogbert's New Ruling Class(DNRC) and Holder of Past Knowledge
Visit my "Home Sweet Home" page at: http://www.concentric.net/~kwalk
or at my alternate address: http://www.en.com/users/kwalk
=+=

1788. Re: "Thrifts... Just What're They Thinking About ?"

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-29 00:00:00 UTC
From: amanazer@mtholyoke.edu
Message-ID: <4jfiph$9lj@news1.mtholyoke.edu>
Source record: 84969
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,rec.games.video.atari,comp.sys.atari.8bit

I really do not think that you should be making such a negative blanket staement about thrift stores....you base your statements on the exceptions not on the general cases. You surely cannot claim that Church based Thrifts like the Salvation Army or some of the other large chains are out to line their pockets....because it simply is not true. Not only do they make a monetary contribution to the needy, they also provide social assistance through many types of programs.

Sure, there is the occasional underhanded businessman, but they are the exception not the general case. And even in that case, thereis still a percentage which goes towards helping the needy and you steal that no matter how little you take.

I have seen another type of store that I thought was a thrift store...but when I looked around I saw a sign that said "we are not a thrift store...we buy from thrift stores and indirectly if you buy from us, you will be supporting thrifts" I thought that was pretty sly...they have a significant markup on many items especially when something is actually valuable.....

Finally, whether it be a thrift store or any other store....price swithcing and stealing can get you into a world of trouble if you get caught...

1789. Re: Atari 800 XL parts and stuff

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-29 00:00:00 UTC
From: swallace@dmv.com
Message-ID: <4jfiif$f3c@eagle.dmv.com>
Source record: 84970

```
: Glen and Mary Noel (gnoel@ee.net) wrote:
: Hello all.
: Back at Christmas we got my daughter an Atari 800XL computer.Does
: anyone know where I can get parts,caritages,disks,ect. for it?????
-- cut --

Glen and Mary:

Sometimes you can find a vendor list on this group. It's been a while
since I contacted any of these business, but you can give them a try.

B & C ComputerVisions 408-986-9960
American Techna-Vision 510-352-3787
Best Electronics 408-243-6950

All these business are located in California and all supply parts,
software, and hardware (or at least they did) for 800XLs and other Atari
computers. Good luck.

Steve
```

1790. Re: 6502 Multitasking OS announce

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-29 00:00:00 UTC
From: "Bruce R. McFarling" <ecbm@cc.newcastle.edu.au>
Message-ID: <4jfhok$fei@seagoon.newcastle.edu.au>
Source record: 84971
Cross-posted to:
comp.sys.cbm,comp.os.misc,alt.comp.hardware.homebuilt,comp.sys.apple2,comp.sys.apple2.programmer,comp.sys.atari.8bit

mzenier@netcom.com (Mark Zenier) wrote:
>in <4j85ha$sjb@seagoon.newcastle.edu.au>, Bruce R. McFarling wrote:
>: ...I do wish an EEPROM version of the 6502 based micro - controller
>: was available, since for a hobbyist its a little hard to take
>: advantage of the 8K ROM version.
>
>Have you tried Mitsubishi. Most of their 8 bit single chip controllers
>are 6502 based. They have windowed UVEPROM and piggyback (an EPROM
>socket on the top of the package) versions.

I have not. Say more: are they restricted to 6502 ML or do they
have the WDC extensions, or do they have different extensions of their
own? How many interface ports are built in, and how much zero-page RAM
and stack page RAM are available on the chip? Et Cet Era...
Gosh, come to think of it I'm a tad closer to Mitsubishi now than
when I was back in Knxoville ...

Virtually,

Bruce R. McFarling, Newcastle, NSW
ecbm@cc.newcastle.edu.au

1791. Re: XL-It! Atari 800XL Emulator

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-29 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4jfmk1$kgo@nuke.csu.net>
Source record: 84972

Markus Gietzen (magi@stud.uni-sb.de) wrote:

: After two weeks of work I make the first version of my Atari XL
: Emulator available to the public.

: "http://www.htw.uni-sb.de/people/mgietzen/atari/xl-it.html"

COOL! Good going! I'll look at the URL and update the New User/Emulator Help
FAQ to mention it. Anything special you want to mention about it here?

-bill!
kendrick@zippy.sonoma.edu ||| kendrick@vax.sonoma.edu
** New Breed Software ** / | \ ** William Kendrick **
http://zippy.sonoma.edu/~kendrick/ http://sterba.com/

1792. Re: Atari 800 XL parts and stuff

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-29 00:00:00 UTC
From: Michael Graves <mcg@grove.net>
Message-ID: <4jg0t5$5u3@news2.his.com>
Source record: 84973

Check this news group often.
People post used stuff for sale
all the time for all 8-bit Atari
computers and games.
Michael

1793. Pinouts needed

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-29 00:00:00 UTC
From: gsutton@kendaco.telebyte.com
Message-ID: <4jfu6t$pvg@news.telebyte.net>
Source record: 84974

Can anyone tell me the pinouts for the Atari serial port? I have this old Okimate 10 printer that I would like to use on my CoCo2 and Apple IIGS, but I need to make custom cables for it. I called Okidata, and they were unable to help. The OkiMate-10 was designed for Ataris and Commodores, and the ports on the printer look like fat Atari Joystick ports. They're 13 pin connections.

Thanx in advance

Otter
gsutton@kendaco.telebyte.com

1794. Re: 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-29 00:00:00 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <hVLId9R.lmcclure@delphi.com>
Source record: 84975

In a message dated 3-24-96, Jim Mirous said:
|
| "I just added a 1200XL to my collection and
| it displays only black and white? It is connected
| to a Commodore monitor with luma and chroma inputs.
| Works fine with my 800, is the video different for
| the 1200xl?"
|
|
Without modification, the 1200XL lacks a chroma output, so if you used exactly the same plugs as you did with the 800, you have a dead input going into the chroma input, resulting in the monochrome video you see.
-
You can substitute the 1200XL's composite output for chroma, which while better than using straight composite alone, will be sorely lacking compared to the strong chroma/luma output of the original 800 (speaking from the experience of a 1200XL owner who had an old 800 once).
-
The long term solution is to modify the 1200XL to provide a true chroma output, preferably the Supervideo 2.1 modification detailed in the December 1993 issue of "Atari Classics".

1795. Re: GNU C-compiler port to 6502

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-29 00:00:00 UTC
From: gwesp@dodo.cosy.sbg.ac.at
Message-ID: <4jgc70$lmt@dodo.cosy.sbg.ac.at>
Source record: 84976
Cross-posted to: comp.sys.cbm,gnu.gcc.help,comp.sys.atari.8bit

In article <4jbmcf$733@news.iastate.edu>,
David Deaven <deaven@ishmael.ameslab.gov> wrote:
> Yes, I worked a bit on this. What I currently have is not fully
>functional but implements most of the things required for a full
>ANSI compiler. I never anticipated anything but a cross compiler,
>using my workstation to compile code for my herd of Ataris.

Wow! I hoped that somebody already dug into this a little.
Would you mind making your work available so that I can try it
out? I am surprised that it works at all without a virtual
machine abstraction!

> But the biggest choice of all is whether to let GCC manage the 6502
>registers directly, or to use a sort of ``virtual machine'' model on
>the 6502 that looks better to GCC (page zero registers, manipulated by
>simple bits of native code that GCC thinks are single instructions).

Exactly such sort of thing I thought of. The code could be
implemented as macros and as subroutines for the more complex things
like multiplicatio, division, floating point ops etc. (or we use
pseudo ops triggered by a brk...)

Have a nice weekend!

Greetings,
-Gerhard

1796. Re: CLASSIC GAMES AND SYSTEMS FOR SALE.

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-29 00:00:00 UTC
From: Peter Bechard <bechard@sheridanc.on.ca>
Message-ID: <Dp1Bn1.E6J@relay.sheridanc.on.ca>
Source record: 84977
Cross-posted to: alt.atari.2600vcs,alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.marketplace,
rec.games.video.misc,sfnet.atk.atari

What would be the cost to ship to Toronto, Ontario, Canada for the ATARI
2600 package? The current $50 is a great price.

Peter Bechard
e-mail: peter.bechard@sheridanc.on.ca

1797. Can I actually sell this 8bit collection?

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-29 00:00:00 UTC
From: DM9200@ALF.APPSTATE.EDU
Message-ID: <4jh2cf$lm3@lester.appstate.edu>
Source record: 84978

I have a complete working Atari 400 with many cartridges. It is a solid tough game machine, great for kids. Email for cart list and details if interested.

I have a fat box filled with BOXED and DOCUMENTED 8bit game software on disk. Some of the stuff is pretty rare, I think, like some obscure Avalon Hill titles. 20 or 30 games in that box of wonderment. Email me for a list if interested.

I have no illusions about the price I'll get for these and I'll consider any offers without laughter or snide replies.

Thanks! -Daniel Miller

1798. Re: Pinouts needed

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-29 00:00:00 UTC
From: thester@nyx.cs.du.edu
Message-ID: <4jh569$oep@nyx.cs.du.edu>
Source record: 84979

In article <4jfu6t$pvg@news.telebyte.net>,
gsutton <gsutton@kendaco.telebyte.com> wrote:
>Can anyone tell me the pinouts for the Atari serial port? I have this
>old Okimate 10 printer that I would like to use on my CoCo2 and Apple
>IIGS, but I need to make custom cables for it. I called Okidata, and
>they were unable to help. The OkiMate-10 was designed for Ataris and
>Commodores, and the ports on the printer look like fat Atari Joystick
>ports. They're 13 pin connections.

From the Atari 8-Bit Computers FAQ I find:

2 4 6 8 10 12
1 3 5 7 9 11 13

1. Clock Input 8. Motor Control
2. Clock Output 9. Proceed
3. Data Input 10. +5V/Ready
4. Ground 11. Audio Input
5. Data Output 12. +12V (400, 800 only. 1400XL/1450XLD?)
6. Ground 13. Interrupt
7. Command

This is the Serial (SIO) Port for all Atari 8-Bits.

Hope this helps.

Uncle Fester

--
| SOCIOPATH n. - an aggressively antisocial psychopath taking |
| no responsibility for his/her actions. See "INTERNET" for |
| a collective of distinguishing characteristics - e.g., viz EFF. |
| : *thester@nyx.cs.du.edu* : |

1799. Re: Wanted info on Software Sprites-and more.

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-29 00:00:00 UTC
From: "Ronald A. Laski, Jr." <rlaski@midwest.net>
Message-ID: <4jh51d$g4o@sparky.midwest.net>
Source record: 84980

classics@nacs.net (Steven Tucker) wrote:
>
> On 27 Mar 1996 17:12:24 -0500, halliwee@ts436.dyess.af.mil (Halliwell E Sra
> 436TS/TAC) wrote:

> msg deleted for brevity.

What I always wanted to know was: Can you cycle count a dli to trigger
the smooth scrolling register in the middle of a scan line? (In theory,
that should enable side by side smooth scrolling maps with no pixel border
between them. But I don't know if the hardware is so tied up drawing
the scan line as to not be available for an update. I thought it might
be possible since you can change the hardware color registers and get
a (flickering) color change midway on the scan.)

Just curious,
Ron

1800. Montezuma's Revenge

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-29 00:00:00 UTC
From: "Ronald A. Laski, Jr." <rlaski@midwest.net>
Message-ID: <4jh4kf$g4o@sparky.midwest.net>
Source record: 84981

I have the full M.R. and what I beleive to be a test version. I don't recall if the test version said 'Preliminary Monty' or not. I do know that the test version finished by sliding down a pole at the bottom of the maze levels to the opening screen. (Which had two poles on it and Monty fell at an angle to one and then slid down to the first screen.) I haven't tried it with PC Xformer yet. If anyone is interested, I can try to find them and move them to my PC where I can send them. (my server currently does not have 'warez' access although I have put in a request for it.) If anyone has any problems with me posting it, let me know. I don't want to cause any grief, but I don't beleive I'm stepping on any toes by posting it. If I do manage to get it posted properly, I will try to post it at the Atari8bit warez group. (If I ever get access! ;-))

Ron

1801. Graphics programming

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-29 00:00:00 UTC
From: jim.mirous@prostar.com
Message-ID: <00000F100000066C@prostar.com>
Source record: 84982

I see you have a 1200xl. I just purchased one from a garage sale and it
will only do video in black and white.
I have it attached to a Commodore monitor with chroma and luma jacks.
The setup works fine on my 800, so is the 1200xl different or is it toast?
Thanks, Jim.

1802. Snowfite and Snowfite 2

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-29 00:00:00 UTC
From: "Ronald A. Laski, Jr." <rlaski@midwest.net>
Message-ID: <4jh55l$g4o@sparky.midwest.net>
Source record: 84983

I have both of these if anyone wants them. I'll try to move them sometime up to the Atari8bit warez group. I'll probably wait 'til I get a request for them. BTW, who wrote these programs and where did they come from?

Ron

1803. Re: SVGA for Atari 8 bit?

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-29 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <Dp1n9H.Buu@iglou.com>
Source record: 84984

In article <315AF87D.4B06@interport.net>, glennb <glennb@interport.net> wrote:
>Hi,
>
>I was wondering if there is any way to hook up an Atari 800, XL, or 130XE
>to my IBM compatible SVGA monitor? At the very leas I assume that a
>cable would need to be made/bought but what else to make this possible.
>
>Any info would be appreciated.
>
If you have an adaptor to hook a VCR to the SVGA monitor, it should also
work with the Atari.

--
Bill Marcum bmarcum@iglou.com
From the future home of the 270 Foot Jesus

1804. Re: Xformer questions: XFD images

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-29 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <4jhh7d$nau@usenetw1.news.prodigy.com>
Source record: 84985

What I do is make copies of XFD files with new names on the PC, then use those copies wiith Xformer and format them and write DOS files from a MYDOS menu. Then it's a matter of starting Xformer with the newly formatted "disk" and as many as 7 other files (since MYDOS supports 8 drives), and then copying them one at a time onto the disk with the C option in the MYDOS menu. If you need to use a disk with no MYDOS on it, you start Xformer with a MYDOS disk as drive 1, a newly formatted XFD disk as drive 2, then up to 6 files as drives 3 through 8. Then do the copy thing using the MYDOS menu. I know there should be an easier way, but this way works.
- Bob Stone

1805. Re: Limited Time Offer...

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-29 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <Dp1oLG.Dpx@iglou.com>
Source record: 84986
Cross-posted to: comp.sys.atari.8bit,rec.games.misc,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

```
The Compuserve address in the previous post returns a "mailbox is full"
message. If you're interested in this offer, send email to the other
address (atari@genie.com).
--
Bill Marcum bmarcum@iglou.com
From the future home of the 270 Foot Jesus
```

1806. Re: XL-It! Atari 800XL Emulator

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-29 00:00:00 UTC
From: magi@stud.uni-sb.de
Message-ID: <4jhnsd$6ct@hades.rz.uni-sb.de>
Source record: 84987

glennb (glennb@interport.net) wrote:
: Hi.

: I'd love to try out the emulator however I am having problems locating
: the two files for the ROMs (atarixl.rom & ataribas.rom). Can you

: (someone) please point me to a specific place where I can download these?

Try the Xl-It homaepage again. I added a link to this file.

The URL is "http://www.htw.uni-sb.de/people/mgietzen/atari/xl-it.html"

Bye,
Markus

1807. Re: GNU C-compiler port to 6502

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-29 00:00:00 UTC
From: deaven@ishmael.ameslab.gov
Message-ID: <4jhr8f$hum@news.iastate.edu>
Source record: 84988
Cross-posted to: comp.sys.cbm,gnu.gcc.help,de.comp.gnu,comp.sys.atari.8bit

In article <4je9c0$idd@esel.cosy.sbg.ac.at>,
Gerhard Wesp <gwesp@cosy.sbg.ac.at> wrote:
>Here goes the complete example:
>Let test.c be:
>
>char *p;
>foo()
>{
> while(*p);
>}
>

Just for completeness, here's what you get if you use CC65 (the Atari C
compiler) on this example code:

```
------------------
_p:
.blkb 2
_foo:
jsr enterfun
L2:
lda _p
ldx _p+1
jsr ldai
jsr tstax
lbeq L3
jmp L2
L3:
jmp exitfun
.globl _foo
.globl _p
------------------
```

Note the two subroutine calls required for each bit test. This might be
the lesser of two evils in a 6502 C compiler. Gerhard had reported on
the results using the "Oric" compiler (I never heard of that one
before) which has other problems:

```
>_foo
>Ltest1
>Ltest2
> ldx _p
> lda _p+1
> stx tmp
> sta tmp+1
```

```
> ldy #0
> lda (tmp),y
> sta tmp0
>
> lda #0
> ldx tmp0
> stx tmp0
> bpl *+4
> lda #$FF
> sta tmp0+1
>
> lda tmp0
> ora tmp0+1
> beq *+5
> jmp Ltest1
>
> rts
>
>_p
> RESERVE 2
>
>
>Note that this is the ORIC C-compiler found at
>http://www.dcs.ed.ac.uk/~axc/FLOOR1/oric.html#compiler
>(this is derived from lcc) and _not_ the ATARI cc65 from umich.edu.
>(Just the executable names coincide).
```

--
David Deaven deaven@ishmael.ameslab.gov
A504 Physics tel 515-294-6878
Ames Laboratory fax 515-294-0689
Ames IA 50011 http://www.public.iastate.edu/~deaven

1808. Re: Newest PC XFormer - Version

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-29 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <315C6DFF.6215@ncweb.com>
Source record: 84989

Robert Stone wrote:
>
> 3.5 is the latest now, but is pretty much the same as 3.3, except that it

Which also (unfortunately) means that it will only successfully run about
8 to 10% of Atari 8 bit programs ...

--

```
**********************************************************
* Hi! /\_/\ /\_/\ * cooncat@ncweb.com *
* | O O | | O O | * aj445@po.cwru.edu *
* from = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* ^ ^ ****************************
* Bill "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* (my 2 cats) * Please Spay or Neuter *
* say "Hello" too! * your pet cat or dog! *
**********************************************************
```

1809. Atari 600xl (modified) and 800 F.S.

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-29 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <315C718E.58DF@ncweb.com>
Source record: 84990

Hello Fellow 8 bit Devotee's

I have for sale the following Atari 8 bit machines (I have too many ..
they seem to sprout up around here like mushrooms!):

Atari 600xl - 64K - Super Video 2.1 mod (looks best when using monitor)
Atari 800 (standard 48k model)

Will ship in the Continental U.S. for $45 for either unit.

Bill
--
```
************************************************************
* Hi! /\_/\ /\_/\ * cooncat@ncweb.com *
* | O O | | O O | * aj445@po.cwru.edu *
* from = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* ^ ^ ******************************
* Bill "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* (my 2 cats) * Please Spay or Neuter *
* say "Hello" too! * your pet cat or dog! *
************************************************************
```

1810. Atari 600xl (modified) and 800 F.S.

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-29 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <315C7773.9AC@ncweb.com>
Source record: 84991

Hello Fellow 8 bit Devotee's

I have for sale the following Atari 8 bit machines (I have too many ..
they seem to sprout up around here like mushrooms!):

Atari 600xl - 64K - Super Video 2.1 mod (looks best when using monitor)
Atari 800 (standard 48k model)

Will ship in the Continental U.S. for $45 for either unit.

Bill
--
```
************************************************************
* Hi! /\_/\ /\_/\ * cooncat@ncweb.com *
* | O O | | O O | * aj445@po.cwru.edu *
* from = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* ^ ^ ******************************
* Bill "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* (my 2 cats) * Please Spay or Neuter *
* say "Hello" too! * your pet cat or dog! *
************************************************************
```

1811. Atari 600xl (modified) and 800 F.S.

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-29 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <315C6FB1.3B24@ncweb.com>
Source record: 84992

Hello Fellow 8 bit Devotee's

I have for sale the following Atari 8 bit machines (I have too many ..
they seem to sprout up around here like mushrooms!):

Atari 600xl - 64K - Super Video 2.1 mod (looks best when using monitor)
Atari 800 (standard 48k model)

Will ship in the Continental U.S. for $45 for either unit.

Bill
--
****
* Hi! /_/\ /_/\ * cooncat@ncweb.com *
* | O O | | O O | * aj445@po.cwru.edu *
* from = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* ^ ^ ****************************
* Bill "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* (my 2 cats) * Please Spay or Neuter *
* say "Hello" too! * your pet cat or dog! *
****

1812. Atari 600xl (modified) and 800 F.S.

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-29 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <315C7468.1476@ncweb.com>
Source record: 84993

Hello Fellow 8 bit Devotee's

I have for sale the following Atari 8 bit machines (I have too many ..
they seem to sprout up around here like mushrooms!):

Atari 600xl - 64K - Super Video 2.1 mod (looks best when using monitor)
Atari 800 (standard 48k model)

Will ship in the Continental U.S. for $45 for either unit.

Bill
--
```
************************************************************
* Hi! /\_/\ /\_/\ * cooncat@ncweb.com *
* | O O | | O O | * aj445@po.cwru.edu *
* from = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* ^ ^ ******************************
* Bill "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* (my 2 cats) * Please Spay or Neuter *
* say "Hello" too! * your pet cat or dog! *
************************************************************
```

1813. Atari 600xl (modified) and 800 F.S.

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-29 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <315C7434.7860@ncweb.com>
Source record: 84994

Hello Fellow 8 bit Devotee's

I have for sale the following Atari 8 bit machines (I have too many ..
they seem to sprout up around here like mushrooms!):

Atari 600xl - 64K - Super Video 2.1 mod (looks best when using monitor)
Atari 800 (standard 48k model)

Will ship in the Continental U.S. for $45 for either unit.

Bill
--
```
************************************************************
* Hi! /\_/\ /\_/\ * cooncat@ncweb.com *
* | O O | | O O | * aj445@po.cwru.edu *
* from = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* ^ ^ ******************************
* Bill "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* (my 2 cats) * Please Spay or Neuter *
* say "Hello" too! * your pet cat or dog! *
************************************************************
```

1814. Atari 600xl (modified) and 800 F.S.

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-29 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <315C7456.5134@ncweb.com>
Source record: 84995

Hello Fellow 8 bit Devotee's

I have for sale the following Atari 8 bit machines (I have too many ..
they seem to sprout up around here like mushrooms!):

Atari 600xl - 64K - Super Video 2.1 mod (looks best when using monitor)
Atari 800 (standard 48k model)

Will ship in the Continental U.S. for $45 for either unit.

Bill
--
****
* Hi! /_/\ /_/\ * cooncat@ncweb.com *
* | O O | | O O | * aj445@po.cwru.edu *
* from = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* ^ ^ ****************************
* Bill "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* (my 2 cats) * Please Spay or Neuter *
* say "Hello" too! * your pet cat or dog! *
****

1815. Atari 600xl (modified) and 800 F.S.

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-29 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <315C74A2.2829@ncweb.com>
Source record: 84996

Hello Fellow 8 bit Devotee's

I have for sale the following Atari 8 bit machines (I have too many ..
they seem to sprout up around here like mushrooms!):

Atari 600xl - 64K - Super Video 2.1 mod (looks best when using monitor)
Atari 800 (standard 48k model)

Will ship in the Continental U.S. for $45 for either unit.

Bill
--
```
************************************************************
* Hi! /\_/\ /\_/\ * cooncat@ncweb.com *
* | O O | | O O | * aj445@po.cwru.edu *
* from = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* ^ ^ ******************************
* Bill "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* (my 2 cats) * Please Spay or Neuter *
* say "Hello" too! * your pet cat or dog! *
************************************************************
```

1816. Atari 600xl (modified) and 800 F.S.

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-29 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <315C75D2.33A0@ncweb.com>
Source record: 84997

Hello Fellow 8 bit Devotee's

I have for sale the following Atari 8 bit machines (I have too many ..
they seem to sprout up around here like mushrooms!):

Atari 600xl - 64K - Super Video 2.1 mod (looks best when using monitor)
Atari 800 (standard 48k model)

Will ship in the Continental U.S. for $45 for either unit.

Bill
--
****
* Hi! /_/\ /_/\ * cooncat@ncweb.com *
* | O O | | O O | * aj445@po.cwru.edu *
* from = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* ^ ^ ****************************
* Bill "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* (my 2 cats) * Please Spay or Neuter *
* say "Hello" too! * your pet cat or dog! *
****

1817. Atari 600xl (modified) and 800 F.S.

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-29 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <315C717B.241C@ncweb.com>
Source record: 84998

Hello Fellow 8 bit Devotee's

I have for sale the following Atari 8 bit machines (I have too many ..
they seem to sprout up around here like mushrooms!):

Atari 600xl - 64K - Super Video 2.1 mod (looks best when using monitor)
Atari 800 (standard 48k model)

Will ship in the Continental U.S. for $45 for either unit.

Bill
--
```
************************************************************
* Hi! /\_/\ /\_/\ * cooncat@ncweb.com *
* | O O | | O O | * aj445@po.cwru.edu *
* from = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* ^ ^ ****************************
* Bill "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* (my 2 cats) * Please Spay or Neuter *
* say "Hello" too! * your pet cat or dog! *
************************************************************
```

1818. Atari 600xl (modified) and 800 F.S.

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-29 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <315C74EC.3F80@ncweb.com>
Source record: 84999

Hello Fellow 8 bit Devotee's

I have for sale the following Atari 8 bit machines (I have too many ..
they seem to sprout up around here like mushrooms!):

Atari 600xl - 64K - Super Video 2.1 mod (looks best when using monitor)
Atari 800 (standard 48k model)

Will ship in the Continental U.S. for $45 for either unit.

Bill
--
```
*************************************************************
* Hi! /\_/\ /\_/\ * cooncat@ncweb.com *
* | O O | | O O | * aj445@po.cwru.edu *
* from = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* ^ ^ ******************************
* Bill "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* (my 2 cats) * Please Spay or Neuter *
* say "Hello" too! * your pet cat or dog! *
*************************************************************
```

1819. Atari 600xl (modified) and 800 F.S.

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-29 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <315C755F.1B94@ncweb.com>
Source record: 85000

Hello Fellow 8 bit Devotee's

I have for sale the following Atari 8 bit machines (I have too many ..
they seem to sprout up around here like mushrooms!):

Atari 600xl - 64K - Super Video 2.1 mod (looks best when using monitor)
Atari 800 (standard 48k model)

Will ship in the Continental U.S. for $45 for either unit.

Bill
--
```
************************************************************
* Hi! /\_/\ /\_/\ * cooncat@ncweb.com *
* | O O | | O O | * aj445@po.cwru.edu *
* from = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* ^ ^ ******************************
* Bill "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* (my 2 cats) * Please Spay or Neuter *
* say "Hello" too! * your pet cat or dog! *
************************************************************
```

1820. Atari 600xl (modified) and 800 F.S.

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-29 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <315C7491.4E7C@ncweb.com>
Source record: 85001

Hello Fellow 8 bit Devotee's

I have for sale the following Atari 8 bit machines (I have too many ..
they seem to sprout up around here like mushrooms!):

Atari 600xl - 64K - Super Video 2.1 mod (looks best when using monitor)
Atari 800 (standard 48k model)

Will ship in the Continental U.S. for $45 for either unit.

Bill
--
****
* Hi! /_/\ /_/\ * cooncat@ncweb.com *
* | O O | | O O | * aj445@po.cwru.edu *
* from = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* ^ ^ ****************************
* Bill "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* (my 2 cats) * Please Spay or Neuter *
* say "Hello" too! * your pet cat or dog! *
****

1821. 600xl (modified) and 800 F.S.

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-29 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <315C781B.77D5@ncweb.com>
Source record: 85002

Hello:

I have for sale the following:

600xl (64K) with Super Video 2.1 mod (use a monitor)
800 (std. 48K version)

I will ship either unit in the Continental US for $45.

Bill

--
```
************************************************************
* Hi! /\_/\ /\_/\ * cooncat@ncweb.com *
* | O O | | O O | * aj445@po.cwru.edu *
* from = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* ^ ^ ****************************
* Bill "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* (my 2 cats) * Please Spay or Neuter *
* say "Hello" too! * your pet cat or dog! *
************************************************************
```

1822. Atari 600xl (modified) and 800 F.S.

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-29 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <315C750F.5F61@ncweb.com>
Source record: 85003

Hello Fellow 8 bit Devotee's

I have for sale the following Atari 8 bit machines (I have too many ..
they seem to sprout up around here like mushrooms!):

Atari 600xl - 64K - Super Video 2.1 mod (looks best when using monitor)
Atari 800 (standard 48k model)

Will ship in the Continental U.S. for $45 for either unit.

Bill
--
****
* Hi! /_/\ /_/\ * cooncat@ncweb.com *
* | O O | | O O | * aj445@po.cwru.edu *
* from = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* ^ ^ ****************************
* Bill "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* (my 2 cats) * Please Spay or Neuter *
* say "Hello" too! * your pet cat or dog! *
****

1823. Atari 600xl (modified) and 800 F.S.

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-29 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <315C73D0.2D6A@ncweb.com>
Source record: 85004

Hello Fellow 8 bit Devotee's

I have for sale the following Atari 8 bit machines (I have too many ..
they seem to sprout up around here like mushrooms!):

Atari 600xl - 64K - Super Video 2.1 mod (looks best when using monitor)
Atari 800 (standard 48k model)

Will ship in the Continental U.S. for $45 for either unit.

Bill
--
****
* Hi! /_/\ /_/\ * cooncat@ncweb.com *
* | O O | | O O | * aj445@po.cwru.edu *
* from = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* ^ ^ ****************************
* Bill "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* (my 2 cats) * Please Spay or Neuter *
* say "Hello" too! * your pet cat or dog! *
****

1824. Atari 600xl (modified) and 800 F.S.

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-29 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <315C720A.2BD4@ncweb.com>
Source record: 85005

Hello Fellow 8 bit Devotee's

I have for sale the following Atari 8 bit machines (I have too many ..
they seem to sprout up around here like mushrooms!):

Atari 600xl - 64K - Super Video 2.1 mod (looks best when using monitor)
Atari 800 (standard 48k model)

Will ship in the Continental U.S. for $45 for either unit.

Bill
--
```
************************************************************
* Hi! /\_/\ /\_/\ * cooncat@ncweb.com *
* | O O | | O O | * aj445@po.cwru.edu *
* from = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* ^ ^ ******************************
* Bill "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* (my 2 cats) * Please Spay or Neuter *
* say "Hello" too! * your pet cat or dog! *
************************************************************
```

1825. New to Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-30 00:00:00 UTC
From: kroberts@rand.nidlink.com
Message-ID: <1040.4825T840T1124@rand.nidlink.com>
Source record: 84856

Well folks, I'm hoping you all can help me out with a few questions. I just bought an Atari 800XL, a 1050 disk drive, and a lot of software today at a second hand store. Now this is my first Atari home computer and I know just about nothing about it really. One thing I do know though is that it needs a power supply and it doesn't have one. So with regard to that, is it possible to use, or rewire so as to make useable, a C-64 power supply with an Atari 800XL computer? Is there a place on the net that has technical info regarding the pin out of the 800 XL's power supply connector and ports? This would be would be especially helpful because the computer also did not come with a cable to connect it to the disk drive.

Regarding the disk drive, I have a feeling that it has been modified. It has an aftermarket green LED mounted on the front which is wired to a toggle switch at the rear. The toggle switch is also wired to test points T13 and T15. Anybody know what flipping the toggle switch does? Thanks for any replies.

1826. 600xl (modified) and 800 F.S.

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-30 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <315d3756@pianosa.demon.co.uk>
Source record: 84857

Whilst reading the usual rubbish I find here, Edward A. Brunner wrote something
interesting to All about 600xl (modified) and 800 F.S.:

Hello Edward,

EAB> I take that back, 54 times!

And again. Twat.

_
Regards, /_) 2:251/40.1 39:134/11.1
/ _)rad brad@pianosa.demon.co.uk

... Don't you realise what you're saying? You're supporting every move
they make. - The A Team; Conflict

1827. Atari 600xl (modified) and 800 F.S.

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-30 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <315d3728@pianosa.demon.co.uk>
Source record: 84858

Whilst reading the usual rubbish I find here, Edward A. Brunner wrote something
interesting to All about Atari 600xl (modified) and 800 F.S.:

Hello Edward,

EAB> I think this is a record for reposts. 50 of em. good job!

And your post makes you as big a pratt as him. You quoted the whole thing!

_
Regards, /_) 2:251/40.1 39:134/11.1
/ _)rad brad@pianosa.demon.co.uk

... Maybe it's that you no longer care? - Safety In Numbers; The Adverts

1828. Re: STILL WANTED 8 BIT ARCHIVE

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-30 00:00:00 UTC
From: chelm@ix.netcom.com
Message-ID: <4jidbj$3m0@dfw-ixnews1.ix.netcom.com>
Source record: 84859

In article <4jf0eg$1q34@usenetw1.news.prodigy.com>, UASZ40A@prodigy.com
says...
>
>Gimme, gimme, gimme. I hear a lot of that. Maybe it's just not a
>financial success for a programmer to keep working on a program that is
>pirated as much as it is. At least with Gemulator, he gets to sell the
>board that fits in the PC for the ST roms. Xformer just isn't as much a
>cash cow, so why should he bother? To satisfy people like you? Why? If
>programming an emulator is so easy, go ahead and try it yourself. Then
>make your million dollars. What? You don't think you'd make a wad of
>money either? Hmmm.
>I don't know why I'm even bothering responding to your crap. It's hardly
>worth a reply. So I'll quit now a spend the rest of my lunch relaxing.
>
>
Just what in the world are you talking about? Are you replying to my message
that the Xformer is crap? Can't tell because you didn't quote anybody. In
any case, when I pay for something I expect it to perform as advertised, not
like some half assed piece of shareware. I PAID for that program, when it
turns out it's not even worth pirating. I don't recall anyone saying it was
easy to write an emulator, but then again, I don't remember any of the authors
of the other emulators whining on about their efforts and how it's not
possible with the current hardware or some other nonsense. Programming
emulators isn't my thing, but then again I never claimed I could do it, nor do
I sell a piece of garbage to the public either.

1829. Re: Bill Somrak!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-30 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <315D22C0.6648@ncweb.com>
Source record: 84860

Chris Brown wrote:
>
> John M. Vogel (jvogel@crl.com) writes:
> > Geez, I think you broke the usenet record for multiple posts of the same
> > message.
>
> I think he broke the record for acting like an AOL user in a non-alt group.

NO! Noooooooo! NOT THAT!!!! Not the DREADED "AOLamer" curse! Pullllleeeeese!
Anything but that! Even the Chinese torture treatment would be preferrable!

Mea Culpa, Mea Culpa, Mea Maxima Culpa! I'M SORRY!!! I APOLOGIZE!
(do I have to repeat this 54 times??)

Let me Explain what happened, after it was brought to my attention that this
happened.

I was TRYING to post this msg. last night from NetScapes Newsgroup reader.
I hit the "send" button, but I would get a msg. "sent 81 bytes - stalled" ...
and there it would sit .. just hang there. So I hit "stop", then I would
try to hit "send" again. I'd get the same msg., although, sometimes it would
say "sent 162 bytes - stalled". Finally, after many tries (I don't give up
easily), I DID give up, and figured that there was something wrong with my
newsgroup server, and that I'd just post the msg in the morning (now). Well,
when I logged on this morning, I got a msg from one of the group, and became
aware of the situation. I apologized to him, and told him that I'd also post
an apology to the newsgroup ... thus, this msg.

Once again, I'm sorry for the "dupes". I was totally unaware that this had
happened.

Bill .... no AOLamer ... EVER!
--
****
* Hi! /_/\ /_/\ * cooncat@ncweb.com *
* | O O | | O O | * aj445@po.cwru.edu *
* from = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* ^ ^ *****************************
* Bill "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* (my 2 cats) * Please Spay or Neuter *
* say "Hello" too! * your pet cat or dog! *
****

1830. GREAT BIG APOLOGY!

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-30 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <315D245B.D01@ncweb.com>
Source record: 84861

Hi All,

Just in case you didn't catch my other "apology posting", I'll do it
again, so that everyone sees it.

I had NO IDEA that the NetScape Newsgroup Reader was duping the msg.
I kept getting a msg. from Netscape saying: "sent 81 bytes - stalled"
Then, it would "hang". I figured I'd try to "clear" it by hitting
"stop", then "send" again. I'd get the same "stalled" msg. from
Netscape. I figured that I never posted the msg. at all, until
someone from the list pointed out to me in my email this morning that
it had duped so many times on the list.

All I can say is: I'm SORRY! I APOLOGIZE!
I had no idea that NetScape's newsgroup reader behaved in this fashion.
I will be more careful when making a post in the future.

Bill
(8yr Internet user ... and NOT an AOLamer)
--
```
************************************************************
* Hi! /\_/\ /\_/\ * cooncat@ncweb.com *
* | O O | | O O | * aj445@po.cwru.edu *
* from = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* ^ ^ ******************************
* Bill "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* (my 2 cats) * Please Spay or Neuter *
* say "Hello" too! * your pet cat or dog! *
************************************************************
```

1831. Re: Atari 600xl (modified) and 800 F.S.

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-30 00:00:00 UTC
From: ebrunne@orion.it.luc.edu
Message-ID: <4jjj71$f6r@artemis.it.luc.edu>
Source record: 84862

and I'll do it again. BFD

Ted B

Brad Rogers (brad@pianosa.demon.co.uk) wrote:
: Whilst reading the usual rubbish I find here, Edward A. Brunner wrote something
: interesting to All about Atari 600xl (modified) and 800 F.S.:

: Hello Edward,

: EAB> I think this is a record for reposts. 50 of em. good job!

: And your post makes you as big a pratt as him. You quoted the whole thing!
: _
: Regards, /_) 2:251/40.1 39:134/11.1
: / _)rad brad@pianosa.demon.co.uk

: ... Maybe it's that you no longer care? - Safety In Numbers; The Adverts

1832. Re: 600xl (modified) and 800 F.S.

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-30 00:00:00 UTC
From: ebrunne@orion.it.luc.edu
Message-ID: <4jjj7u$f6r@artemis.it.luc.edu>
Source record: 84863

cocksucker!

Ted B

Brad Rogers (brad@pianosa.demon.co.uk) wrote:
: Whilst reading the usual rubbish I find here, Edward A. Brunner wrote something
: interesting to All about 600xl (modified) and 800 F.S.:

: Hello Edward,

: EAB> I take that back, 54 times!

: And again. Twat.
: _
: Regards, /_) 2:251/40.1 39:134/11.1
: / _)rad brad@pianosa.demon.co.uk

: ... Don't you realise what you're saying? You're supporting every move
: they make. - The A Team; Conflict

1833. Atari 2600 with all the toys...For Sale....How Much?

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-30 00:00:00 UTC
From: Pj Manganiello <patm@mango.microserve.com>
Message-ID: <4jjm8v$o86@crash.microserve.net>
Source record: 84864

Are these things still existence, I had a call fromm soneone who had an atari 2600 given to them, I know these things aren't capable of much and I was wondering how much it is worth. (Computer, Disk drive, Tape drive, printer, the whole 9 yards.....) How Much is it worth!? Are these things door stops or collector's items?!

Email: patm@mango.microserve.com or post reply....

1834. Novice questions

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-30 00:00:00 UTC
From: nil@interport.net
Message-ID: <4jjr78$ofj@park.interport.net>
Source record: 84865

I just bought a 130EX with XF551 drive. My previous setup was an 800XL with a cassette player/recorder 8 years ago, so I don't know anything about Atari drives and DOS. I just used the 800 XL to play games, nothing else. Do I need DOS to use the drive? I tried using some of the disks that came with 130 to boot DOS, but that didn't work. I also tried loading Zork I, which I understand doesn't require DOS, and the computer hangs after a few secs of beeping. Is there any way to test the disk drive, and where could I get/buy Atari DOS and some games? Thanks.

1835. Re: Bill Somrak!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-30 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <4jjt12$p4d@crl3.crl.com>
Source record: 84866

Bill Somrak (cooncat@ncweb.com) wrote:

: NO! Noooooooo! NOT THAT!!!! Not the DREADED "AOLamer" curse! Pullllleeeeese!
: Anything but that! Even the Chinese torture treatment would be preferrable!

: Mea Culpa, Mea Culpa, Mea Maxima Culpa! I'M SORRY!!! I APOLOGIZE!
: (do I have to repeat this 54 times??)

Hehe, no. That's happened to me before (although only a couple of times
before I gave up, not 54 times :)

Forgiven,
John
jvogel@crl.com

1836. Re: Atari 2600 with all the toys...For Sale....How Much?

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-30 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <Dp3GKD.942@iglou.com>
Source record: 84867

In article <4jjm8v$o86@crash.microserve.net>,
Pj Manganiello <patm@mango.microserve.com> wrote:
>Are these things still existence, I had a call fromm soneone who had an
>atari 2600 given to them, I know these things aren't capable of much and I
>was wondering how much it is worth. (Computer, Disk drive, Tape drive,
>printer, the whole 9 yards.....) How Much is it worth!? Are these
>things door stops or collector's items?!
>
If it has a disk drive and printer, it ain't no 2600! The 2600 was
strictly a video game machine. What your friend has is probably either an
800, 800XL, 1200XL, 400, or 600XL. The whole system is probably not worth
more than $100 unless it has an MIO or Black Box interface, or a disk
drive made by someone other than Atari, or upgraded with a Happy or US
Doubler chip. Software might increase the value, if you have the
original disks or cartridges with manuals.

>Email: patm@mango.microserve.com or post reply....
>

--
Bill Marcum bmarcum@iglou.com
From the future home of the 270 Foot Jesus

1837. Bounced email

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-30 00:00:00 UTC
From: tomhunt@bright.net
Message-ID: <315d2d2b.5738783@news.bright.net>
Source record: 84868

Hi Tony,
Twice I tried to send you email, pertaining to your question,
on two different days. Both times, the messages bounced back to me.
Not sure why, unless your server doesn't have a registered domain or
something. Anyways, I tried.

The document is almost complete. When it is, I'll publish it
so all interested parties can have it. I'm exploring the lynx server
at kan. u. with the 8bit. When I'm done documenting it, I should be
ready to publish.

1838. Re: New to Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-30 00:00:00 UTC
From: swallace@dmv.com
Message-ID: <4jk9ul$ic4@eagle.dmv.com>
Source record: 84869

kroberts (kroberts@rand.nidlink.com) wrote:
: Well folks, I'm hoping you all can help me out with a few questions. I
: just bought an Atari 800XL, a 1050 disk drive, and a lot of software today
: at a second hand store. Now this is my first Atari home computer and I
: know just about nothing about it really. One thing I do know though is
: that it needs a power supply and it doesn't have one. So with regard to
: that, is it possible to use, or rewire so as to make useable, a C-64
: power supply with an Atari 800XL computer?

I don't know the power requirements of a C-64 but your 800XL needs 5VDC
at between 1 and 1.5 Amps. The pinout of the power connector looking at
the computer is:

```
/ o o \
Gnd return - o o - +5 VDC
\ o o /
o
/
Gnd
```

: Is there a place on the net that has technical info regarding the pin
: out of the 800 XL's power supply connector and ports? This would be
: especially helpful because the computer also did not come with
: a cable to connect it to the disk drive.

There are several sites on the web that carry Atari 8-bit info. You
could probably find a file that shows pinouts. One might be:

gopher://gopher.archive.merit.edu:7055/11/atari/8bit

An SIO cable to connect your computer to the 1050 may be found from
someone on this group or from a vendor. Try B & C ComputerVisions at
408-986-9960, American Techna-Vision at 510-352-3787, or Best Electronics
at 408-243-6950.

: Regarding the disk drive, I have a feeling that it has been modified. It
: has an aftermarket green LED mounted on the front which is wired to a
: toggle switch at the rear. The toggle switch is also wired to test points
: T13 and T15. Anybody know what flipping the toggle switch does? Thanks
: for any replies.

An Atari 1050 disk drive requires 9VAC for power. The original supply is
rated at 31VA (about 3.4 Amps). The vendors listed above or a reader on
this group might sell power supplies for the computer and drive.

I'm not familiar with the modification you described. On the 1050 circuit
board TP13 is +5VDC, and TP15 is ground.

Steve

1839. E-MAIL ME YOUR WANTS!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-30 00:00:00 UTC
From: cmmc@primenet.com
Message-ID: <cmmc-3003962101580001@ip066.phx.primenet.com>
Source record: 84870

Please e-mail me your want lists and I will"try" to find them for you.
Nothing too obscure, software, hardware, games, etc..

Thanks

-C

1840. Test message (ignore)

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-30 00:00:00 UTC
From: DAG.HUGDAHL@flight.org
Message-ID: <a0d_9603311527@flight.org>
Source record: 84871

```
Test message...

___
* PabQwk 2.0 #23 * Hey!^ Don't pick^up th@t phone#$%& NO CARRIER
------------- -//- --------------
Internet: DAG.HUGDAHL@flight.org
note: the views expressed by this
user are strictly his/her own.
```

1841. Re: GNU C-compiler port to 6502

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-30 00:00:00 UTC
From: korpela@islay.ssl.berkeley.edu
Message-ID: <4ji1te$dnk@agate.berkeley.edu>
Source record: 84950
Cross-posted to: comp.sys.cbm,gnu.gcc.help,comp.sys.atari.8bit

In article <4jgc70$lmt@dodo.cosy.sbg.ac.at>,
Gerhard Wesp <gwesp@dodo.cosy.sbg.ac.at> wrote:
>
>> But the biggest choice of all is whether to let GCC manage the 6502
>>registers directly, or to use a sort of ``virtual machine'' model on
>>the 6502 that looks better to GCC (page zero registers, manipulated by
>>simple bits of native code that GCC thinks are single instructions).
>
> Exactly such sort of thing I thought of. The code could be
>implemented as macros and as subroutines for the more complex things
>like multiplicatio, division, floating point ops etc. (or we use
>pseudo ops triggered by a brk...)

The biggest problem with this is interfacing to the optimizer. Suppose
we design macros that do the instructions for our 32 bit machine with
8 32bit (zero page starting at $80) pseudoregisters. Let's run through
a two instruction example.

```
register int r0 = (unsigned short)mem1 & (int)mem2;
```

In our macro language, gcc might compile that as

```
ldsz _mem1,%r0
andl %r0,_mem2,%r0
```

Our macros are

```
ldsz _mem1,%r0 defined as
LDX #1
LDY #0
0: LDA _mem1,X
STA $80,X
STY $82,X
DEX
BPL 0b
```

```
andl %r0,_mem2,%r0 defined as
LDX #3
0: LDA _mem2,X
AND $80,X
STA $80,X
DEX
BPL 0b
```

Since gcc wouldn't know anything about the internal structure of the macros,
it would just concatanate the two instruction macros. Whereas a native 65C02

C compiler outputting real 65C02 instructions could notice that the LDX #3 could be changed to a LDX #1 and optimize the instruction sequence. An even better optimization would be to combine the two into one loop like this:

```
LDX #1
LDY #0
0: LDA _mem1,X
AND _mem2,X
STA $80,X
STY $82,X
DEX
BPL 0b
```

That's a reduction from 32 to 14 cycles (incorrectly assuming 1/instruction) in execution time and a reduction in size from 26 to 17 bytes in size. On a 6502 both of those are important things. (64K address space, 1-2 Mhz)

A native 6502 compiler could do that kind of optimization, our "macro" compiler couldn't without an additional optimizer. My guess is that the optimizer would be as hard to write as a native 6502 C compiler.

IMHO, the answer is "Yes, it would be possible to alter gcc to output a pseudocode that could be compiled to 6502 instructions, but it would be hard to optimize the resulting code."

Eric
--
Eric Korpela | An object at rest can never be
korpela@ssl.berkeley.edu | stopped.

Click here for more info.

1842. Re: Limited Time Offer...

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-30 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <4jhu3p$geu@ccshst05.cs.uoguelph.ca>
Source record: 84951
Cross-posted to: comp.sys.atari.8bit,rec.games.misc,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

```
: The Compuserve address in the previous post returns a "mailbox is full"
: message. If you're interested in this offer, send email to the other
: address (atari@genie.com).

Guess all the Falcons are gone. :-(. For $250, I would definitely
buy a Falcon!

>> Mark <<

--
-------------------------------------------------------------------------
Mark A Rathwell
-------------------
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

Maintainer of the "Incredible Hulk" television series FAQ.

http://www.uoguelph.ca/~mrathwel
-------------------------------------------------------------------------
```

1843. Re: Atari 600xl (modified) and 800 F.S.

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-30 00:00:00 UTC
From: ebrunne@orion.it.luc.edu
Message-ID: <4ji52a$9ni@artemis.it.luc.edu>
Source record: 84952

I think this is a record for reposts. 50 of em. good job!

Ted B

Bill Somrak (cooncat@ncweb.com) wrote:
: Hello Fellow 8 bit Devotee's

: I have for sale the following Atari 8 bit machines (I have too many ..
: they seem to sprout up around here like mushrooms!):

: Atari 600xl - 64K - Super Video 2.1 mod (looks best when using monitor)
: Atari 800 (standard 48k model)

: Will ship in the Continental U.S. for $45 for either unit.

: Bill
: --
: **
: * Hi! /_/\ /_/\ * cooncat@ncweb.com *
: * | O O | | O O | * aj445@po.cwru.edu *
: * from = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
: * ^ ^ ****************************
: * Bill "Data" & "Geordi" * It's a BABY; NOT a Choice! *
: * (my 2 cats) * Please Spay or Neuter *
: * say "Hello" too! * your pet cat or dog! *
: **

1844. Re: 600xl (modified) and 800 F.S.

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-30 00:00:00 UTC
From: ebrunne@orion.it.luc.edu
Message-ID: <4ji536$9ni@artemis.it.luc.edu>
Source record: 84953

I take that back, 54 times!

Ted B

Bill Somrak (cooncat@ncweb.com) wrote:
: Hello:

: I have for sale the following:

: 600xl (64K) with Super Video 2.1 mod (use a monitor)
: 800 (std. 48K version)

: I will ship either unit in the Continental US for $45.

: Bill

: --
: **
: * Hi! /_/\ /_/\ * cooncat@ncweb.com *
: * | O O | | O O | * aj445@po.cwru.edu *
: * from = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
: * ^ ^ ****************************
: * Bill "Data" & "Geordi" * It's a BABY; NOT a Choice! *
: * (my 2 cats) * Please Spay or Neuter *
: * say "Hello" too! * your pet cat or dog! *
: **

1845. 1200xl video (was Re: Graphics programming)

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-30 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <4jijkc$5mf@charm.magnus.acs.ohio-state.edu>
Source record: 84954

In article <00000F100000066C@prostar.com>,
Jim Mirous <jim.mirous@prostar.com> wrote:
>I see you have a 1200xl. I just purchased one from a garage sale and it
>will only do video in black and white.
>I have it attached to a Commodore monitor with chroma and luma jacks.
>The setup works fine on my 800, so is the 1200xl different or is it toast?

You may need to make a slight modification (one wire) to get the
chroma line out, but whatever instructions I may have had on doing it
are long gone. There's also the SuperVideo upgrade, printed in Atari
Classics as I recall.
--
------------ R o b F u n k ------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

1846. Re: Bill Somrak!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-30 00:00:00 UTC
From: ba930@FreeNet.Carleton.CA
Message-ID: <4jintc$4g8@freenet-news.carleton.ca>
Source record: 84955

John M. Vogel (jvogel@crl.com) writes:
> Geez, I think you broke the usenet record for multiple posts of the same
> message.

I think he broke the record for acting like an AOL user in a non-alt group.

--
JESS | x08 Chris Brown cdbrown@nyx.cs.du.edu % rm -r * oops.. oh shit! %
TODD'S| Do you protect your right to Freedom Of Speech? Then Say So.
SPACE | "I can't say what I want to,
------+ Even when I'm not serious" -Hush, Tool

1847. Re: New to Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-31 00:00:00 UTC
From: mcmahon@inil.com
Message-ID: <31e7cc$162a3b.304@news.inil.com>
Source record: 84872

swallace@dmv.com (Stephen G. Wallace) wrote:

>kroberts (kroberts@rand.nidlink.com) wrote:

>
>: Regarding the disk drive, I have a feeling that it has been modified. It
>: has an aftermarket green LED mounted on the front which is wired to a
>: toggle switch at the rear. The toggle switch is also wired to test points
>: T13 and T15. Anybody know what flipping the toggle switch does? Thanks
>: for any replies.

>An Atari 1050 disk drive requires 9VAC for power. The original supply is
>rated at 31VA (about 3.4 Amps). The vendors listed above or a reader on
>this group might sell power supplies for the computer and drive.

>I'm not familiar with the modification you described. On the 1050 circuit
>board TP13 is +5VDC, and TP15 is ground.

>Steve

This mod was obviously made to blow as many PS fuses as possible ;^}

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,
* Rory McMahon Atari Fanatic by CHOICE! Falcon030/4/85/SyQuest EZ135 *
# mcmahon@inil.com 8 bits and above! Pentium 90 Xformer! #
'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'

1848. Marble Madness & Gunslinger

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-31 00:00:00 UTC
From: Lawrence Staveley <Lawrence@kwll.demon.co.uk>
Message-ID: <516216820wnr@kwll.demon.co.uk>
Source record: 84873

Does Marble Madness exist for the Atari 8-bit? I loved this game in the arcades, and over here in the UK it came out for virtually every other machine except the Atari. Anyone out there ever see it?

Also, how many sides was the adventure game "Gunslinger" on. I don't know if I've got them all (5), and I am not going to start playing it if I haven't. Actually, I may not start playing it even if I have, it's just that I've always wondered about that last disk......

"I can't see the solution - Through this state of confusion....."

Lawrence@kwll.demon.co.uk

1849. Help with 1050 drives needed!

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-31 00:00:00 UTC
From: Lawrence Staveley <Lawrence@kwll.demon.co.uk>
Message-ID: <808339369wnr@kwll.demon.co.uk>
Source record: 84874

Can anyone suggest anything.

I have three (yes, three!) 1050 drives all with the same problem.

They all power up and make the drive spin. Two of them are 'Happy' and pass the power-on diagnostic (ie, the light doesn't flash). You put a disk in and it spins properly. You connect it to an Atari and: NOTHING!

I know it's not the Atari as it has two drives connected that work fine, and it's not a promlem with the id select either. I've also swapped the chipsets between the three to check for a dodgy chip, but, alas, nothing. It must be something simple for all three to be the same, maybe a capacitor or something?

Any help is appreciated, even a place in the UK where I can get them fixed would help!

Unrelated disk type question: Where (in the UK) can I get a cable to connect a SCSI hard drive interface to an Atari ST? I've got an interface board with the same port on the back as the Atari has, I just need to bridge the gap between this and the Atari! I get the feeling buying a GEMulator would be easier than finding this cable!

"I can't see the solution - Through this state of confusion....."

Lawrence@kwll.demon.co.uk

1850. Re: STILL WANTED 8 BIT ARCHIVE

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-31 00:00:00 UTC
From: areeve@avana.net
Message-ID: <4jmhhs$at0@tiger.avana.net>
Source record: 84875

chelm@ix.netcom.com (Chris) wrote:

>Just what in the world are you talking about? Are you replying to my message
>that the Xformer is crap? Can't tell because you didn't quote anybody. In
>any case, when I pay for something I expect it to perform as advertised, not
>like some half assed piece of shareware. I PAID for that program, when it
>turns out it's not even worth pirating. I don't recall anyone saying it was
>easy to write an emulator, but then again, I don't remember any of the authors
>of the other emulators whining on about their efforts and how it's not
>possible with the current hardware or some other nonsense. Programming
>emulators isn't my thing, but then again I never claimed I could do it, nor do
>I sell a piece of garbage to the public either.

Oh, come on. As soon as somebody tries to use the excuse that you need
to be able to write a better piece of software than what you're
criticizing you know it's silly. I just don't see Roger Ebert
replacing Kevin Costner and I'm sure he doesn't always give thumbs up
to him movies thinking "Hmmm...I couldn't do that any better". His was
a silly reply to start with.

1851. Re: "Thrifts... Just What're They Thinking About ?"

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-31 00:00:00 UTC
From: bond@access1.digex.net
Message-ID: <4jmhqt$kle@access1.digex.net>
Source record: 84876
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,rec.games.video.atari,comp.sys.atari.8bit

In article <4jf8p9$4pf@news1.mtholyoke.edu>,
Adam Michael Anazeri <amanazer@mtholyoke.edu> wrote:
>
>I really can't believe that someone would stoop so low as to swindle,
>rip-off,or cheat a thrift store...a store whose fundamental principle to
>is to aid those in need. If a cartridge or system is above what you feel
>you should pay then leave it there or consider the extra cost a donation
>to the cause. But please don't steal from a thrift store...that is just
>plain unkind...
>
>
>(please deposit $.02)

Not when they have no idea what they are doing...and you can't explain
things to them because they don't care....i have liberated a cart or two
as needed by putting it inside something else, etc. It's a judgment
call....especially at place that change their pricing policy eveyr 2 weeks
and you end up getting screwed... Or places that price old consoles based
on weight!!!

--

1852. Re: Novice questions

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-31 00:00:00 UTC
From: nil@interport.net
Message-ID: <nil-3103961327310001@nil.port.net>
Source record: 84877

In article <1996Mar30.223618.28151@wariat.UUCP>,
Russ.Gilbert@apk.wariat.org (Russ Gilbert) wrote:

> Read the FAQ, JACK
> and don't you come back no more, no more, no more, no more
> Read the FAQ, Jack
> and don't chew come back no more.

Point taken. It's just that the only FAQ I could find was the one with
description of archives, vendors, etc.

--
---
nil@interport.net | stan lobunets | zb8bb@cunyvm.cuny.edu

1853. Re: Atari 8bit BBS List: UPDATE 96-03-18

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-31 00:00:00 UTC
From: winston@merk.com
Message-ID: <Dp59K1.93I@merk.com>
Source record: 84878

On Tuesday, March 19 1996 at 00:40:02 -0700,
oscar@primenet.com (Oscar Fowler) wrote:

OF> Please keep me informed with updates to the list and I'll post revisions
OF> as necessary. In particular, if one of the BBS's is within your local
OF> calling area, please give them a call and let me know whether they're
OF> currently operational.
OF>
OF> The format of the individual entries is below. Note that each entry
OF> uses four lines. "Type" indicates the type of hardware used to run
OF> the board. "Status" is whether the board was up or not the last
OF> time it was checked, which was on the "status date". I assume
OF> the remaining fields are self-explanitory.

```
*****************************
* Atari 8bit Support BBS's *
* *
* Last update: 96-03-18 *
* *
*****************************

<BBS name> : <phone number>
<location>
<type> : <status> : <status date>
<notes>

Underdog : 508-820-3089
Framingham, Ma, USA
Atari-8 : *-DOWN-* : 96-03-10
ProNode 102

UNDERDOG BBS is down, due to the recent marriage of the Sysop and the
relocation of the computer equipment from Framingham, Massachussetts to
Ashland, Massachusetts, USA. The Sysop has declared a six month moratorium
on all BBS operations while he settles in with his new bride (this moratorium
has a couple of months to go still). He said that at the end of this
period he would decide whether to bring the BBS back up or leave it down.
(Most BBSes do not survive a marriage. Still, Sysop*Underdog has been very
determined in the past, so there is no telling for sure....)

--winston, Boston, Massachusetts, USA
```

1854. Re: Marble Madness & Gunslinger

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-31 00:00:00 UTC
From: sydtech@skypoint.com
Message-ID: <4jmnmk$80q@stratus.skypoint.net>
Source record: 84879

In article <516216820wnr@kwll.demon.co.uk>, Lawrence@kwll.demon.co.uk wrote:
>Does Marble Madness exist for the Atari 8-bit? I loved this game in the
>arcades, and over here in the UK it came out for virtually every other
>machine except the Atari. Anyone out there ever see it?

I don't think there was ever a port of this for any of Atari's gaming or computer platforms. I've never *seen* one, anyway....I could be wrong.

The best home conversion of this I've seen so far is the NES version. Very well done. I think there's a version for the Amiga, as well...

Scott

1855. Atari Game Sound

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-31 00:00:00 UTC
From: nurmix@gateway.ecn.com
Message-ID: <4jmrmi$87j@gateway.ecn.com>
Source record: 84880

jlendino@panix.com James R. Lendino was saying:

> Does anyone find the soundtracks for games like Ultima III as
> incredibly kick ass as I do? I thought that was phenomenal. A

Yes! I loved the soundtrack to Ultima III on the 8-bit. And of course, the game wasn't too shabby either! <grin>

And Gyrus was impressive as well. In fact, there were quite a few good game soundtracks on the Atari 8-bits. And even though I use a Falcon now, I still have my 800XL and Percom drive, and more software than I know what to do with. I used to have a 130XE and quite a bit more hardware too, but that's all gone.

But as far as the music goes, there was just something about the 8-bit 4-part harmony that sounded really cool. And the guy who did the music for Exodus: Ultima III (Kenneth Arnold???) sure knew how to take advantage of it!

There was another program (AMS?) that played really great tunes as well. I had several disks of songs too.

So you aren't the only one who enjoyed the tunes!

Nurmix@ecn.com

1856. Re: AR on XFORMER 3.3?

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-31 00:00:00 UTC
From: Chet Chudasama <CChudasama@sc9.intel.com>
Message-ID: <4jl481$636@ornews.intel.com>
Source record: 84881

Wait a minute...
Can I read this as - wait a few months, I'll have a PC version of Rainbow
available. ???

Please let it be true.

--
Disclaimers:
'Any typos that may occur are intentional and may not be reproduced
without prior approval'
"My views/opinions are my own and in no way reflect those of my employer"

1857. Re: New to Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-31 00:00:00 UTC
From: Chet Chudasama <CChudasama@sc9.intel.com>
Message-ID: <4jlpo9$l0s@ornews.intel.com>
Source record: 84882

kroberts@rand.nidlink.com (kroberts) wrote:

>Regarding the disk drive, I have a feeling that it has been modified. It
>has an aftermarket green LED mounted on the front which is wired to a
>toggle switch at the rear. The toggle switch is also wired to test points
>T13 and T15. Anybody know what flipping the toggle switch does? Thanks
>for any replies.
>
>
By flipping a disk onto the other side and cutting a notch in the sleeve
corresponding to the write protect notch, you can read/write the other
side of a disk.

Possibly, the toggle allows read/write on a double sided disk without
having to notch the other side of the disk.

Hope this helps.

Chet

--
Disclaimers:
'Any typos that may occur are intentional and may not be reproduced
without prior approval'
"My views/opinions are my own and in no way reflect those of my employer"

1858. ATARI STUFF FOR SALE

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-31 00:00:00 UTC
From: artem@voicenet.com
Message-ID: <4jn1q9$i2j@news.voicenet.com>
Source record: 84883

LOCATION: NORTH EAST PHILADELPHIA

FOR SALE:

1 ATARI 800XL
includes powersupply
in the original foam

2 PRINTER FOR ATARI

The highest offer gets it.
I need a drive for my ATARI130XE, so i am willing
to trade for one of the item for adrive
(extra payment or a couple cartriges might be required)

EMAIL ME BACK: artem@voicenet.com (or just choose reply now)

Thanks.

1859. Re: CLASSIC GAMES AND SYSTEMS FOR SALE.

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-31 00:00:00 UTC
From: winston@merk.com
Message-ID: <Dp5HDx.CI3@merk.com>
Source record: 84884
Cross-posted to: alt.atari.2600vcs,alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.marketplace,rec.games.video.misc,sfnet.atk.atari

sat-3@interpath.com wrote:

S> CLASSIC GAME SYSTEM SALE
S>
S> ALL SYSTEMS AND GAMES ARE CLEANED AND TESTED. CARTRIDGES
S> MAY HAVE SOME COSMETIC DAMAGE TO THE LABELS. EVERYTHING IS
S> GUARANTEED TO WORK. ALL ITEMS ARE USED, AND MAY HAVE COSMETIC
S> BLEMISHES, NO MANUALS ARE INCLUDED. TOTALS ARE FOR SHIPPING
S> IN THE US. OUT OF COUNTRY ORDERS MAY INCUR ADDITIONAL SHIPPING
S> CHARGES.

On Thursday, March 28, 1996 at 06:48:53 GMT (12:48:53 AM EST),
csturdiv@evansville.net (Craig Sturdivant),
of Evansville Online, wrote:

CS> Hey do me a favor. Take a look at your keyboard. Look down at the
CS> lower left hand corner. Do you see the Ctrl key? You do? Good.
CS> Now look above it. See that key with the arrow pointing up, and
CS> the words "Shift"? Now look above that key. Do you see the
CS> Caps Lock key? You do? Good. Do me another favor.
CS> PRESS THAT DAMN KEY!!!!

HEY DO ME A FAVOR. TAKE A LOOK AT THE "SUBJECT:" OF THIS MESSAGE.
DO YOU SEE WHERE IT SAYS, "RE: CLASSIC GAMES AND SYSTEMS FOR SALE." ?
YOU DO? GOOD. NOW --THINK-- ABOUT WHAT "CLASSIC SYSTEM" --MEANS-- !
GUESS WHAT? I CAN'T PRESS ANY "CAPS LOCK" KEY ON EITHER MY APPLE-1 OR ON
MY OHIO-CHALLENGER-4P! WHY? BECAUSE THEY DON'T COME WITH LOWER CASE,
THAT'S WHY! (OF COURSE, I WOULDN'T EXPECT YOU TO KNOW THAT....)

P.S. WHAT ABOUT THE PEOPLE WITHOUT HANDS WHO USE MOUTHSTICKS AND OTHER
DEVICES TO TYPE IN MESSAGES. (USENET NETNEWS IS AN INTERNATIONAL MESSAGE
MEDIUM, AFTER ALL.) DO YOU EXPECT THEM TO TRY TO HOLD DOWN THE SHIFT KEY
WITH THEIR NOSE WHILE THEY TYPE TEXT WITH THEIR TONGUE?

P.P.S. TO JUDGE THE WORTH OF A SCIENTIST, ASK THEM WHAT THEY THINK ABOUT
ASTROLOGY.... TO JUDGE THE WORTH OF A NET-USER, TYPE TO THEM USING ONLY
UPPER CASE....

1860. SIo2PC CABLE NEEDED !!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-31 00:00:00 UTC
From: artem@voicenet.com
Message-ID: <4jn2u3$i2j@news.voicenet.com>
Source record: 84885

Hello !!

I need a SIO2PC Cable. I've heard that is not
as simple to buid as X1541 for C64. So i decided, whatta heck,
i'll buy one.

Also i am willing to trade for one of these:

1) ATARi PRINTER
2) C64 unit
3) C64 PRINTER
4) TWO BROKEN ATARi and ONE BROKEN C64 DRIVES
(hell knows what's wrong with them, something minor probably)
5) APE INITERFACE and MODEM for ATARI

PLEASE HELP!!!!

Artem

1861. Please, answer my question, ah ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-31 00:00:00 UTC
From: artem@voicenet.com
Message-ID: <4jn353$i2j@news.voicenet.com>
Source record: 84886

Hi !

I haven't been here for a while so i hope
things have changed a bit. So, are all games still
unavailable through ftp or they still are comercial
ware ? Or at least is it possible to buy a bunch of
them on a CD ?

Thank you.
Artem

1862. More...Sale!

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-31 00:00:00 UTC
From: Nir_Dary <nirdary@pacificnet.net>
Message-ID: <315F175B.660C@pacificnet.net>
Source record: 84887

I still got the following stuff For sale,

-40 meg Scsi Hard drive filled with Europian Software (new demos, game
makers utilities etc...)
plus a power supply, asking 100$

- 130xe Pal/Ntsc upgraded, Stereo upgraded plus 2 os's installed
(modyfied 130xe os and Args
os wich gives ultra speed disk drive access) and 1050 disk drive with the
Super Archiver 2
upgrade. both computer and disk drive for 150$

-(2) Atari Original Joystick 2$ each.

-Mpp 1000e Modem (1200 boud?) 5$

-Xpress modem (2400 boud) 10$

-Multy Tech Modem V32 (9600 Boud) 15$

-(2) 850 Interface (no power supply,manual only) $18

-MPP 1100 parallel printer interface 7$

-Kenny Dalglish soccer manager (tape) 3$

-The Atari Assembler book $10 : learn how to use the Atari Assembler Cart
and
discover programming in aseembly Language,

-Assembler Editor Cartrige user Manual 7$ (manual only)

-Macro Assembler Manual (2 parts) 10$

-Programming the 6502 (rodney zax) 8$

-Flight Simiulator 2 game (cartrige and disk, docs included) 15$

-Yorki 256k memory plug in upgrade 40$

-Antic magazines,
Dec/Jan 83, Feb/Mar 83, May 83, Aug 83, Sep 83.☐
Jan 84, Apr 84, Aug84, Nov 84, Dec 84
Jan 85, Apr 85, May 85, Jun 85, Jul 85, Aug 85, Sep 85, Dec 85.
Jan 86 to Dec 86
Jan 87 to Dec 87
Jan 88 to Dec 88
Feb 89 to Dec 89
Feb/mar 90, Apr/May 90, Jun/Jul 90

Total of 72 Antic Magazines, will sell for 30$

1863. Web Page: Bravo's Atari Store: On-Line Catalogs. Check this out!

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-31 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <4jn7v1$it1@linda.teleport.com>
Source record: 84888
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,fr.comp.sys.atari,de.comp.sys.st,fido.ger.atari,ger.atari,ka.comp.sys.atari

Check out my Web Page for Bravo Sierra Computers. Where you can find Both
Classic Atari 8 Bit & Atari ST. HardWare, SoftWare, Books & Accessories. My
Web Address is below. On-Line Catalogs that you can View and Contact me via
my Web Page! Or Request Catalogs in E-Mail. Specify Classic 8 Bit or ST.
E-Mail: bensmith@teleport.com

http://www.teleport.com/~bensmith/bscomputers.shtml
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. Mon - Thurs 3
PM - Midnight. Friday 3 PM - 6 PM PST Call above # these Hours.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Catalogs are FREE & updated monthly. Reply in E-Mail to bensmith@teleport.com
http://www.teleport.com/~bensmith/bscomputers.shtml Bravo Sierra Atari Store

1864. Re: Novice questions

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-31 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1996Mar31.173755.21165@wariat.UUCP>
Source record: 84889

```
(Stan, you make me get serious and think, which I avoid as much as
possible.)
Archive-name: atari-8-bit/faq
Posting-Frequency: monthly
Welcome to the comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8
discussion group!
Atari 8-Bit Computers
Frequently Asked Questions List
Revised 10-Jan-96(Not latest)
Additions/suggestions/comments/corrections are needed! Please send to:
URL:mailto:mcurrent@carleton.edu
UUCP: ...!umn-cs!ccnfld!mcurrent
Cleveland Free-Net: aa700
--- Where to get the latest copy of the 8-bit Atari FAQ List ---
The home of many FTP archive sites, automatically updated monthly:
URL:ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/faq

The World Wide Web hypertext version, automatically generated monthly:
URL:http://www.smartpages.com/faqs/atari-8-bit/faq/faq.html
URL:http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/faq/f
aq.html

WWW "flat hypertext" versions, automatically generated monthly:
URL:http://www.cs.ruu.nl/wais/html/na-dir/atari-8-bit/faq.html
URL:http://www.lib.ox.ac.uk/internet/news/faq/archive/atari-8-bit.faq.ht
ml

Usenet newsgroups where this FAQ list is automatically posted monthly:
URL:news:comp.sys.atari.8bit URL:news:comp.answers
URL:news:news.answers

You can also get the latest version by e-mail.
URL:mailto:mail-server@rtfm.mit.edu , message says:
send usenet/news.answers/atari-8-bit/faq
quit

Finally, you can always ask me for a copy at
URL:mailto:mcurrent@carleton.edu

..............
The Atari 8 NEWBIE FAQ:

ask Bill Kendrick kendrick@zippy.sonoma.edu for a copy.
Bill also has a www homepage, I'm pretty sure, ask him about
that too.
(Now maybe I'll post this in between official postings. How do some
```

usenet groups keep the FAQ at the top of the postings list all the
time?)
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

1865. Re: Marble Madness & Gunslinger

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-31 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.91.960331215718.11049A-100000@moose.erie.net>
Source record: 84890

On Sun, 31 Mar 1996, Scott Butler wrote:

> In article <516216820wnr@kwll.demon.co.uk>, Lawrence@kwll.demon.co.uk wrote:
> >Does Marble Madness exist for the Atari 8-bit? I loved this game in the
> >arcades, and over here in the UK it came out for virtually every other
> >machine except the Atari. Anyone out there ever see it?
>
> I don't think there was ever a port of this for any of Atari's gaming or
> computer platforms. I've never *seen* one, anyway....I could be wrong.
>

Yes, you are wrong. Marble Madness was released for the Atari
ST. It was a "tolerable" port, but it was released.

1866. Re: XL-It! Atari 800XL Emulator

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-31 00:00:00 UTC
From: dwh@delphi.com
Message-ID: <pjFIdr5.dwh@delphi.com>
Source record: 84891

I downloaded your intel version but have unable to unpack the archive.
What was used to create the binary? I have tried to unZIP, unARC and
unSDN. I've also put an .EXE extender on it and just tried to run the file...
no luck... what "unzipper" format do I need?

__Darryl__

1867. Re: Snowfite and Snowfite 2

Newsgroup: comp.sys.atari.8bit
Date: 1996-03-31 00:00:00 UTC
From: oscar@primenet.com
Message-ID: <4jnrtt$ebv@nnrp1.news.primenet.com>
Source record: 84892

In article <4jh55l$g4o@sparky.midwest.net>,
Ronald A. Laski, Jr. <rlaski@midwest.net> wrote:
>I have both of these if anyone wants them. I'll try to move them
>sometime up to the Atari8bit warez group. I'll probably wait 'til
>I get a request for them. BTW, who wrote these programs and where
>did they come from?

I didn't even know there was a snowfite2. Do they both
lock up on you after a while (as Snowfite seems to have done
for everyone I've talked to)?

Oscar

1868. Re: Help with 1050 drives needed!

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-01 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <4jpk6f$4jm@blackice.winternet.com>
Source record: 84706

> Lawrence Staveley <Lawrence@kwll.demon.co.uk> writes:
> Can anyone suggest anything.
>
> I have three (yes, three!) 1050 drives all with the same problem.
>
> They all power up and make the drive spin. Two of them are 'Happy' and
> pass the power-on diagnostic (ie, the light doesn't flash). You put a
> disk in and it spins properly. You connect it to an Atari and: NOTHING!
>
(SNIP)

>>>>
You've been plugging and unplugging the SIO cable with the
1050 power pack plugged in, right? That's a no-no. Most of the time it's
Okay, but about 1 in 10, 20 times, it will blow out 'U-1'. It's a CA/LM 3086 I.C.
at the right, rear of the main board. A 14 pin DIL chip. Actually it is an
array of 5 transistors.
U-1 is used for the SIO interface drivers and receivers so your
Happy diagnostics can't test the curcuitry.
I won't even try to explain how the transformer causes the failure,
just believe me, it does. The 810 was even worst but at least on them it was
in a socket at the rear of the side board, very easy to get at and change.

Hope this helps; Rich Mier

1869. Re: Monitors for Atari 600XL

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-01 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <Dp7EI7.6MJ@iglou.com>
Source record: 84707

In article <315F7B80.6040@pki-nbg.philips.de>,
Hermann Boeken <ln_hbk@pki-nbg.philips.de> wrote:
>Hello everyone,
>
>could someone please provide a list of monitors that are available for
>the Atari 600XL?
>
Commodore 1701, 1702, 1902, any tv set, especially one with audio/video
inputs...

--
Bill Marcum bmarcum@iglou.com
From the future home of the 270 Foot Jesus

1870. Atari 800/XL/XE cartridge collector's: PLEASE READ

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-01 00:00:00 UTC
From: krieg@earth.execpc.com
Message-ID: <4jpnc4$jv2@earth.alpha.net>
Source record: 84708

I have been working on a definitive checklist for collector's such as we. There are several different lists floating around out there, all of them apparently based on Kevin Chase's original list. I have been collecting data from these, and other collector's. I hope that we can come up with one all-encompassing list.

Please check over this list and e-mail me any updates you have. No amount of data is too small!

Also, I have based the rarity ratings on my experiences with collecting, vendor catalogs and "For Sale" lists here on the 'net. I would appreciate your comments on these. Let me know if I'm way off base on any of these (I could very well be).

I look forward to hearing from many of you!

Cartridges for the Classic Atari 400/800/XL/XE computers

Preliminary release (0.9).

NR = Never Released
?xx = year not known for certain
kbo = keyboard overlay
<none>= no catalog # on cartridge or manual, box may have had a # on it

Rarity ratings {C=common,U=Uncommon,R=rare,ER=extremely rare}

Manufacturer	Catalog #	Yr	Title	Rar-ity	[O]	[M]	[ ]
Activision			Beamrider	U	[ ]	[ ]	[ ]
Activision	CC-008-04	83	Decathlon	C	[ ]	[ ]	[ ]
Activision			Designer's Pencil, The	U	[ ]	[ ]	[ ]
Activision	CZ-005-04	84	Dreadnought Factor, The	C	[ ]	[ ]	[ ]
Activision	CZ-007-04	84	H.E.R.O.	U	[ ]	[ ]	[ ]
Activision	CZ-002-04	83	Kaboom!	C	[ ]	[ ]	[ ]
Activision	CZ-006-04	84	Keystone Kapers	U	[ ]	[ ]	[ ]
Activision	CZ-003-04	83	MegaMania	U	[ ]	[ ]	[ ]
Activision			Pastfinder	R	[ ]	[ ]	[ ]
Activision	CZ-004-04	84	Pitfall!	U	[ ]	[ ]	[ ]
Activision	CA-011-04	84	Pitfall II	C	[ ]	[ ]	[ ]
Activision	CZ-001-04	83	River Raid	C	[ ]	[ ]	[ ]
Activision	CA-012-04	83	Space Shuttle	C	[ ]	[ ]	[ ]
Activision	CZ-010-04	84	Zenji	C	[ ]	[ ]	[ ]
Activision	CC-101-04	84	Zone Ranger	U	[ ]	[ ]	[ ]
Adventure Intl			Rally X Speedway	R	[ ]	[ ]	[ ]

Atari CXL4010 ?79 3-D Tic-Tac-Toe U [ ][ ][ ]
Atari 400/800 SALT Diagnostic cartridge ER [ ][ ][ ]
Atari RX8099 88 Ace of Aces (by Accolade) C [ ][ ][ ]
Atari RX8109 Airball U [ ][ ][ ]
Atari RX8092 87 Archon (by Electronic Arts) C [ ][ ][ ]
Atari CXL4003 79 Assembler Editor Computing Language U [ ][ ][ ]
Atari CXL4013 81 Asteroids C [ ][ ][ ]
Atari RX8053 83 Atari Artist (w/ CX77 Touch Tablet) U [ ][ ][ ]
Atari RX8054 83 Atari Graphics (w/ CX75 Light Pen) R [ ][ ][ ]
Atari RX8032 83 Atari LOGO Computing Language U [ ][ ][ ]
Atari AED80013 83 AtariLab: Light Module U [ ][ ][ ]
Atari AED80014 84 AtariLab: Temperature Module U [ ][ ][ ]
Atari RX8036 82 AtariWriter (version A, brown) C [ ][ ][ ]
Atari RX8036 84 AtariWriter (version C, silver) U [ ][ ][ ]
Atari RX8064 ballblazer (by Lucasfilm) C [ ][ ][ ]
Atari RX8086 ?87 Barnyard Blaster (uses lightgun) U [ ][ ][ ]
Atari CXL4002 ?79 BASIC Computing Language (ver. A) C [ ][ ][ ]
Atari BASIC Computing Language (ver. B) ER [ ][ ][ ]
Atari CXL4002C ?83 BASIC Computing Language (ver. C) R [ ][ ][ ]
Atari CXL4004 79 Basketball C [ ][ ][ ]
Atari RX8077 87 Battlezone U [ ][ ][ ]
Atari Berzerk (prototype) ER [ ][ ][ ]
Atari Blast 'Em NR [ ][ ][ ]
Atari RX8081 ?87 Blue Max (by Synapse) U [ ][ ][ ]
Atari RX8087 87 Bug Hunt (uses lightgun) U [ ][ ][ ]
Atari RX8021 87 Caverns of Mars C [ ][ ][ ]
Atari CXL4020 82 Centipede C [ ][ ][ ]
Atari RX8096 Choplifter! (by Br0derbund) U [ ][ ][ ]
Atari RX8094 Commando R [ ][ ][ ]
Atari CXL4009 79 Computer Chess U [ ][ ][ ]
Atari RX8104 88 Crime Buster (uses lightgun) U [ ][ ][ ]
Atari RX8088 87 Crossbow (uses lightgun) U [ ][ ][ ]
Atari RX8102 ?88 Crystal Castles U [ ][ ][ ]
Atari RX8101 88 Dark Chambers U [ ][ ][ ]
Atari RX8083 87 David's Midnight Magic(by Br0derbund) U [ ][ ][ ]
Atari CXL4025 82 Defender C [ ][ ][ ]
Atari RX8??? Deflektor R [ ][ ][ ]
Atari RX8089 88 Desert Falcon U [ ][ ][ ]
Atari RX8026 83 Dig Dug C [ ][ ][ ]
Atari RX8031 83 Donkey Kong C [ ][ ][ ]
Atari RX8040 83 Donkey Kong Jr. C [ ][ ][ ]
Atari RX8039 83 Eastern Front (by APX) C [ ][ ][ ]
Atari CXL4001 79 Educational System Master Cartridge U [ ][ ][ ]
Atari RX8030 83 E.T. Phone Home! C [ ][ ][ ]
Atari RX8085 ?87 Fight Night (by Accolade) U [ ][ ][ ]
Atari RX8067 84 Final Legacy C [ ][ ][ ]
Atari RX8091 ?87 Flight Simulator II (by subLogic) C [ ][ ][ ]
Atari RX8079 87 Food Fight C [ ][ ][ ]
Atari CXL4024 82 Galaxian C [ ][ ][ ]
Atari RX8090 ?87 Gato U [ ][ ][ ]

Atari RX8084 87 Hardball (by Accolade) U [ ][ ][ ]
Atari RX8114 88 Into the Eagle's Nest (by Pandora) U [ ][ ][ ]
Atari RX8044 83 Joust C [ ][ ][ ]
Atari RX8049 83 Jungle Hunt C [ ][ ][ ]
Atari Kangaroo (prototype) ER [ ][ ][ ]
Atari RX8095 Karateka (by Br0derbund) U [ ][ ][ ]
Atari Letter Tutor (prototype) ER [ ][ ][ ]
Atari RX8082 87 Lode Runner (by Br0derbund) U [ ][ ][ ]
Atari Macro Assembler ?NR [ ][ ][ ]
Atari CXL4014 Mailing List R [ ][ ][ ]
Atari RX8103 88 Mario Bros. U [ ][ ][ ]
Atari AX2025 ?83 Microsoft BASIC II Computing Language U [ ][ ][ ]
Atari RX8124 MidiMaze ?NR [ ][ ][ ]
Atari RX8048 84 Millipede C [ ][ ][ ]
Atari CXL4012 81 Missile Command C [ ][ ][ ]
Atari RX8052 87 Moon Patrol C [ ][ ][ ]
Atari RX8043 83 Ms. Pac-Man C [ ][ ][ ]
Atari CXL4007 80 Music Composer C [ ][ ][ ]
Atari RX8108 ?87 Necromancer (by Synapse) U [ ][ ][ ]
Atari RX8093 ?87 One-on-One Basketball (by Elec. Arts) U [ ][ ][ ]
Atari CXL4022 82 Pac-Man C [ ][ ][ ]
Atari RX8045 Pengo U [ ][ ][ ]
Atari CXL4018 80 Pilot Computing Language C [ ][ ][ ]
Atari RX8080 85 PLATO Learning Phone R [ ][ ][ ]
Atari RX8034 83 Pole Position C [ ][ ][ ]
Atari CXL4027 82 Qix C [ ][ ][ ]
Atari RX8029 83 RealSports Football C [ ][ ][ ]
Atari RX8028 RealSports Soccer ?NR [ ][ ][ ]
Atari RX8063 Rescue on Fractalus (by Lucasfilm) U [ ][ ][ ]
Atari RX8033 83 Robotron: 2084 C [ ][ ][ ]
Atari SALT II Diagnostic Cartridge ER [ ][ ][ ]
Atari RX8059 Skywriter (Educational) U [ ][ ][ ]
Atari CXL4008 81 Space Invaders C [ ][ ][ ]
Atari CXL4011 80 Star Raiders C [ ][ ][ ]
Atari RX8078 Star Raiders II U [ ][ ][ ]
Atari RX8037 Star Trux (prototype?) ?NR [ ][ ][ ]
Atari CXL4019 Store Demo R [ ][ ][ ]
Atari RX8098 Summer Games (by Epyx) U [ ][ ][ ]
Atari CXL4006 79 Super Breakout C [ ][ ][ ]
Atari RX8120 Super Football U [ ][ ][ ]
Atari CB101931 Super Pac-Man (prototype) ER [ ][ ][ ]
Atari Superman III (prototype) ER [ ][ ][ ]
Atari SuperPILOT NR [ ][ ][ ]
Atari CXL4015 80 Telelink I C [ ][ ][ ]
Atari CXL4016 Telelink II U [ ][ ][ ]
Atari RX8042 83 Tennis C [ ][ ][ ]
Atari RX8113 88 Thunderfox U [ ][ ][ ]
Atari RX8111 Tower Toppler R [ ][ ][ ]
Atari RX8069 Track and Field U [ ][ ][ ]
Atari RX8057 Typo Attack (by APX) U [ ][ ][ ]

Atari CXL4005 79 Video Easel U [ ][ ][ ]
Atari CA400201 XE Demo Cartridge (4 games) ER [ ][ ][ ]
Atari RX8118 ?89 Xenophobe R [ ][ ][ ]
Atari Xevious ?NR [ ][ ][ ]
Beaumont PUP (Primary Utility Pack) ER [ ][ ][ ]
Big Five <none> ?85 Bounty Bob Strikes Back R [ ][ ][ ]
Big Five <none> 83 Miner 2049er C [ ][ ][ ]
Br0derbund 82 Choplifter! U [ ][ ][ ]
Br0derbund Sea Fox U [ ][ ][ ]
Br0derbund ATCART190 82 Serpentine C [ ][ ][ ]
Chalkboard Inc. Leo's Lectric Paintbrush (Powerpad) ER [ ][ ][ ]
Chalkboard Inc. Leo's Links (uses Powerpad tablet) ER [ ][ ][ ]
Chalkboard Inc. Micro Maestro (uses Powerpad tablet) ER [ ][ ][ ]
CBS Software 75350 84 Astro-Grover (w/ kbo) C [ ][ ][ ]
CBS Software Big Bird's Egg Catch ?NR [ ][ ][ ]
CBS Software 84 Big Bird's Funhouse C [ ][ ][ ]
CBS Software 84 Big Bird's Special Delivery C [ ][ ][ ]
CBS Software Blue Print U [ ][ ][ ]
CBS Software Boulders & Bombs U [ ][ ][ ]
CBS Software 84 Coconotes U [ ][ ][ ]
CBS Software Domino Man R [ ][ ][ ]
CBS Software 4L9889 84 Ducks Ahoy! C [ ][ ][ ]
CBS Software 84 Ernie's Magic Shapes C [ ][ ][ ]
CBS Software 84 Halftime Battlin' Bands U [ ][ ][ ]
CBS Software M8786 82 K-razy Antiks (by K-Byte) C [ ][ ][ ]
CBS Software M8788 82 K-razy Kritters C [ ][ ][ ]
CBS Software M8784 82 K-razy Shoot-Out (by K-Byte) C [ ][ ][ ]
CBS Software M8790 82 K-star Patrol C [ ][ ][ ]
CBS Software Madden's Football R [ ][ ][ ]
CBS Software 75010 84 Math Mileage U [ ][ ][ ]
CBS Software 4L2541 83 Mountain King C [ ][ ][ ]
CBS Software 84 Movie Musical Madness U [ ][ ][ ]
CBS Software Omega Race R [ ][ ][ ]
CBS Software 84 Peanut Butter Panic U [ ][ ][ ]
CBS Software Satan's Hollow U [ ][ ][ ]
CBS Software 84 Sea Horse Hide'n Seek U [ ][ ][ ]
CBS Software 75370 84 Sesame Street Letter-Go-Round(w/ kbo) C [ ][ ][ ]
CBS Software Solar Fox U [ ][ ][ ]
CBS Software Time Bound C [ ][ ][ ]
CBS Software Time Trials R [ ][ ][ ]
CBS Software 84 Webster: The Word Game U [ ][ ][ ]
CBS Software Wings R [ ][ ][ ]
CPS 1200xl Diagnostic Cartridge R [ ][ ][ ]
Dana Alien Ambush U [ ][ ][ ]
Dana Cloudburst R [ ][ ][ ]
Datasoft Letter Wizard C [ ][ ][ ]
Eastern House KISS (right slot only cart) R [ ][ ][ ]
Eastern House Monkey Wrench (right slot only cart) U [ ][ ][ ]
Eastern House 83 Monkey Wrench II (right slot only) R [ ][ ][ ]
Elcomp Atext-1 (word processor) ER [ ][ ][ ]

Elcomp Atmas (macro assembler) ER [ ][ ][ ]
Elcomp Atmona-1 (machine language monitor) ER [ ][ ][ ]
Epyx <none> 82 Alien Garden U [ ][ ][ ]
Epyx <none> Fun with Art C [ ][ ][ ]
Epyx <none> Fun with Music U [ ][ ][ ]
Epyx <none> 83 Gateway to Apshai C [ ][ ][ ]
Epyx <none> 83 Jumpman Junior C [ ][ ][ ]
Epyx <none> Lunar Outpost U [ ][ ][ ]
Epyx <none> 82 Monster Maze U [ ][ ][ ]
Epyx 604R 83 Pitstop C [ ][ ][ ]
Epyx <none> 82 Plattermania U [ ][ ][ ]
Epyx <none> 83 Silicon Warrior C [ ][ ][ ]
Epyx <none> SWAT Rescue R [ ][ ][ ]
Exidy Astrochase (by First Star) ?NR [ ][ ][ ]
Exidy Bristles (by First Star) ?NR [ ][ ][ ]
Exidy Boulder Dash (by First Star) ?NR [ ][ ][ ]
Exidy Demo Cartridge ER [ ][ ][ ]
Exidy Flip and Flop (by First Star) ?NR [ ][ ][ ]
Fisher Price DCF-AT 84 Dance Fantasy U [ ][ ][ ]
Fisher Price LNL-AT 84 Linking Logic C [ ][ ][ ]
Fisher Price LLV-AT 84 Logic Levels U [ ][ ][ ]
Fisher Price MMA-AT 84 Memory Manor C [ ][ ][ ]
Gebelli Doc Goodlode's Cavern ER [ ][ ][ ]
Gebelli Embargo ER [ ][ ][ ]
Gebelli Firebird ER [ ][ ][ ]
GeminiSoft Magic Dump (right slot only cart) R [ ][ ][ ]
HES 83 Gridrunner R [ ][ ][ ]
Hsu Software Math Encounter R [ ][ ][ ]
ICD R-Time 8 (clock cartridge) U [ ][ ][ ]
ICD SpartaDOS X (OS) U [ ][ ][ ]
IDSI ID-200? 81 Pool 400 U [ ][ ][ ]
IDSI ID-200? Speedway Blast R [ ][ ][ ]
IDSI ID-200? Survival of the Fittest R [ ][ ][ ]
Imagic 720125-1A 83 Atlantis C [ ][ ][ ]
Imagic 720149-1A 82 Demon Attack C [ ][ ][ ]
InHome Baseball R [ ][ ][ ]
Koala AT00315-1 83 KoalaPainter (uses lightpen) U [ ][ ][ ]
LJK Data Perfect (80 column) R [ ][ ][ ]
LJK Edit 6502 R [ ][ ][ ]
LJK Letter Perfect (40 column) U [ ][ ][ ]
LJK Letter Perfect (80 column) R [ ][ ][ ]
MPP Assault Force 3-D R [ ][ ][ ]
MPP Microfiler (database) R [ ][ ][ ]
MPP Smart Terminal R [ ][ ][ ]
MPP 85 Supercharger (BBS software) U [ ][ ][ ]
OrionMicro Express! R [ ][ ][ ]
O.S.S. <none> 84 Action! C [ ][ ][ ]
O.S.S. <none> 85 Basic XE U [ ][ ][ ]
O.S.S. <none> Basic XL C [ ][ ][ ]
O.S.S. <none> 84 Mac/65 U [ ][ ][ ]

O.S.S. <none> Writer's Tool, The U [ ][ ][ ]
Pandora Powerstar R [ ][ ][ ]
Parker Bros. Astrochase (by First Star Software) U [ ][ ][ ]
Parker Bros. Chess U [ ][ ][ ]
Parker Bros. <none> 83 Frogger C [ ][ ][ ]
Parker Bros. Frogger II: Threedeep U [ ][ ][ ]
Parker Bros. PB1280 84 Gyruss U [ ][ ][ ]
Parker Bros. 84 James Bond 007 U [ ][ ][ ]
Parker Bros. Montezuma's Revenge ?NR [ ][ ][ ]
Parker Bros. <none> 83 Popeye C [ ][ ][ ]
Parker Bros. <none> 83 Q*Bert C [ ][ ][ ]
Parker Bros. Risk R [ ][ ][ ]
Parker Bros. 83 Star Wars: The Arcade Game C [ ][ ][ ]
Parker Bros. PB101303 Star Wars: RotJ-Death Star Battle U [ ][ ][ ]
Parker Bros. PB1140 83 Super Cobra U [ ][ ][ ]
Parker Bros. Tutankham U [ ][ ][ ]
Rantom Trust R [ ][ ][ ]
Reevesoft Diamond GOS 1.0 R [ ][ ][ ]
Reevesoft Diamond GOS 2.0 R [ ][ ][ ]
Reston Movie Maker R [ ][ ][ ]
Roklan Anti-Sub Patrol ?NR [ ][ ][ ]
Roklan <none> Deluxe Invaders C [ ][ ][ ]
Roklan Diamond Mine U [ ][ ][ ]
Roklan <none> 83 Gorf C [ ][ ][ ]
Roklan <none> 83 Journey to the Planets C [ ][ ][ ]
Roklan Lifespan R [ ][ ][ ]
Roklan Rack Em Up R [ ][ ][ ]
Roklan Space Journey U [ ][ ][ ]
Roklan <none> 81 Wizard of Wor C [ ][ ][ ]
Romox Ant Eater U [ ][ ][ ]
Romox Attack at EP-CYG-4 (by BRAM) R [ ][ ][ ]
Romox Flapper R [ ][ ][ ]
Romox Fortune Hunter R [ ][ ][ ]
Romox Princess and the Frog R [ ][ ][ ]
Romox Sea Chase R [ ][ ][ ]
Romox Spark Bugs R [ ][ ][ ]
Romox Starion R [ ][ ][ ]
Romox Typo R [ ][ ][ ]
Romox Whiz Kid R [ ][ ][ ]
Scarborough MasterType U [ ][ ][ ]
Sega 005-03 83 Buck Rogers: Planet of Zoom C [ ][ ][ ]
Sega 006-03 83 Congo Bongo C [ ][ ][ ]
Sega 83 Spy Hunter U [ ][ ][ ]
Sega 004-03 83 Star Trek C [ ][ ][ ]
Sega 012-03 84 Super Zaxxon U [ ][ ][ ]
Sega Tac-Scan U [ ][ ][ ]
Sega Tapper C [ ][ ][ ]
Sega Up N Down U [ ][ ][ ]
Sega 008-03 84 Zaxxon C [ ][ ][ ]
Sierra On-Line 83 BC's Quest for Tires U [ ][ ][ ]

Sierra On-Line Creepy Corridors U [ ][ ][ ]
Sierra On-Line 81 Crossfire U [ ][ ][ ]
Sierra On-Line Jawbreaker U [ ][ ][ ]
Sierra On-Line Jawbreaker II U [ ][ ][ ]
Sierra On-Line Learning with Leeper U [ ][ ][ ]
Sierra On-Line Maurauder R [ ][ ][ ]
Sierra On-Line 83 Mr. Cool U [ ][ ][ ]
Sierra On-Line Sammy Lightfoot R [ ][ ][ ]
Sirius Alpha Shield U [ ][ ][ ]
Sirius Capture the Flag R [ ][ ][ ]
Sirius 82 Fantastic Voyage(by 20th Century Fox) U [ ][ ][ ]
Sirius Fast Eddie R [ ][ ][ ]
Sirius <none> 83 Final Orbit R [ ][ ][ ]
Sirius Spider City U [ ][ ][ ]
Sirius 83 Squish 'Em R [ ][ ][ ]
Sirius 82 Turmoil (by 20th Century Fox) U [ ][ ][ ]
Sirius Worm War I R [ ][ ][ ]
SoftCountry Chessmaster 2000 ER [ ][ ][ ]
Softmark 86 ESP Mindlock BBS ER [ ][ ][ ]
Spinnaker ADV-AT 84 Adventure Creator C [ ][ ][ ]
Spinnaker Aegean Voyage U [ ][ ][ ]
Spinnaker ALF-AT Alf in the Color Caves U [ ][ ][ ]
Spinnaker ABZ-AT Alphabet Zoo C [ ][ ][ ]
Spinnaker Cosmic Life U [ ][ ][ ]
Spinnaker DLD-AT Delta Drawing Learning Program C [ ][ ][ ]
Spinnaker Delta Music U [ ][ ][ ]
Spinnaker FMK-AT Facemaker C [ ][ ][ ]
Spinnaker FRF-AT Fraction Fever C [ ][ ][ ]
Spinnaker Kid Writer U [ ][ ][ ]
Spinnaker KOK-AT Kids on Keys C [ ][ ][ ]
Spinnaker KDC-AT Kindercomp C [ ][ ][ ]
Spinnaker Ranch R [ ][ ][ ]
Spinnaker SMC-AT 83 Story Machine U [ ][ ][ ]
Spinnaker Up for Grabs U [ ][ ][ ]
Synapse 82 Chicken U [ ][ ][ ]
Synapse <none> 82 Claim Jumper U [ ][ ][ ]
Synapse Drelbs U [ ][ ][ ]
Synapse File Manager U [ ][ ][ ]
Synapse Fort Apocalypse U [ ][ ][ ]
Synapse Nautilus U [ ][ ][ ]
Synapse Necromancer U [ ][ ][ ]
Synapse Pharaoh's Curse, The U [ ][ ][ ]
Synapse 82 Picnic Paranoia U [ ][ ][ ]
Synapse 82 Protector II U [ ][ ][ ]
Synapse Shadow World U [ ][ ][ ]
Synapse <none> 82 Shamus C [ ][ ][ ]
Synapse Slamball R [ ][ ][ ]
Synapse <none> 82 Slime C [ ][ ][ ]
Synapse Survivor U [ ][ ][ ]
Synapse Synassembler R [ ][ ][ ]

Tech-Sketch Paint-N-Sketch Level I(uses lightpen) ER [ ][ ][ ]
Tech-Sketch Paint-N-Sketch Level II(uses lightpen)ER [ ][ ][ ]
TG Software <none> 83 Abracadabra U [ ][ ][ ]
TG Software <none> 83 Droids R [ ][ ][ ]
TG Software <none> 83 Nightstrike R [ ][ ][ ]
TG Software <none> Ozzy's Orchard U [ ][ ][ ]
Thompson Elec. Proburner R [ ][ ][ ]
Thorn EMI THA12010 83 Computer War U [ ][ ][ ]
Thorn EMI THA12002 82 Jumbo Jet Pilot U [ ][ ][ ]
Thorn EMI THB12004 82 Kickback C [ ][ ][ ]
Thorn EMI THB12009 83 Major League Hockey U [ ][ ][ ]
Thorn EMI ORC Attack U [ ][ ][ ]
Thorn EMI THB12005 83 River Rescue U [ ][ ][ ]
Thorn EMI THB12003 82 Soccer U [ ][ ][ ]
Thorn EMI THA12001 82 Submarine Commander C [ ][ ][ ]
Thorn EMI Tank Commander U [ ][ ][ ]
TigerVision 84 MatterHorn R [ ][ ][ ]
TigerVision 83 Springer R [ ][ ][ ]
Walling Co. AProm ER [ ][ ][ ]
Walling Co. AProm XL ER [ ][ ][ ]
Walling Co. Six Pack I ER [ ][ ][ ]
Walling Co. Six Pack II ER [ ][ ][ ]
??? Bumper Bash ER [ ][ ][ ]
==========
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==========
==========
=__ __ __ _ __ _= Andrew Krieg - Software Engineering Consultant =
=_ __ _ __ _ _ __= E-mail: krieg@execpc.com =
=_ _ _ ___= WWW: http://www.cs.uwm.edu/public/krieg/index.html =
=_ __ _ __ _ _ __==========
=_ __ _ __ _ __ _= Treguna Mekoides Trecorum Satis Dee - Astoroth =
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--
=__ __ __ _ __ _= Andrew Krieg - Software Engineering Consultant =
=_ __ _ __ _ _ __= E-mail: krieg@execpc.com =
=_ _ _ ___= WWW: http://www.cs.uwm.edu/public/krieg/index.html =
=_ __ _ __ _ __ _= Treguna Mekoides Trecorum Satis Dee - Astoroth =

1871. Re: 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-01 00:00:00 UTC
From: jim.mirous@prostar.com
Message-ID: <00000F1000000691@prostar.com>
Source record: 84709

Thanks for the reply on the 1200xl. I appreciate it. Jim.

1872. 1010 Power Supply?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-01 00:00:00 UTC
From: gsutton@kendaco.telebyte.com
Message-ID: <4jq4ko$77o@kendaco.telebyte.com>
Source record: 84710

We were just recently given an Atari 1200XL with a bunch of games and other stuff, all free. However, the 1010 Tape Drive doesn't have a power supply.
Can anyone tell us what the voltage and amperage for the 1010 is so we have an idea of what to look for, and also whether it is AC or DC?

Thanx

Otter
gsutton@kendaco.telebyte.com

1873. Re: Xl-It! Version 0.11 out

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-01 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <4jqb0q$f6l@crl5.crl.com>
Source record: 84711

Markus Gietzen (magi@stud.uni-sb.de) wrote:
: Hello !

: The version 0.11 of XL-It! is out:

: XL-It! is a free ATARI 800-XL emulator which is available for
: these platforms:

: o NEW MS-DOS (>=i386)
: o NEW SUN Sparc-Stations
: o Silicon Graphics (MIPS)
: o Linux (ELF/intel)

Ooooh :), a DOS version!!!
Looking forward to checking this out.
Thank you very much!

John
jvogel@crl.com

1874. Re: help with drive/SIO2PC cable

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-01 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.238.00196179@mindspring.com>
Source record: 84712

In article <31609d6f.806066@news.superlink.net> scharles@superlink.net (Yogi) writes:
>From: scharles@superlink.net (Yogi)
>Subject: help with drive/SIO2PC cable
>Date: Tue, 02 Apr 1996 03:25:05 GMT

>I just built an SIO2PC cable and it works fine when I connect the 800
>to the PC, but when I connect the drive to the 800 and then connect
>the cable to the PC the 800 sees no drives and goes into memo pad.
>I am using APE 1.07 and a percomm DD drive. Does it have something to
>do with the value of the diode on the SIO2PC cable or is it something
>else?

The value of the diode should not matter, since it is just a steering diode.
You have probably put it in backwards. Doublecheck it.

>Also, I have a 1050 that powers up, but when you connect it to the
>800, it reads one sector after about 10 seconds, and then makes the
>old 810 "bad sector" noise (head gnashing). Anyone have any idea what
>might be wrong?

Sounds like either drive speed is wrong, or more likely the head is out of
alignment. Also, check the felt pad that presses the disk to the head. If it
is worn, try rubbing it lightly to fluff it up.

Bruce Willard bwillard@mindspring.com

1875. Wanted: Portfolio

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-01 00:00:00 UTC
From: Mark Sumner <range@inlink.com>
Message-ID: <315FEECF.72C7@inlink.com>
Source record: 84713

I'd like to pick up around 10 Atari Portfolios -- if I can find them
cheap.

If you know of a source, please let me know.

Thanks.

"One person can make a difference, but most of the time they probably
shouldn't" -- Marge Simpson

Check out the DEVIL'S TOWER Preview page at:
http://www.inlink.com/~range

1876. Test: Do not read

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-01 00:00:00 UTC
From: BQGZ55A@prodigy.com
Message-ID: <4jn8cc$1k1k@usenetp1.news.prodigy.com>
Source record: 84893

I told you, it's just a test...

1877. Re: Atari Game Sound

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-01 00:00:00 UTC
From: BQGZ55A@prodigy.com
Message-ID: <4jn8ls$6fa@usenetp1.news.prodigy.com>
Source record: 84894

nurmix@gateway.ecn.com (Paul Nurminen) wrote:
>
>jlendino@panix.com James R. Lendino was saying:
>
>> Does anyone find the soundtracks for games like Ultima III as
>> incredibly kick ass as I do? I thought that was phenomenal. A
>
>
>Yes! I loved the soundtrack to Ultima III on the 8-bit. And of course,

>the game wasn't too shabby either! <grin>
>
>And Gyrus was impressive as well. In fact, there were quite a few good

>game soundtracks on the Atari 8-bits. And even though I use a Falcon
>now, I still have my 800XL and Percom drive, and more software than I
>know what to do with. I used to have a 130XE and quite a bit more
>hardware too, but that's all gone.
>
>But as far as the music goes, there was just something about the 8-bit

>4-part harmony that sounded really cool. And the guy who did the music

>for Exodus: Ultima III (Kenneth Arnold???) sure knew how to take
>advantage of it!
>
>There was another program (AMS?) that played really great tunes as well.

>I had several disks of songs too.
>
>
>So you aren't the only one who enjoyed the tunes!
>
>
>Nurmix@ecn.com
>
I thought the music for Dimension X and Necromancer by Synapse were
pretty good too! You just can't find that kind of sound on a Nintendo
these days. . .

1878. Re: Marble Madness & Gunslinger

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-01 00:00:00 UTC
From: bmarcum@iglou2.iglou.com
Message-ID: <Dp5qtE.8ys@iglou.com>
Source record: 84895

I've seen a bootleg version of Marble Madness. It wasn't called that, and your character didn't look like a marble, but the maze was just like the arcade game. It usually crashed after a few minutes of playing.

--
Bill Marcum bmarcum@iglou.com
From the future home of the 270 Foot Jesus

1879. For Sale: ATARI 8-bit Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-01 00:00:00 UTC
From: zachary@roo.netrax.net
Message-ID: <4jnj0i$e8a@monet.ICSI.Net>
Source record: 84896

```
For sale:
Atari 400 & Atari 800 computers
Approx. 20 carts
Approx. 3-4 atari joysticks
2 Wico joysticks
paddles, trak ball, touch tablet
dust cover for 800 computer
50+ disks jammed with shareware/PD software
wires, cables & manuals
+ some other odds & ends

Asking: $75 for the whole load.

Dave
```

1880. New Atari WWW Page

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-01 00:00:00 UTC
From: Lawrence Staveley <Lawrence@kwll.demon.co.uk>
Message-ID: <257873315wnr@kwll.demon.co.uk>
Source record: 84897

Check out:

http://www.insight-media.co.uk/idrun/

This is my homepage for iDRunner Pro (A Doom Util) and XFSIO, which is probably what you'll want to look at if you use PCXformer, A.P.E, or SIO2PC.

Automount images..... Set XFormer Options..... Give filenames comments..... All this and more.....

Coning soon. v1.05 with XFormer cable support.

If you have any questions/comments mail me!

"I can't see the solution - Through this state of confusion....."

Lawrence@kwll.demon.co.uk

1881. Monitors for Atari 600XL

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-01 00:00:00 UTC
From: Hermann Boeken <ln_hbk@pki-nbg.philips.de>
Message-ID: <315F7B80.6040@pki-nbg.philips.de>
Source record: 84898

Hello everyone,

could someone please provide a list of monitors that are available for
the Atari 600XL?

--
.-----Hermann Boeken--.
| OEPT/114-D230/Fon 6186/Fax 6299 |
| Lucent Technologies Email:ln_hbk@pki-nbg.philips.de |
|Bell Labs Innovations na426@fim.uni-erlangen.de |
`---'

1882. Re: GNU C-compiler port to 6502

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-01 00:00:00 UTC
From: gwesp@dodo.cosy.sbg.ac.at
Message-ID: <4jobkn$6gh@dodo.cosy.sbg.ac.at>
Source record: 84899
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

In article <4ji1te$dnk@agate.berkeley.edu>,
Eric J. Korpela <korpela@islay.ssl.berkeley.edu> wrote:
:
>A native 6502 compiler could do that kind of optimization, our "macro"
>compiler couldn't without an additional optimizer. My guess is that the
>optimizer would be as hard to write as a native 6502 C compiler.
:
This is a tough example indeed. I don't know how to avoid such things
except by having a good optimizer brush up the assembly code _after_
the macro expansion has taken place. But, as you write, such an optimizer
would be quite a lot of hard work to write.

Well, the manual says that gcc is a 32 bit compiler... Perhaps it would
really be better to try to make a ``true'' 6502 compiler (i.e. one which
knows everything about the internals of the processor)? However, the
ATARI cc65 results are a bit disappointing...

Greetings,
-Gerhard

1883. Re: "Thrifts... Just What're They Thinking About ?"

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-01 00:00:00 UTC
From: amanazer@mtholyoke.edu
Message-ID: <4jorg3$4fk@news1.mtholyoke.edu>
Source record: 84900
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,rec.games.video.atari,comp.sys.atari.8bit

I just can't believe that people would brag about stealing a cartridge.
I hope they realize that they are breaking the law and that they are no
better than many criminals in jail....of course if they were
caught...they too could be chained to the side of the highway picking up
trash....and I doubt they will find any video games there. In this free
market society...anyone has a right to charge whatevr they want for
something and if you do not want to pay the price...then do not buy
it...either you will be right and no one will buy it and the price may
come down..or you will be wrong and someone else will buy it...and you
will be kicking yourself...but do not steal.

1884. Unofficial Atari 8-bit New User, Emulator Help FAQ v.0.9

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-01 00:00:00 UTC
From: kendrick@cs.sonoma.edu
Message-ID: <199604011536.HAA07450@zippy.sonoma.edu>
Source record: 84901

```
Welcome to:

THE UNOFFICIAL ATARI 8-BIT NEW USER, EMULATOR HELP FAQ

Revision 1.0c, January 17, 1996

By Bill Kendrick

------------------------------------------------------------------

For general help (hardware, magazines, etc.) please check the Official
Atari 8-bit FAQ file:
Atari 8-bit FAQ
(http://www.smartpages.com/faqs/atari-8-bit/faq/faq.html)
You can also ask the FAQ keeper, Michael Current, for a copy at:
mcurrent@carleton.edu

If you want the latest copy of this FAQ:
Unofficial Atari 8-bit New User and Emulator Help FAQ
(http://zippy.sonoma.edu/~kendrick/nbs/new_and_emu.html)
You can also ask me, the FAQ keeper, Bill Kendrick, for a copy at:
kendrick@zippy.sonoma.edu
------------------------------------------------------------------

Recent Changes:

* Since v.1.0b (Jan.4, 1996): Fixed some MAILTO: links.
* Since v.1.0a (Dec.15, 1995): Added info. (finally!) on how to
contact authors of all of the emulators.
* Since v.1.0 (Nov.30, 1995): Added more information about APE.

Summary of Atari 8-bit's and emulated 8-bit Atari's:

* Real Ataris: Atari 8-bit computers were produced between 1979 and
1987. The major models released were the:
+ 400 - 8K-16K, 400/800 OS, CTIA or GTIA graphics (depends when
made)
+ 800 - 8K-16K-48K, 400/800 OS, CTIA or GTIA graphics (depends
when made)
+ 1200XL - 64K, 1200XL OS, GTIA graphics
+ 600XL - 16K, XL OS, GTIA graphics
+ 800XL - 64K, XL OS, GTIA graphics
+ 65XE - 64K, XL OS, GTIA graphics
+ 130XE - 128K, XL OS, GTIA graphics
+ XEGS (Game System) - 64K, XEGS OS, GTIA graphics (Had Missile
Command)
All of the XL's except the 1200XL had BASIC installed on ROM. BASIC
```

can be purchased on cartridge for the 400, 800 and 1200XL.
* Emulated Ataris:
+ On IBM PCs/compatibles:
o PC Xformer 2.x. Limited Public Domain demo.
o PC Xformer 3.0x. Powerful Commercial version.
+ On Apple Macintoshes:
o Rainbow. Limited Public Domain demo.
o Rainbow. Powerful Registered Shareware version.
+ On Atari STs, TTs, and Falcons:
o ST Xformer 2.x. Limited Public Domain (previously
commercial).
+ On UNIX and X Window: (including PC and Amiga)
o Atari 800 Powerful Public Domain version.

Capabilities of an Atari 8-bit:

GRAPHICS:
* The Atari has maximum resolution of 320 x 192 (standard,
non-overscanned screen) x 2 colors. 160 x 192 x 4, 160 x 192 x 2,
160 x 96 x 4, 160 x 96 x 2, 80 x 48 x 4, 80 x 48 x 2, 40 x 48 x 4
graphics are also supported. 40 x 24 x 256-character (128 normal,
128 inverse, character set indirection available) text mode is
standard (2 colors).
* 40 x 24 x 128-multi-colored-character (4 colors per character
allowed, the other 128 characters have 4th changed into a color 5)
and 40 x 12 x 128-multi-colored-character screen modes are
available.
* GTIA graphics support 80 x 192 x 16 shade-only, 80 x 192 x 16
hue-only, and 80 x 192 x 9 color screen modes.
* Normal (bordered), narrow (underscanned), and wide (overscanned)
screen modes are available.
* Screen modes can be mixed (by lines) down the screen using the
Display List (a program which is executed by the ANTIC graphics
chip every screen refresh (60 times per second on real NTSC
Ataris).
* Fine scrolling (both vertical and horizontal) can be enabled on
any line on the screen.
* All other screen attributes (color, player/missile horizontal
position, screen width, player/missile/playfield priority, etc.)
can be ajusted at any point down the screen via a "Display List
Interrupt."
* Four 8-bit wide, 128 or 256 byte high single color players, and
four 2-bit wide, 128 or 256 byte high single color missiles are
available. A mode to combine the 4 missiles into a 5th 8-bit wide
player is also available, as is a mode to XOR colors or blacken
out colors when players overlap (good for making three colors out
of two players!) Players and missiles have adjustable priority and
collision detection (which is not supported by the PC Xformer 2.0
and 2.5 and ST Xformer programs).

SOUND:
* Four voices of 8-bit pitch-resolution (3.5 octaves), 4-bit volume-resolution, and 8-distortion sound can be produced. 2 voices (1 and 2, and/or 3 and 4) can be combined to make 16-bit pitch-resolution. Also 4-bit volume-only modes can be enabled for digitally sampled sound replay.
* A fifth "voice" is produced by the internal speaker on Atari 400/800's (for keyclick and buzzer) and in the XL's and XE's this was rerouted through the normal audio output, and the keyclick can be disabled.
* Some hardware stereo upgrades (like "Gumby") exist which double the number of voices.

Objective of this file:

At the time of its release (mid 1994), much discussion went on in the comp.sys.atari.8bit Usenet newsgroup about the Atari 8bit emulator for IBM / MSDOS based computers, PC Xformer 2.0 (XF2 for short). Many people in the 8-bit community had gotten fed up with the XF2-based questions which did not pertain to them, or to the very simple questions which came up time and again which bothered regular readers / digest subscribers.

This file was created to reduce the number of 'newbie' and XF2 questions. Now it's becoming a fairly good reference (and got me the job of writing the commerical 3.0 release's documents!).

This FAQ will present answers to simple questions like "how do I turn off BASIC" (a good answer to that of course is, READ THE FRIGGIN' MANUAL) and "how do I get a disk directory?"

It will also direct people who are unaware of the large amount of Atari 8-bit support (NOT NECESSARILY EMULATOR SUPPORT) and perhaps become a supplement to the many official and unofficial files floating around the net (like the official FAQ, the Vendor/Developer List, the Who's Who list, etc.).

-- QUESTIONS AND ANSWERS: --

1. What does "READY" mean?

This is the Atari BASIC prompt. See below for hints on Atari BASIC.
2. Why doesn't this program load?

The program may not work under the Atari 800 Operating System, it may require the XL/XE Operating System. Be sure you're in 800XL or 130XE mode. (Note: Not all (versions) of emulators support XL/XE modes!)

It may not work under the XL/XE Operating System (rare cases), switch to 800 mode.

Be sure you turned BASIC off before trying to load it if it cannot run with BASIC on.

It might be a BASIC program! Be sure you're in BASIC and use the BASIC "RUN" or "LOAD" (and then "RUN") command. Also, be sure it works with the BASIC you have. Some programs only run in BASIC XL or XE (which are both cartridge-based BASIC's not easily available to an emulator), and some run with TurboBASIC XL (disk-based).

It may just refuse to run on the emulator.
3. How do I turn off BASIC?

To toggle BASIC on and off in PC Xformer, press [SHIFT]-[F10].

To toggle BASIC on and off in Rainbow, ???.

To toggle BASIC on and off in Atari800, ???.

To toggle BASIC on and off in ST Xformer, ???.
4. Why doesn't this game/program run correctly?

It may use player/missle collision detection which is not supported on some versions of emulators.

See "Why doesn't this program load?", above.
5. How do I exit the emulator?

To exit PC Xformer, press [F5]. Note: this does NOT temporarily 'shell' or 'jump' to MSDOS.

To exit Rainbow, press [Apple]-[Q] or select "Exit" from the "Apple Menu".

To exit Atari 800, ??? or close the window (in X Window).

To exit ST Xformer, ???.
6. How do I get to Atari DOS?

In BASIC, type "DOS" at the "READY" prompt.

Reboot without BASIC on.

Be sure you have a DOS-bootable disk image installed in drive 1 ("D1:").
7. How do I use files which are not in disk images with an emulator?

To "install" files as though there were plain disks with PC Xformer, simply add the files to the command line and use them as their respective drives (be sure the first drive is a DOS-bootable disk image).
Example: XFORMER MYDOS45.ATR filename.ext

To use a file from your Mac in Rainbow, make sure the disk image in drive 1 has enough space for the file, and select ???. The file will be added to that disk image.

To use Unix files in Atari800, use the H drive. ???.

Use the MSDOS program S2PC which allows you to access files within a MyDOS/compatible .ATR disk image. S2PC let's you read, write, delete, change directory, and view the directory of a MyDOS/compatible .ATR disk image. It can be used via command-line parameters from MSDOS, or as a menu.

Use the MSDOS program ATARIMG, which is much like S2PC but has a nicer, more graphical (less-menu driven) interface.
(Unfortunately, this doesn't run on all IBM's!)

Use the Mac program Virtual Disk Editor ???.
8. Just what ARE .ATR and .XFD files?

Refer to the XFormer and SIO2PC manuals for details on these files.

Simply put, they are Atari disks, stored as files which are as big as the disk they represent (an 88k disk image will use 88k on the IBM). .ATR files are used by SIO2PC and APE (see below) as well as most Atari emulators. .XFD files are used by ST Xformer and PC Xformer.
9. What are SIO2PC and APE?

Refer to the SIO2PC manuals for details on this program.

Refer to the APE manual and SIO2PC hardware manual for details on this program.

These are a programs which run on IBM/compatibles under MSDOS. (APE also runs fine under "dosemu" for IBM/compatibles running Linux). With the use of of a simple (and relatively inexpensive) cable, the software makes the IBM act as though it were a number of Atari peripherals. SIO2PC emulates up to four disk drives (any drive ID numbers from 1 to 8 are allowed) and a printer. APE emulators up to eight disk drives, a printer, and a modem (RS232). They use disk image files (.ATR's) and can also let the Atari access plain IBM files. SIO2PC does this much like PC XFormer does, making the single file its own disk. APE allows you to navigate your PC's drives through an Atari drive. The printer emulation of these programs redirect Atari "P:" writes to the PC's printer. SIO2PC can also direct the output to the screen or to a plain IBM file. Different text translations/conversions are available. (APE also allows keyboard macros, command key redefinition, the ability to save the current drive/etc. configuration and load it later as a "block", and the ability to both emulate copy protected disks (with it's own extension of the ".ATR" format, the ".PRO" format (which will hopefully be used in future versions of Atari emulators)) and create disk images from copy protected disks (with a special cable). SIO2PC may soon have this ability as well, since the documentations say it has been planned for a while.)

-- Getting around on the Atari: DOS and OS --

Note: This section will simply discuss Atari BASIC, the Atari OS, and Atari DOS 2.5 and MyDOS 4.5x (because these topics seem the most relevant to the less-knowledged/experienced Atari 8-bit users). No emulator-specific information will be presented.
* AtariDOS and MyDOS QuickReference: MyDOS (4.50 and 4.53) presents the user with the following commands:
+ [*] Disk directory of current directory (like "dir *.*" in MSDOS)
+ [1]-[9] Disk directory of a disk drive (like "dir a:*.*" to "dir i:*.*")
+ [A] Disk directory (like "dir " and optional output destination)
+ [B] Quit to cartridge
+ [C] Copy file(s) ("[source],[destination]" copies from one place or disk to another, just "[source]" copies from one place on one disk in a drive to the same place on another disk in the same drive (asks for swapping))
+ [D] Delete file(s) (add "/N" to delete without being prompted first) (add ">*.*" or ":*.*" after a subdirectory name to delete the files within it. A subdirectory name alone will delete the subdirectory (if it is empty and unlocked)). (Acts like both "del" and "rd" in MSDOS.)
+ [E] Rename file(s) (renaming multiple files is allowed, but be careful). (like "ren [old] [new]" in MSDOS - with MyDOS, use "," between old and new masks.)
+ [F] Locks file(s) from overwrite, deletion and appending (like "attrib +r [mask]" in MSDOS.)
+ [G] Unlocks file(s) (returns them to their default state).
+ [H] Writes DOS files to a disk (this creates a disk which boots with the current version of MyDOS you are using and also has the menu file "DUP.SYS" on it as well). (This is like "sys"(?) in MSDOS.)
+ [I] Formats a disk (add "/N" after the drive number to do a quick-format of an already-formatted disk (ie, just a very fast "delete `*.*'").
+ [J] Duplicate disk (copies an entire disk, including boot sector, when using XFormer, it's much quicker to just copy one .XFD or .ATR to another).
+ [K] Make binary file: saves memory and makes it binary-loadable. See [L].
+ [L] Load binary file: loads a compiled program. (like "[filename]" in MSDOS, except any ".EXE", ".COM", ".OBJ", etc. is still required.)
+ [M] Run at address. Mainly for advanced users. Reboot is "E477", reset is "E474" (these are the hex values of the addresses where the routines to reboot and reset are.)
+ [N] MEM.SAV: when this is on, whenever you go to DOS (from BASIC, for example) it will write what is in memory to a file "MEM.SAV" so that when DUP.SYS (the menu) loads it isn't lost

forever. When you exit DUP.SYS with the "B: Run Cartridge"
command, MEM.SAV is reloaded and the environment should be as
it was when you left. It's probably quicker to simply "SAVE"
your programs (if in a language) which aren't nearly as big
as all of the memory that MEM.SAV saves.
+ [O] Options: this presents the user with some options. Mainly
for advanced users or special setups. See the MyDOS docs for
details.
+ [P] Set density. Forces a drive to be recognized at a certain
density if MyDOS can't figure it out. (??)
+ [Q] Make a subdirectory. (like "md" or "mkdir" in MSDOS).
+ [R] Set default directory. (like "cd" in MSDOS and "cwd" in
SpartaDOS) This makes "D:" now the same as a subdirectory or
other drive. ie, "D2:" will make all calls to "D:" act as
though they are to "D2:" instead. Some programs when
prompting for filenames do not add "D:" to the beginning if
one is not present, they add "D1:". If you don't trust a
program to look to "D:" instead of "D1:" and you want it to
look to some place OTHER than "D1:" (ie, where "D:" is
pointing which could be a VERY long path list), just add "D:"
to the beginning. ALSO, some programs don't even ADD "D:"'s
if they aren't in the filenames you give and may give errors
(138, for example: device not present, ie, if you said
"TESTFILE.DAT" it may think you want "T:" instead of
"D:TESTFILE.DAT").
+ [S] Set ramdisk number. This is also under [O]ptions.
+ [V] Verify writes. This is also under [O]ptions. When Verify
is on, writes will be slower but 100% reliable. With it off,
writes will be much faster but possibly not as reliable (on
bad disks, for example). Default is off.

AtariDOS presents the user with the following commands which are
identical to MyDOS's commands: A,B,C(no swaping),D,E,F,G,H, I(some
densities),J,K,L,M,N

AtariDOS 2.5 presents the user with the following commands not
present or not the same as MyDOS's commands:
+ [O] Duplicate file. This is used to copy a file from one disk
to another using only one drive. (In MyDOS, giving just a
source will make [C]opy act like DOS 2's Duplicate.)
+ [P] Format Single. In DOS 2.5, this is used to format 88k
(Single Density) disks. To format an Enhanced Density (127k)
disk, just use [I]. In DOS 2.0, [I] is the only format option
and only handles 88k. (I may be wrong, but I have never had a
Double Density drive under Atari DOS 2.0 or 2.5!)
* General DOS and OS questions:
1. How do I access the disk drives?

First, you need to have booted with a DOS. All but one DOS is
on disk (SpartaDOS X is on cartridge). When the Atari boots
up, it does some of its 'boot-up stuff' which includes

looking for a disk drive connected and turned on which is set up as drive #1. It then begins to load from the disk's "boot sector". If none exists or there's a nasty error on the disk, you get the "BOOT ERROR" notice until the error is fixed. (On SpartaDOS disks, even non-bootable disks have a boot sector, but all the boot sector is is a small program which displays a 'not a boot disk' error).

To end the digression, the answer to 'how do I access the disk drives' starts with 'you must boot the Atari with a DOS'. Check the 8-bit FAQ and the UMICH and other FTP archives for lists of DOSes available for Ataris, but the most used are Atari DOS (for compatibility with almost ALL older software), MyDOS (for an Atari DOS compatible high-end DOS), and SpartaDOS (for a very high-end DOS which looks much like MS-DOS but unfortunately cannont run all software which runs fine with Atari DOS and MyDOS.) Note: SpartaDOS does NOT run on Atari 400's and 800's (except the cartridge versions and I believe disk version 1.1). Now that you have a DOS loaded, the Atari understands the "D:" device (see below for Atari devices). Since there is more than one disk drive, you have to be able to tell them apart. The Atari uses numbers when it has more than one of the same device, so "D1:" is drive 1, "D2:" is drive 2, "D3:" is drive 3, etc.!

After the "D:" device name comes the filename. Of the most used DOSes, only MyDOS supports lowercase letters in filenames, but since most programs force uppercase entry for filenames, nobody really seems to use lowercase in their filenames.
2. How do I copy things from one place to another?

Atari DOS and MyDOS give you the "C" command in their menu interface. When it asks for a source and destination, you can use wildcards (* and ? like in most other DOSes) to copy more than one file at a time. You can also present no destination so that a file can be copied from one disk in drive 1 to another disk in drive 1, for example, and the DOS will ask you to insert each disk.
3. What are subdirectories?

Subdirectories are places where files go which are just like the normal directory of a disk, except the they happen to be WITHIN that normal directory, or even another subdirectory. For example, you can have your disk divided up into the "GAMES" files, the "GRAPHICS" files and the "SOUNDS" files. A directory of the disk (the "root" or "base" or "trunk" directory) will simply list the three subdirectories, "GAMES", "GRAPHICS" and "SOUNDS". Then, if you ask for a directory listing of the "GAMES" subdirectory, you will see the files (and perhaps other subdirectories) within the

"GAMES" directory. Think of it as a tree. For people familiar with Macintoshes, "Folders" are simply subdirectories. A window which appears when you open a "Disk" Icon is the "root", and all of the "Folders" within it have more windows in them which also have file and folder icons.

Here's a comparison to using subdirectories on different DOSes

root 'GAMES' 'SPACE' within 'GAMES'
AtariDOS D: n/a n/a
MyDOS D: D:GAMES: D:GAMES:SPACE:
SpartaDOS D: D:GAMES> D:GAMES>SPACE>
MSDOS (IBM) \ \GAMES\ \GAMES\SPACE\

Note, only Atari DOS would be using drive 1 here, all other DOSes are not necessarily using drive 1, and MyDOS and SpartaDOS may already 'be within' a subdirectory.

In MyDOS and SpartaDOS (and MSDOS), you can change the 'current' or 'default' directory to a different place (a different drive or a subdirectory). "D:" can stand for "D1:" (like AtariDOS always does) or "D2:GAMES:SPACE:"! PLEASE READ THE MYDOS OR SPARTADOS DOCUMENTS FOR DETAILS ON THIS!
4. What does "P:", "E:", "K:", etc. mean?

As stated before, the Atari has devices. "D:" is added when a bootable disk in drive 1 is read. Other exist as well:
o C: Cassette
Readable and writeable, no filenames.
o D: Disk Drive
Readable, writeable, random access, directory, files, multiple devices (up to 9 on MyDOS and newer SpartaDOS, 8 on AtariDOS).
o E: Editor
Readable, writeable. This is how input from the keyboard and output to the screen is normally handled. If you wish to type a small file up by hand and have it sent to the printer or a file, use "E:" as the source.
o G: Graphics Printer
Writeable. This is not built into the Operating System but must be loaded. This is an Epson-compatible printer driver which can easily dump graphics.
o K: Keyboard
Readable. This is just the keyboard. Input from it is not `echoed' back like with the "E:ditor".
o M: "Multi-Mouse"
Readable, writeable? This is not built into the Operating System but must be loaded. This is a handler which runs in the background and accepts input from either a mouse, a joystick or a touch-tablet and displays a mouse pointer on the screen.

o M: "Multiplexer"
Readable, writeable. For Atari's connected to each other via a "Multiplexer" local area network, the "MUX" Operating System replacement provides an "M:" device for computer-to-computer communication.
o P: Printer
Writeable. Send data to this and it will appear on the printer. You can print files (documents, etc.) by using "P:" as the destination. The Atari XL/XE OSes support "P1:" and "P2:", although I believe this usage is rare.
o R: RS232 (COM port)
Readable, writeable, concurrent mode. This is not built in to the Operating System, but is loaded. It supports modems. The Atari 850 Interface has it's "R: handler" 'built-in', which means the Atari also looks for an 850 (or other compatible interface) and receives the "R: handler" code from it. Other interfaces and the Atari 'direct-connect' modems require a file to be loaded which contains the "R:" code. "R1:" and "R2:" is also supported, but also its usage seems rare.
o W: Windowing (screens)
Readable, writeable. This is a graphics 8 graphical windowing driver (rarely used, unfortunately!). It must of course be loaded as well.
o Z: RTime8 Real-time Clock
Readable, writeable. This is also not built in to the OS, but loaded. This is loaded from disk and lets the user access the "RTime8" real time, battery-backed up clock for the Atari 8-bit. (This is a cartridge-based device). I am unaware of any "Z:" clone which let's you set the Atari internal (non-real time, non-battery-backed-up) clock if you do not have an RTime8, although I'd love to see one! [hint!!]
5. How do I print something from DOS?

As stated above, just use the "C"opy command, then use the file you wish to print as the 'source', and "P:" as the 'destination'. Example: "D1:DOCUMENT.TXT,P:"

-- Getting around on the Atari: BASIC --

What does "READY" mean?

Again, this is simply the prompt that Atari BASIC (and most older BASIC's) presents the user when it is in "Immediate" mode.
* Entering a command will cause it to act immediately.
* Entering a line number and then a command will place that line into the current program.
* Entering a line number alone will remove that line from the current program.

* To start a program, use the "RUN" command.
* To erase a program, use the "NEW" command.
* To clear variables, strings and arrays, use the "CLR" command.
* To load a program, use the "LOAD" command followed by a filename (see below). To load and run a program, use the "RUN" command followed by a filename.
* To save a program, use the "SAVE" command followed by a filename.
* To list a program, use the "LIST" command followed by an optional destination device ("D:file.lst", "P:"rinter) and an option start and end set of lines seperated by (a) comma(s).

Where can I learn Atari BASIC?

A (set of) file(s) will be created explaining all of Atari (and Turbo) BASIC's commands and their usage. (A larger file may be produced which will be based on examples provided in the Atari BASIC Reference Manual). (As of August 1, 1995, these particular files do not exist).

How do I quit BASIC?
* Type "DOS" to quit BASIC and return to DOS.
* Type "BYE" to quit BASIC and exit to the OS's "bye" routines (Atari Memo Pad on 400/800's, Atari Rainbow on 1200XL's, and Self Test on other XL's and XE's). (Note: On 1200XL's, use [HELP] to go to the Self Test when the Atari Rainbow appears).
* Reboot with [OPTION] held down to disable BASIC. (For emulator users, remember there are ways to totally disable BASIC.)

Why don't strings work?

Strings must be "dimensioned" like arrays in Atari BASIC. Strings are special character arrays. See the BASIC usage/etc. files mentioned in the answer to question 2. Simply put, to make a string that will accept up to "#" character, use DIM [name]$(#). Example: DIM A$(10) - now A$ can contain between 0 and 10 characters.

How do I make graphics?

Use the "GRAPHICS" command to switch between the following screen modes: (Note: All modes except 0, 9, 10 and 11 have four lines of 40 x 24 x 2 sized text covering the bottom of the screen. Add "16" to the mode number to remove this window (but do not make any PRINTs or PUTs to the standard output otherwise a GRAPHICS 0 screen will appear))

(Note: Add "32" to the mode number to keep the screen from clearing when it appears. One problem, however, all screens overlay each other so unless you only use certain modes at certain times, parts of some screens will become (or start out) with 'garbage' on them.)
* 0: 40 x 24 x 2 text
* 1: 20 x 24 x 5 text
* 2: 20 x 12 x 5 text
* 3: 40 x 24 x 4 graphics
* 4: 80 x 48 x 2 graphics
* 5: 80 x 48 x 4 graphics

* 6: 160 x 96 x 2 graphics
* 7: 160 x 96 x 4 graphics
* 8: 320 x 192 x 4 graphics
* 9: 80 x 192 x 16 luminence-only graphics
* 10: 80 x 192 x 9 graphics
* 11: 80 x 192 x 16 hue-only graphics
* 12: 40 x 24 x 4-colored text
* 13: 40 x 12 x 4-colored text
* 14: 160 x 192 x 2 graphics
* 15: 160 x 192 x 4 graphics

COMMANDS:

Commands available in Atari BASIC for manipulating simple graphics include:
* PLOT x,y - plot a pixel
* POSITION x,y - position cursor
* COLOR c - set drawing color (c=color or character value)
* DRAWTO x,y - draw a line from cursor location (set with "POSITION", "PLOT", "DRAWTO" or "LOCATE")
* LOCATE x,y,r (where r is where result will be stored)
* SETCOLOR c,h,l (c=palette location, h=hue, l=lum)

COLORS:

Note: COLOR command colors are not identical to SETCOLOR command colors:
* COLOR 0 will draw using the background color, set with SETCOLOR 4,hue,lum
* COLOR 1 will draw using color "0", set with SETCOLOR 0,hue,lum
* COLOR 2 will draw using color "1", set with SETCOLOR 1,hue,lum
* COLOR 3 will draw using color "2", set with SETCOLOR 2,hue,lum

Except in GRAPHICS mode 10, where COLORs 0, 1, 2, and 3 must be POKEd into memory locations 704, 705, 706 and 707 (the player/missle graphics color locations). Examples of this will be presented in the BASIC usage files. (Sorry)

How do I make sound on the Atari

Remember, XFormer 2.5 doesn't support sound! (XF3.0 does)
But anyway, in Atari BASIC: SOUND c,p,d,v
* c=channel (0-3)
* p=pitch (0-255)
* d=distortion (0,2,4,6,8,10,12 or 14)
* v=volume (0-15)

The buzzer character is CHR$(253) aka [CONTROL]+[2] (NOT [CONTROL]+[G])

How do I move the cursor and edit?

The Atari "E:" device (standard input/output which is the "editor")
allows the following characters for editing:

Key: AtASCII #: Use:
---------- -------- ----------
Atari none Turn inverse on/off (Atari 400/800 kybds)
Inverse [Triangle] none Turn inverse on/off (Atari XL/XE kybds)
CAPS none Turns caps-mode to lowercase (400/800 OS)
CAPS none Toggles caps-mode from upper to lower (XL/XE)
Sh-CAPS none Turns caps-mode to uppercase (all OSes)
Ct-CAPS none Turns caps-mode to [Control]-[Lock] (all)
Up ([^-]) 28 Move cursor up
Down ([^=]) 29 Move cursor down
Left ([^+]) 30 Move cursor left
Right ([^*]) 31 Move cursor right
Space 32 Move cursor right (overwrites w/Space char)
BackSpace 126 Move cursor left (deletes previous char)
Delete ([ShBkspc]) 156 Deletes a (logical) line (1-3 physical lines)
Insert ([Sh>]) 157 Inserts a physical line
Ct-Delete ([^Bksp]) 254 Deletes char under cursor, pulls rest left
Ct-Insert ([^>]) 255 Inserts space under cursor, pushes rest right
ClearScn ([^<]) 125 Clears screen
Bell ([^2]) 253 Sounds buzzer
TAB 127 Moves cursor to next TABstop
ClrTAB ([^TAB]) 158 Clears any TABstop under cursor
SetTAB ([ShTAB]) 159 Sets a TABstop under cursor
ESC 27 Sets ESCape (next edit char after is shown,
not done, non-edit chars shown (like normal))
RETURN 155 Sends End Of Line (moves cursor to lowerleft
of next line, accepts input)

Note: Inverse characters have values of the normal version of the
characters plus 128. (The only non-viewable inverse character is
inverse-ESC, or what would be the [ESC],[RETURN] combination. The
character exists, but must be set into screen RAM by hand. Oh well, at
least you still have 255 easily viewable characters! [grin])

How do I make the editor characters appear

As shown above, you must have an ESC sent before them.
* When simply entering text, type [ESC] then the edit key and the
character for that edit key should appear.
* When entering text in a PRINT statement, you must have it send an
ESC beforehand, so first type [ESC],[ESC] to make an ESCape
character appear, then type [ESC] then the edit key and the
character for that edit key should appear.
When the PRINT statement is executed, the first ESCape (which you
typed as two [ESC]'s) will make the editor SHOW the following
character (even if it is an edit character), then the character
which you entered (with [ESC] and then the edit key) will make
that character appear. This makes it difficult to align a set of
PRINT statements which make a multi-line picture or menu which

uses viewed edit keys.
It is probably best to have all of the lines in your program with the PRINT statements that can fit visible on the screen, then edit them (without putting any of the ESCape characters in, then when the picture looks like how you want it on the screen, move the cursor to on top of each edit-key character and press [Control]+[>] (Control-Insert). A blank space should appear under the cursor and the rest of the line should move right. Now, type [ESC],[ESC] and an ESCape edit-key character should appear where the blank space was. When you are finished doing that for each line with those PRINTs in it, BE SURE TO ENTER THEM INTO THE PROGRAM BY PRESSING [RETURN] ON EACH OF THOSE LINES! Whew!

Set the memory location "766" to "1" with the command "POKE 766,1" to turn on the no-edit mode (ALL characters except End Of Lines will appear, even ClearScreens!) When you want to go back into normal mode, set the location back to "0" with "POKE 766,0".

What's with the colors changing?

THIS IS THE FIRST EVER SCREEN SAVER! This is called "Attract mode" as was used on the Atari 2600 and Atari 400/800/XL/XE series (and probably on the 5200 and 7800 but I cannot confirm this). When a key hasn't been pressed for 7 or 9 (depending on OS, model, etc) minutes, the screen colors begin changing, thus protecting your TV or monitor from having an image burned on it.
* To turn this mode off, press a key, or, if within a program, use the command "POKE 77,0" at least once every few minutes (IF the screen is active, otherwise turning it off would be kinda useless).
* To turn it on, wait 7 or 9 minutes without pressing a key or having location "77" set to "0", or set location "77" to "128" with "POKE 77,128", voila! instant attract mode!

How do I access 'devices' on the Atari?

The following commands are available to Atari BASIC's (and also variations on these are available in most other Atari languages!):
* OPEN #a,b,c,d$
Opens channel 'a' for access to 'd$' in mode 'b' with auxillary mode 'c'. Channel 'a' must be free or else a 'Channel already open' (129) error will occur. To explain the different "modes", here are simply some examples:
+ OPEN #1,4,0,"K:"
Input from keyboard
+ OPEN #2,8,0,"P:"
Output to printer
+ OPEN #3,12,0,"D:FILE"
Random access to disk
+ OPEN #4,9,0,"D:DATA"
Append-output to disk
+ OPEN #5,13,0,"R:"

```
Concurrent to RS232 (modem)
+ OPEN #6,6,0,"D:*.TXT"
Directory access to disk (reads directory of "*.TXT" mask)
* CLOSE #a
Closes channel 'a' (freeing it for use)
* GET #a,b
Reads a byte from channel 'a' and stores it in 'b'
* PUT #a,b
Puts byte 'b' onto channel 'a'
* INPUT #a,b$
Reads a string (up to 255 bytes and a REQUIRED 'end of line'
(character 155)) from channel 'a' and stores it in 'b$'
* INPUT #a,b
Reads a string (up to 255 bytes and a REQUIRED 'end of line'
(character 155)) from channel 'a' and stores the numeric value of
it in 'b'
* PRINT #a,[stuff]
Just like the normal BASIC PRINT statement, but sends the
information to channel 'a' (semicolons, comas, and mixed types are
of course allowed).
* STATUS #a,b
Reads the error 'status' of channel 'a' and stores it in 'b'
* XIO a,#b,c,d,e$
General I/O call. This a little complicated and may be expanded
upon in a future revision. Just be aware of the following:
+ a - command
+ b - channel to use (usually must be free)
+ c - auxillary mode 1
+ d - auxillary mode 2
+ e$ - file or device to act upon
Examples:
+ XIO 32,#1,0,0,"D:FILE,OLDFILE" renames file
+ XIO 33,#1,0,0,"D:OLDFILE" deletes file
+ XIO 34,#1,0,0,"D:GAMES" creates a directory in My- &
Sparta-DOS
+ XIO 35,#1,0,0,"D:NEWFILE" locks a file from over-write and
deletion
+ XIO 36,#1,0,0,"D:NEWFILE" UNlocks a locked file
+ XIO 40,#1,4,0,"D:PROG.OBJ" loads and runs a binary file (like
"L" in Atari and MyDOS)
+ XIO 40,#1,5,0,"D:PROG.OBJ" loads a binary file (like "L" in
Atari and MyDOS with the "/N" option)
+ XIO 41,#1,0,0,"D:GAMES" changes default directory that
drive/subdirectory (all calls to "D:" will now occur within
that drive/directory)
+ XIO 254,#1,0,0,"D2:" FORMAT a disk (in Atari DOS 2.5, this is
format 'enhanced', to format 'single' density, use XIO 253)
(in MyDOS, this is format, but not 'enhanced', use:
+ XIO 253,#[channel],1,0,"D[drive]:" for formatting a drive in
enhanced mode).
```

NOTE: 39 and 40 are the same. Also note the useage of AUX1 in the "XIO 40" example.

-- Getting Atari files to an IBM: --

1. How can I read Atari disks on my IBM?

Note: Someone please give more details or corrections here! Thanks!

If you have double-density Atari disks, you can use the program "Util" on the IBM which can read double-density Atari disks. Please see the Atari 8-bit FAQ for more details.

If you have an Atari 1050 disk drive, you can use the program MULE to copy files, one file at a time, 20k chunks at a time, from the Atari to the IBM. You first must format a 180k disk on your IBM, the run MULE on your Atari to get a file onto the MULE disk, then run MULE on the IBM to get the file onto the IBM. Tedious, isn't it? MULE wasn't meant to be a fully-functional program, just a demo to show that this was even possible.

If you're fortunate to have a Black Box interface on your Atari, you can get an external IBM drive and the Black Box's add-on, the Floppy-Board and simply copy files from your Atari disks or hard drive(s) onto IBM disks via the floppy board, then load them up on your IBM.
2. Ok, I can't do any of that, now what?

You can use SIO2PC, which is a program for IBM's which turns your IBM into a set of Atari disk drives. You need the SIO2PC cable (which you can purchase, assembled or unassembled, or buy parts and build it yourself) and the SIO2PC software (available at UMICH). Connect your IBM to your Atari, load SIO2PC, and then run the program FILE2PC on the Atari to transfer files to the IBM's hard drive. Or instead create a disk image within SIO2PC and copy files from one disk (a real Atari floppy) to another (the SIO2PC image) with the Atari or MyDOS "C"opy command. If you want to extract files out of the SIO2PC disk image file and store them on your IBM's hard drive or floppies as single files, either again use FILE2PC or use S2PC, an IBM program which can extract files from or add files to MyDOS-compatible SIO2PC disk images!

You can use two modems (one on your PC and one on your Atari) to download files from your Atari 8-bit.

If you don't necessarily want files that you already have on your Atari 8-bit, you can download files from the huge collection available at FTP sites and Atari 8-bit supporting bulletin boards and save them onto your IBM.

If you have only one modem, so you can't connect both your Atari 8-bit and your IBM together via modems, you can do it via null-modem, OR you can upload files from your Atari to some bulletin board or account you have access to, and then connect the modem to your IBM and download the files.
3. Is there any easier way to get Disk Communicator (Atari disk image) files to and from SIO2PC disk images or PC Xformer XFD disk images other than using Disk Communicator 3.2 on my Atari! I mean, both files are disk images! They're both on my PC's hard drive! [cry]

(AND NOTE: DiskComm. doesn't like SIO2PC a lot of the time anyway!)

Yes! There's an IBM program out called "DCM2DSK". (Why "DSK" and not "ATR"? To keep people from getting confused with the ATR-8000(?))

There's also C source to a very similar program called "DCMTOATR" which works on PC's (a PC executable version comes in the archive) and Unix and probably any other system with a good C compiler.

-- Where to get or FTP files mentioned in this FAQ: --

Emulator FTP: ftp://ftp.demon.co.uk/pub/emulators/atari
+ PC Xformer 2.x can be downloaded via FTP from:
o : ftp://ftp.clark.net/systems/msdos/emulators/
o ftp://atari.archive.umich.edu/atari/8bit/Xf2/
o Branch Always Software's Home Page
(http://www.halcyon.com/brasoft/)
+ PC Xformer 3.0 can be purchased for $29.95 (prices may vary)
from:
o U.S.A.:
American Technavisions
510-352-3787, fax 510-352-9227
B & C Computervisions
408-986-9960, fax 408-986-9968
Mid Cities Computers
310-867-0626, fax 310-920-8933
Rising Star Computers
800-252-2787, fax 513-254-7970
Toad Computers
800-448-8623, fax 410-544-1329
o Germany:
Atari Bit Byter User Club
+49 02366-39623 (same for fax)
KE-Soft
+49 06181 87539, fax: +49 06181 83436
o United Kingdom:
Micro Discount
+44 021 353 5730, +44 021 352 1669
o or directly from Branch Always Software: (USA)

14150 N.E. 20th Street, Ste 302, Belleuve, WA 98007.
1-206-369-5513, fax 1-206-885-5893
E-mail: BraSoft@halcyon.com
WWW: http://www.halcyon.com/brasoft/
+ Rainbow can be downloaded via FTP from:
o Chris Lam:
E-mail: LamCW@helios.aston.ac.uk
WWW: http://www.aston.ac.uk/~lamcw/em_RBOW.html
+ Atari800 can be downloaded via FTP from:
o David Firth:
E-mail: David@signus.demon.co.uk
WWW: ???
+ ST Xformer can be downloaded via FTP from:
o Branch Always Software: (USA)
14150 N.E. 20th Street, Ste 302, Belleuve, WA 98007.
1-206-369-5513, fax 1-206-885-5893
E-mail: BraSoft@halcyon.com WWW:
http://www.halcyon.com/brasoft/
+ The following programs are available at the
"archive.umich.edu" FTP site:
o SIO2PC: atari/8bit/sio2pc/*.* (all files are
SIO2PC/utility files) (IBM)
o APE: atari/8bit/??? (IBM)
o Mule: atari/8bit/Diskutils/mule.com (Atari), mule.exe
(IBM), mule.txt
o Util: atari/8bit/Utilities/myutil.zip (IBM)
o S2PC: atari/8bit/??? (IBM)
o Virtual Disk Editor: atari/8bit/??? (Mac)
o DCM2ATR: (IBM/Unix)
o DCM2DSK: (IBM)
o ATR2Unix: (IBM/Unix)

-- The End --

AGAIN, PLEASE CHECK OUT THESE OTHER FILES:

+ ATARI 8-BIT FAQ
+ PC XFORMER DOCUMENTS
+ RAINBOW DOCUMENTS
+ ATARI800 DOCUMENTS
+ MYDOS DOCUMENTS
+ SIO2PC DOCUMENTS
+ APE DOCUMENTS

THANKS!

Contacts:

+ I (Bill Kendrick) can be contacted at:

o kendrick@zippy.sonoma.edu,
o or on the "comp.sys.atari.8bit" and
"comp.emulators.misc" newsgroups,
o or New Breed Software, 1530 Armstrong Ave. #47, Novato,
CA 94945-2574 USA.

+ Darek Mihocka, the author of PC Xformer and ST Xformer can
be contacted at:

o BraSoft@aol.com,
o or on the "comp.sys.atari.8bit" and
"comp,emulators.misc" and other newsgroups,
o or Branch Always Software, 14150 N.E. 20th Street, Ste
302, Belleuve, WA 98007 USA.

+ Micheal Current, keeper of the Atari 8-bit FAQ files can be
contacted at:

o mcurrent@carleton.edu,
o or on the "comp.sys.atari.8bit" newsgroup.

+ Chris Lam, the author of Rainbow can be contacted at:

o ???

+ David Firth, the author for Atari800 can be contacted at:

o ???

PLEASE add questions and report any mistakes or bugs to me as
soon as possible! Thank you!!!
kendrick@zippy.sonoma.edu

1885. Re: Atari Game Sound

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-01 00:00:00 UTC
From: glennb <glennb@interport.net>
Message-ID: <31603D46.5260@interport.net>
Source record: 84902

> I thought the music for Dimension X and Necromancer by Synapse were
> pretty good too! You just can't find that kind of sound on a Nintendo
> these days. . .

Okay, got one for you: Allegedly the music for Necromancer is none other than the braintrust known as DEVO. (I had this years ago and loved it but can no longer find it. If anyone would be so kind as to help me get this I would be indebted)

FACT: In 1988 they relaesed the album "Total Devo" which had the song "Some Things Never Change" (this I do have so maybe a swap?) that was originaly from a 'computer game'.

Non-Fact: The game was supposedly Neuromancer (like the book; never read), which I never had or seen before. So, I think that they are one and the same.

Anyone??

1886. X2600

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-01 00:00:00 UTC
From: chrissalo@aol.com
Message-ID: <4jpatk$pue@newsbf02.news.aol.com>
Source record: 84903
Body handling: HTML body converted to readable text

Hi!

(doesn't really belong here, but I thought I might just as well ask...)
(or perhaps even help...?)

As is well known (perhaps), there is beta version of an emulator available
(Atari VCS 2600)
, it can be found at the www.dcs.warwick.ac.uk/~wilhor/x2600.html.

I had a really strange problem concerning this one

This one's really strange, I tried downloading it via netscape (SHIFT
CLICK), I didn't get
a working copy, I was really frustrated (GZIP kept telling me, that it was
incorrectly crunched (or something like it...)). Than (I don't know why) I
checked my
CACHE directory, all files usually are stored there too. The *.tgz files
actually had
a different length... and I could unpack them... does someone know
why?

Using Netscape 2.01 (beta 16 bit (AOL...))...

Bye

Chris

(BTW: Thanks, Marat, for trying to help but you didn't really get my
point-
even know I don't understand it...)

1887. Xl-It! Version 0.11 out

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-01 00:00:00 UTC
From: magi@stud.uni-sb.de
Message-ID: <4jp9sv$2gf@hades.rz.uni-sb.de>
Source record: 84904

```
Hello !

The version 0.11 of XL-It! is out:

XL-It! is a free ATARI 800-XL emulator which is available for
these platforms:

o NEW MS-DOS (>=i386)
o NEW SUN Sparc-Stations
o Silicon Graphics (MIPS)
o Linux (ELF/intel)

Features:
o NEW Player/Missiles with collisions
o GTIA-modes (in pixel and in textmode)
o DLIs
o NEW vertical and horizontal fine-scrolling
o Overscan, underscan and "normal"-scan supported
o 800XL MMU
o Supports reading from 2 drives (normal 1050)
o .XFD and .ATR diskfiles

For more information try the XL-It! homepage:

"http://www.htw.uni-sb.de/people/mgietzen/atari/xl-it.html"

Bye,
Markus Gietzen
```

1888. Re: Marble Madness & Gunslinger

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-01 00:00:00 UTC
From: aa852@cleveland.Freenet.Edu
Message-ID: <4jpbtv$miv@madeline.INS.CWRU.Edu>
Source record: 84905

In a previous article, Lawrence@kwll.demon.co.uk (Lawrence Staveley) says:

>Does Marble Madness exist for the Atari 8-bit? I loved this game in the
>arcades, and over here in the UK it came out for virtually every other
>machine except the Atari. Anyone out there ever see it?

Nope, sorry. That's one I REALLY wanted for a very long time, and it's not
available. %^(What I HAVE seen, instead, is a very,
very nice game called "Spindizzy". Uses a spinning top instead of a
marble, but the premise is the very same. %^)

>Also, how many sides was the adventure game "Gunslinger" on. I don't
>know if I've got them all (5), and I am not going to start playing it
>if I haven't. Actually, I may not start playing it even if I have, it's
>just that I've always wondered about that last disk......

You've got them all. %^) I bought this one around the time Atari software
was being phased out at Electronics Boutique (1989?) and recall that disks
1 and 2, both double-sided, had "Datasoft" labels... while the third disk
had what looked like a handtyped label which said "GUNSLINGER SIDE E"...
with nothing on the back.

I played Gunslinger but didn't get too far... grad school overrode
everything else, unfortunately... it looked like a decent game.

Hope this helps.

--

Barry Cantin
aa852@cleveland.freenet.edu

1889. help with drive/SIO2PC cable

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-02 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31609d6f.806066@news.superlink.net>
Source record: 84714

I just built an SIO2PC cable and it works fine when I connect the 800 to the PC, but when I connect the drive to the 800 and then connect the cable to the PC the 800 sees no drives and goes into memo pad. I am using APE 1.07 and a percomm DD drive. Does it have something to do with the value of the diode on the SIO2PC cable or is it something else?

Also, I have a 1050 that powers up, but when you connect it to the 800, it reads one sector after about 10 seconds, and then makes the old 810 "bad sector" noise (head gnashing). Anyone have any idea what might be wrong?

1890. You've mentioned the rest and forgot the best: DROPZONE!

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-02 00:00:00 UTC
From: Lawrence Staveley <Lawrence@kwll.demon.co.uk>
Message-ID: <735662824wnr@kwll.demon.co.uk>
Source record: 84715

DROPZONE: Still the best Defender 10 years later..... Nice one Archer!

Anyone else out there get that hard-to-reach 1,000,000? Bet your joystick was melting by then, and the springs in your space bar were flattened! What a rush....

Whenever anyone with a 64 came round for a bit of a 'pose' you could stick this on and watch their jaws drop.

"I can't see the solution - Through this state of confusion....."

Lawrence@kwll.demon.co.uk

1891. Re: Marble Madness & Gunslinger

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-02 00:00:00 UTC
From: Lawrence Staveley <Lawrence@kwll.demon.co.uk>
Message-ID: <511941969wnr@kwll.demon.co.uk>
Source record: 84716

> >Does Marble Madness exist for the Atari 8-bit? I loved this game in the
> >arcades, and over here in the UK it came out for virtually every other
> >machine except the Atari. Anyone out there ever see it?
>
>> I don't think there was ever a port of this for any of Atari's gaming or
>> computer platforms. I've never *seen* one, anyway....I could be wrong.

I *KNOW* there's an Atari ST version if that's any help. Hey, hang on, I'm the one asking for help in this thread! <g>

I noticed that someone else mentioned 8-Bit MM in another thread a while ago and I was hoping to get some more info about that. I think they were talking about APE PROSYS emulation.

"I can't see the solution - Through this state of confusion....."

Lawrence@kwll.demon.co.uk

1892. Re: Marble Madness & Gunslinger

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-02 00:00:00 UTC
From: Lawrence Staveley <Lawrence@kwll.demon.co.uk>
Message-ID: <199645776wnr@kwll.demon.co.uk>
Source record: 84717

```
> I've seen a bootleg version of Marble Madness. It wasn't called that, and
> your character didn't look like a marble, but the maze was just like the
> arcade game. It usually crashed after a few minutes of playing.
>

Can you remember if this this was called 'The Whipping Top'?

--------------------------------------------------------------------
"I can't see the solution - Through this state of confusion....."
--------------------------------------------------------------------
Lawrence@kwll.demon.co.uk
```

1893. Re: E-MAIL ME YOUR WANTS!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-02 00:00:00 UTC
From: Daniel richards <dwarfer1@wave.co.nz>
Message-ID: <4jqiff$jcb@Axil.wave.co.nz>
Source record: 84718

Hi um yes well
Do you know where i can get an atari ST emulator for
a PC??????

1894. FOR TRADE/SALE: Buncha Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-02 00:00:00 UTC
From: "Matthew A. Hudson" <mhudson@softdisk.com>
Message-ID: <3160C07A.5675@softdisk.com>
Source record: 84719

I'm primarily looking for trades but would accept any reasonable offers.

PLEASE E-MAIL ME WITH YOUR WANTS AND LISTS. READ THE WANTED LIST BELOW!

Qty Description.
APPLE RELATED STUFF
---
3 Franklin ACE 1000 - NOTE: Homebuilders ALL of the chips in this
are
socketed! Mostly LS series. BARE BONES.
1 Franklin ACE 1200 - like 1000 with an updated rom. BARE BONES.
2 Franklin ACE 10 5" floppy drives - noisy but they work good.
1 Apple Disk II 5" floppy drive
3 Franklin video cards (?)
1 Franklin disk drive controller.
1 Franklin ACE 1000(1200) power supply.
1 Apple Monochrome monitor (Excellent Shape!)

PC RELATED STUFF
---
1 BigMouth Voice mail card. works but I lost the software.
1 Epson Equity Ie V30 CPU, Monochrome *VGA* monitor, PS/2 style
101 keyboard, 720k 3.5" floppy (will part out if interested)
1 Microsoft Bookshelf CD-ROM 1992 edition
1 Tandy 3000NL 8Mhz 286, Monochrome monitor, 2 1.44 drives, 640k,
just missing a keyboard (uses standard 5 pin type)
1 Tandy 3000NL 8Mhz 286, power switch broken BARE BONES.
1 386DX20 CPU - pulled from working system.
1 Tandy 1000 - 640k, no floppy drive, needs Tandy 1000 keyboard.
1 Seagate ST21R/22R RLL controller. Condition unknown.
1 Western Digital WD1003V-SR2 RLL controller. Condition unknown.

OTHER COMPUTER & MISC.
---
1 Single trace RCA Oscilloscope, 1 Mhz internal sync with external
sync,
works great, SOLID STATE! Model WO-505A. Don't have an extra
probe,
sorry.
LOTS 64kx1 DRAM chips. 100ns, 120ns, and 150ns.

WANTED WANTED WANTED WANTED WANTED WANTED WANTED WANTED

UV EPROM Eraser! I can even live with a single chip type!
Wire Wrapping tool, squeeze or power type with bits & sleeve.
Wire Wrap sockets and ID tags all sizes needed.

SIMM Sockets (clean pulls with approx. 1/4" leads okay)
Nice soldering iron Analog/Digital that uses readily available tips.
Sider drive controller card.
MacIntosh Computer.
Other Apple stuff wanted - e-mail for list.
Amiga 500, 2000, or 3000 computer.
Other Commodore stuff wanted - e-mail for list.
Atari ST computer.
Atari 800XL keyboard
Other Atari stuff wanted e-mail for list.
TRS-80 Model 4 hard drive
TRS-80 Model 4 LS-DOS & CPM
Other TRS-80 stuff wanted e-mail for list.
Osborne 1 upgrades - DD floppy, 80 column, manuals.
SIMM RAM - any size / speed
4 BNC Ethernet cards.
ALMOST ANYTHING COMPUTER/ELECTRONICS... ask me I just might want it!

mhudson@softdisk.com

1895. Re: APE Help...

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-02 00:00:00 UTC
From: classics@nacs.net
Message-ID: <4jq4et$4dn@wariat.wariat.org>
Source record: 84720

On Sun, 31 Mar 1996 04:47:35 GMT, jeking@xmission.com (James King) wrote:

>Recently downloaded APE 1.07 from Steve Tucker's web site and am still
>having sporadic problems. Was wondering if anybody else was having
>the following:
>
>When booting up using X32D.dos, it starts to go into APE+ mode, but
>hangs up. Hitting break after every hang with allow it to continue
>booting.
>
>Am unable to delete files, although it acts like its deleting. On
>above 16meg partition, am unable to change the .DOS being used by
>issuing the BOOT X33A.DOS command - it will just continue booting
>X32D.DOS.
>
>Any suggestions greatly appreciated.

As explained in the documentation, versions of Spartados before 3.2f cannot keep up with 3x SIO. It's not a problem in APE, Spartas serial io routines just cant keep the pace.

Steve

1896. Re: APE Help...

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-02 00:00:00 UTC
From: classics@nacs.net
Message-ID: <4jq4hm$4dn@wariat.wariat.org>
Source record: 84721

On Sun, 31 Mar 1996 04:47:35 GMT, jeking@xmission.com (James King) wrote:

>When booting up using X32D.dos, it starts to go into APE+ mode, but
>hangs up. Hitting break after every hang with allow it to continue
>booting.
>
>Am unable to delete files, although it acts like its deleting. On
>above 16meg partition, am unable to change the .DOS being used by
>issuing the BOOT X33A.DOS command - it will just continue booting
>X32D.DOS.

Oh, and as also explained in the manual <hint :> you cannot perform 3x sio
writes w/ the demonstration version. They are ignored.

Steve

1897. Re: Monitors for Atari 600XL

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-02 00:00:00 UTC
From: Hermann Boeken <ln_hbk@pki-nbg.philips.de>
Message-ID: <3160C34D.6DE@pki-nbg.philips.de>
Source record: 84722

As no one seems to believe me:
My Atari 600XL - I bought it about 12 years ago in Germany - HAS a
monitor jack: 5-pin DIN. And I'm wondering whether it gives a better
video output than the TV coax jack.

Amazing, how many Atarians are still out there.

Hermann

--
.-----Hermann Boeken--.
| OEPT/114-D230/Fon 6186/Fax 6299 |
| Lucent Technologies Email:ln_hbk@pki-nbg.philips.de |
|Bell Labs Innovations na426@fim.uni-erlangen.de |
`---'

1898. Re: Bill Somrak!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-02 00:00:00 UTC
From: Harald Schoenfeld <hs@undine.physik.uni-erlangen.de>
Message-ID: <31618524.2F35@undine.physik.uni-erlangen.de>
Source record: 84723

Bill Somrak wrote:

> and there it would sit .. just hang there. So I hit "stop", then I would
> try to hit "send" again. I'd get the same msg., although, sometimes it would

The same happend to me once, but fortunately I only tried "send" four times...

1899. Re: Marble Madness & Gunslinger

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-02 00:00:00 UTC
From: chelm@ix.netcom.com
Message-ID: <4jq4al$49h@reader2.ix.netcom.com>
Source record: 84724

In article <516216820wnr@kwll.demon.co.uk>, Lawrence@kwll.demon.co.uk wrote:
>Does Marble Madness exist for the Atari 8-bit? I loved this game in the
>arcades, and over here in the UK it came out for virtually every other
>machine except the Atari. Anyone out there ever see it?
>
>Also, how many sides was the adventure game "Gunslinger" on. I don't
>know if I've got them all (5), and I am not going to start playing it
>if I haven't. Actually, I may not start playing it even if I have, it's
>just that I've always wondered about that last disk......

Try the game Spin Dizzy if you liked marble madness, that was a good game.

1900. Re: Monitors for Atari 600XL

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-02 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <316114A4.4CC9@ncweb.com>
Source record: 84725

As it came, the 600XL (US version) could NOT use a monitor ... it was
for TV use on either channel 2 or 3. IF you do the SuperVideo mod to
it, THEN you can use any monitor that has either split LUMA/CHROMA/AUDIO
inputs or split AUDIO/COMPOSITE VIDEO inputs. I did the mod on the 600xl
which I'm selling, and the difference is like day and night!

Bill
--
****
* Hi! /_/\ /_/\ * cooncat@ncweb.com *
* | O O | | O O | * aj445@po.cwru.edu *
* from = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* ^ ^ ****************************
* Bill "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* (my 2 cats) * Please Spay or Neuter *
* say "Hello" too! * your pet cat or dog! *
****

1901. Re: Marble Madness & Gunslinger

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-02 00:00:00 UTC
From: tpp@cbnews.cb.att.com
Message-ID: <4jr9l9$8fj@nntpa.cb.att.com>
Source record: 84726

In article <4jpbtv$miv@madeline.INS.CWRU.Edu>,
Barry W. Cantin <aa852@cleveland.Freenet.Edu> wrote:
>
>In a previous article, Lawrence@kwll.demon.co.uk (Lawrence Staveley) says:
>
>>Does Marble Madness exist for the Atari 8-bit? I loved this game in the
>>arcades, and over here in the UK it came out for virtually every other
>>machine except the Atari. Anyone out there ever see it?
>
>Nope, sorry. That's one I REALLY wanted for a very long time, and it's not
>available. %^(What I HAVE seen, instead, is a very,

Excuse me? EA put out Marble Madness for the 8-bit. I've still got the
packaging, but I can't find the disk. B(

Tom

--
Tom Pschar | Hi there. I am an Apteryx, a wingless bird with hairy feathers.
* Hong Kong Phooey lives! * White Dragon whacks Oozing Stenchbeast *
*>LOOK *
*It is pitch black. You are likely to be eaten by a grue. *

1902. Re: FTP site

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-02 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31615ef9.820669@news.superlink.net>
Source record: 84727

On 31 Mar 1996 23:06:11 GMT, artem@voicenet.com (Virtual Matrix)
wrote:

>Hi !
>
> I haven't been here for a while so i hope
>things have changed a bit. So, are all games still
>unavailable through ftp or they still are comercial
>ware ? Or at least is it possible to buy a bunch of
>them on a CD ?
>
>Thank you.
>Artem
>

I am looking to do both (FTP and CD). But I need the software first.
Once you get your SIO2PC cable and convert your stuff over (Get
APE1.07, works the best) if you send what you have I'll collate it
with what else I am getting. The CDR's I will sell for cost-I'm not
looking to make a profit; just to help out. I know how frustrating it
is to find the s/w.
Thanks Scott

1903. Re: Monitors for Atari 600XL

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-02 00:00:00 UTC
From: Lawrence Staveley <Lawrence@kwll.demon.co.uk>
Message-ID: <270270217wnr@kwll.demon.co.uk>
Source record: 84728

> As no one seems to believe me:
> My Atari 600XL - I bought it about 12 years ago in Germany - HAS a
> monitor jack: 5-pin DIN. And I'm wondering whether it gives a better
> video output than the TV coax jack.
>

See a thread I posted about connecting a Philips CM8833 to an Atari. It's called 'Pinouts needed'. And yes, the pictures is MUCH better.

"I can't see the solution - Through this state of confusion....."

Lawrence@kwll.demon.co.uk

1904. Re: Marble Madness & Gunslinger

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-02 00:00:00 UTC
From: Lawrence Staveley <Lawrence@kwll.demon.co.uk>
Message-ID: <273982018wnr@kwll.demon.co.uk>
Source record: 84729

> Try the game Spin Dizzy if you liked marble madness, that was a good game.

Thanks, but I've already got spinndizzy. You're right, it's a good game. It 'aint MM though! I suppose I could stand on a ball, find a hill, and play if for real! <g>

"I can't see the solution - Through this state of confusion....."

Lawrence@kwll.demon.co.uk

1905. Re: CLASSIC GAMES AND SYSTEMS FOR SALE.

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-02 00:00:00 UTC
From: IggyFraser@netcom.com
Message-ID: <4jr377$sht@dfw-ixnews5.ix.netcom.com>
Source record: 84730
Cross-posted to: alt.atari.2600vcs,alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.marketplace,
rec.games.video.misc,sfnet.atk.atari

winston@merk.com (Winston Smith) wrote:

> sat-3@interpath.com wrote:

> S> CLASSIC GAME SYSTEM SALE
> S>
> S> ALL SYSTEMS AND GAMES ARE CLEANED AND TESTED. CARTRIDGES
> S> MAY HAVE SOME COSMETIC DAMAGE TO THE LABELS. EVERYTHING IS
> S> GUARANTEED TO WORK. ALL ITEMS ARE USED, AND MAY HAVE COSMETIC
> S> BLEMISHES, NO MANUALS ARE INCLUDED. TOTALS ARE FOR SHIPPING
> S> IN THE US. OUT OF COUNTRY ORDERS MAY INCUR ADDITIONAL SHIPPING
> S> CHARGES.

>On Thursday, March 28, 1996 at 06:48:53 GMT (12:48:53 AM EST),
> csturdiv@evansville.net (Craig Sturdivant),
> of Evansville Online, wrote:
>
> CS> Hey do me a favor. Take a look at your keyboard. Look down at the
> CS> lower left hand corner. Do you see the Ctrl key? You do? Good.
> CS> Now look above it. See that key with the arrow pointing up, and
> CS> the words "Shift"? Now look above that key. Do you see the
> CS> Caps Lock key? You do? Good. Do me another favor.
> CS> PRESS THAT DAMN KEY!!!!
>
>
> HEY DO ME A FAVOR. TAKE A LOOK AT THE "SUBJECT:" OF THIS MESSAGE.
>DO YOU SEE WHERE IT SAYS, "RE: CLASSIC GAMES AND SYSTEMS FOR SALE." ?
>YOU DO? GOOD. NOW --THINK-- ABOUT WHAT "CLASSIC SYSTEM" --MEANS-- !
>GUESS WHAT? I CAN'T PRESS ANY "CAPS LOCK" KEY ON EITHER MY APPLE-1 OR ON
>MY OHIO-CHALLENGER-4P! WHY? BECAUSE THEY DON'T COME WITH LOWER CASE,
>THAT'S WHY! (OF COURSE, I WOULDN'T EXPECT YOU TO KNOW THAT....)
>
>
>P.S. WHAT ABOUT THE PEOPLE WITHOUT HANDS WHO USE MOUTHSTICKS AND OTHER
>DEVICES TO TYPE IN MESSAGES. (USENET NETNEWS IS AN INTERNATIONAL MESSAGE
>MEDIUM, AFTER ALL.) DO YOU EXPECT THEM TO TRY TO HOLD DOWN THE SHIFT KEY
>WITH THEIR NOSE WHILE THEY TYPE TEXT WITH THEIR TONGUE?
>
>P.P.S. TO JUDGE THE WORTH OF A SCIENTIST, ASK THEM WHAT THEY THINK ABOUT
>ASTROLOGY.... TO JUDGE THE WORTH OF A NET-USER, TYPE TO THEM USING ONLY
>UPPER CASE....
>

Hey dudes! . . . . . Face reality . . . You BOTH bite the bag!

1906. Re: Help with 1050 drives needed!

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-02 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1996Apr02.073620.17950@wariat.UUCP>
Source record: 84731

(Rich Mier says don't plug/unplug SIO into 1050 with power pak plugged
in.)
PUT THAT in the FAQ. I never knew that. I'm wondering. Is it ok to
just turn the drive off when plug/unplug the SIO or do you have to
unplug the power pak in all cases? I've blown a Atari power pak
plugging it into an Indus, but I didn't know about this one. Thanks.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

1907. Re: Help with 1050 drives needed!

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-02 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1996Apr02.073837.17950@wariat.UUCP>
Source record: 84732

(Did I send e-mail to R. Mier?)
About the plug/unplug the 1050 SIO. Rich says you gotta unplug the
power pak before plug/unplug the SIO. Can you just turn off the drive
or do you have to unplug the power pak, or maybe just unplug the power
supply from the outlet?
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

1908. Re: STILL WANTED 8 BIT ARCHIVE

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-02 00:00:00 UTC
From: domino6@ix.netcom.com
Message-ID: <4jrldb$q76@dfw-ixnews1.ix.netcom.com>
Source record: 84733

It's been about 8 years since I last saw my 800XL. Since then its been all PC. Lately I've became very interested in the different emulators of 8-bit platforms. I've picked up ApplePC, WinApple, and PC Xformer 3.3(demo). I couldn't be happier than to see a Atari screen on my PC. What I soon learned is that there are tons of old games and programs available for download for the Apple but not for the Atari. I think that really sucks. I doubt that people who wrote these games are making any money from them today and I think they should be available as public domain. I'll be waiting.

Dominik

1909. Re: Xl-It! Version 0.11 out

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-02 00:00:00 UTC
From: lerani@widomaker.com
Message-ID: <4js2p1$1i5@news2.widomaker.com>
Source record: 84734

In article <4jp9sv$2gf@hades.rz.uni-sb.de>, magi@stud.uni-sb.de (Markus Gietzen) says:
>
>Hello !
>
>The version 0.11 of XL-It! is out:
>
> XL-It! is a free ATARI 800-XL emulator which is available for
> these platforms:
>
> o NEW MS-DOS (>=i386)

I'm almost embarassed to ask this, but.....

Anyone know if this emulator (dos version) can run AR...?

Thanks.

-ER

1910. Re: "Thrifts... Just What're They Thinking About ?"

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-02 00:00:00 UTC
From: puredth@indy.net
Message-ID: <4js4i0$lb3@news.indy.net>
Source record: 84735
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,rec.games.video.atari,comp.sys.atari.8bit

: I don't agree with the practice of stealing from a thrift store - it's
: their stuff until you pay them what they're willing to let it go for - but
: you've got a tremendously misguided view of what thrift stores are there
: for. The majority of thrift stores you'll find are *not* charities put there to
: sell to people in need. They have about as much charitable intent as one
: of the jewelry stores in your local shopping mall.

: Sure a lot of them may *say* "Vietnam Veterans' Thrift Store", but if you
: take the time to find out how much goes to the Vietnam Vets, as much as 1%
: (that's one percent) of the profits go to the Vets so the thrift store owner
: (who usually runs several) can use the name. Some of the other thrifts
: *are* charities, but with name licensing like this it's difficult to tell. :)

: And while we're at it, check out the prices on some of the stuff in your
: local thrift. Especially if it's a potential collectible (*anything* that
: says "Star Wars" is a likely candidate in my area) - I saw a poster
: straight out of a Suncoast marked at $100. And my personal favorite, old
: PC-XT's. Usually these are priced at the bargain nasement price of
: $100-$200, untested and without keyboard or monitor. Selling to the needy
: indeed. :)

A lot depends on the local chapters of these charitable organizations,
how much profit goes to whatever groups.
The main ways a charitable store tries to do good-
- Employs people w/ little or no work experience, trains people generally
ignored by our capitalist system
- Profits left over go to the main organization for other deeds
- Recycling stuff that would otherwise be pitched.

Now... a store has, say, 20 employees, from management down to donation
people. Average is 1/2 full time (40 hrs a week) and 1/2 part time (20
hrs a week). So let's say that's 600 hours a week at the minimum wage-
600*4.25= $2550. (obviously, management is paid more, as well as
long-time employees after raises...) Utilities are a bear at these
places; besides water, trash, electricity, gas, and rent, we have to use
the profits to pay for trucks that pick up at peoples' homes, deliver to
us, etc. That runs about, say, $500. That's around $3000, right?

Thrift stores' average weekly sales are not much above this. A store
that does $5000 a week will have profit left over of about $2000; this is
what is then sent to the rest of the organization. That's only 40%,
which doesn't sound like a lot of profit when there are organizations out
there that claim 90% or better charitable use of donated funds...

The profits are even less when you consider that most people in a thrift store make more than the minimum wage. Our store has about 25 employees, and the average hourly pay is around $6 (skewed upwards cos of management) let's say there's an average of 30 hours per; that will work out to $3600 just in salary. If we have a poor week and do only $5000 in sales, maybe $900 will be sent on- only 18.5%.

Thrift stores are basically used not as a money making tool by these organizations- it *is* an effective form of advertising, though. Instead of paying a thousand a week for advertising, if you can get a store that will return a small amt of money AND will help keep awareness up of the charity's existance, that's a Good Thing. (tm) And, like said before, it's often a starting point for people who can't get employment; teenagers from the neighborhood, people doing community service, disabled people unable to return to their former occupation, etc. That's a nice service in and of itself.

Now- if there's something that you think is high priced, either tell management OR just leave it alone. Criminy. Stealing is stealing, whether it's from "those stupid people at the thrift store" or unemployed grad students at the mall. After all, I personally think clothing at Parisian is way too expensive, but I don't advocate taking stuff, especially when it *is* just a luxury and not something necessary to survival.

Finally- a lot of people seem to have the wrong impression; thrift stores don't exist to SELL to needy people. The stuff in thrifts are mostly luxury items; if we can help a needy person by selling them something, dandy, but obsolete computers and board games son't seem all that important when you need to buy food, y'know?

1911. Are you REALLY a stressed out student?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-02 00:00:00 UTC
From: Jens Schriver <lovkraft@hvision.nl>
Message-ID: <4jscdh$lt@axil.hvision.nl>
Source record: 84736
Cross-posted to: comp.sys.ibm.pc.games.marketplace,comp.sys.cbm,comp.sys.ti,comp.sys.apple2,comp.sys.apple2.marketplace,comp.sys.amiga.software,comp.sys.atari.8bit,comp.sys.mac.games.marketplace,misc.forsale.computers.pc-specific.software,misc.forsale.computers.other.software,misc.forsale.computers.mac-specific.software

Netly News, the online Newspaper, wrote about it.

Over a thousand users know about it.

It's growing, and can't be ignored!

THE EVIL HOUSE OF CHEAT!
http://www.hvision.nl/~lovkraft

The www site to be, if you are a student, and want to freely download
essays written by other students. All essays are with descriptions and
the grade which was given. This new concept will expand. The database
of titles in all subjects is, every day.

Just check it out! It's controversial and popular.

Jens Schriver, webmaster.

If you like, give me some feedback.

1912. Re: Help with 1050 drives needed!

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-02 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <4jsd8n$gg1@blackice.winternet.com>
Source record: 84737

> Russ.Gilbert@apk.wariat.org (Russ Gilbert) writes:
> (Did I send e-mail to R. Mier?)
> About the plug/unplug the 1050 SIO. Rich says you gotta unplug the
> power pak before plug/unplug the SIO. Can you just turn off the drive
> or do you have to unplug the power pak, or maybe just unplug the power
> supply from the outlet?
> --
>>>>
Unplug the power pack from the 1050, then unplug the SIO
cable. Power can be ON on the CPU. The problem has to do with the
secondary winding of the Power Pack. Remember, the problem only occurs
1 out of 10 - 20 times that you do it, not all the time.

Rich Mier

1913. Re: Help with 1050 drives needed!

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-02 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <4jsco2$gg1@blackice.winternet.com>
Source record: 84738

> Russ.Gilbert@apk.wariat.org (Russ Gilbert) writes:
> (Rich Mier says don't plug/unplug SIO into 1050 with power pak plugged
> in.)
> PUT THAT in the FAQ. I never knew that. I'm wondering. Is it ok to
> just turn the drive off when plug/unplug the SIO or do you have to
> unplug the power pak in all cases? I've blown a Atari power pak
> plugging it into an Indus, but I didn't know about this one. Thanks.
> --
>>>>
Like I said, I won't go into an explaination of what happens,
electronicly. It doesn't really matter if the 1050 Transformer has power on
or off, it 'Might' happen if plugged into the 1050. It is really bad on 810's. I've
replaced a lot of the CA3086's for this reason and I keep a half dozen around
all the time. One thing, if the system has been turned off for, oh say, 5 - 10
minutes it won't matter. By then all the capacitors should be bled(sc?) to
0 volts.
Yes, plugging in an Atari 1050 power pack to in Indus may
blow the power pack but more often it blows or also blows the 5 Volt
regulators in the Indus. Bought a Indus for $5.00 because of that. Two 5 Volt
regulators later it was working fine.

Rich Mier

1914. Want to trade 8-bit hardware for 8-track tapes :)

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-02 00:00:00 UTC
From: Jeremy Larsen <JEREMY@MUSIC.CC.UGA.EDU>
Message-ID: <02APR96.24881814.0089@UGA.CC.UGA.EDU>
Source record: 84739

.

Well this might seem a bit strange, but here goes...

This list is divided into Sale, Trade, and Auction sections...
Anything not gone from this list in a week or two will be given to
the local thrift store of my choice!

****
* SET SALE *
****

Atari 2600 with box, power supply, switchbox and games:
Star Raiders
Phoenix
Centipede
Solaris
River Raid
Combat
Enduro
Frogger
$10 + $6 postage

Odyssey^2 Console with power supply and Spin-Out cart. One joystick dead
$7 + $6 postage

Hayes Smartmodem 1200 - $5 plus $3 postage

Racal-Vadic 1200 modem - $5 plus $3 postage

****
* AUCTION *
****

VGR BID

(1) Atari 2600 California Games with box -R- $3 min
(2) Atari 2600 Big Bird (w/b,i & o) box really torn up -R- $3 min
(3) Atari 7800 Crossbox with box -R- $2 min
(4) Atari Yars' Revenge cassette (a kids' story) no book $2 min
(5) "Amazing Adventures of Pac-Man" LP record (Kid Stuff) $5 min
(6) "Pac-Man's Christmas Album" LP (Kid Stuff) $5 min
(7) Atari 5200 Super Breakout w/ 1 overlay (2 available) $1 min
$1 min
(8) Atari 5200 Galaxian w/ 1 overlay $1
(9) Atari 5200 Pac Man $1

Some classic video game board games to be added in the following
days...

****
* TRADE * TRADING ATARI 8-BIT STUFF FOR 8-TRACK CARTRIDGES!
****

EXPLANATION: I have all this Atari 8-bit stuff sitting around, and
this is its last stop before I drop it all off at the thrift store.
I am almost exclusively interested in trading this stuff for 8-track
tapes. I generally want rock n roll, but will listen to any offer.
Condition or playability is not a factor unless the cart is in pieces :)
Keep in mind that I almost never pay more than 50c for an 8-track
(usually 5c-25c), so try to make it worth my while because it's going
to be somewhat pricy to ship these things! If you really want something
and have no 8-tracks, make me an offer on something else, or with
cash -- but keep in mind that some of it works, some doesn't. It
may all be fixable. I don't know--I got most of this stuff from people
who made me buy all they had to get some carts or something. And if
you want to make me a deal on everything as a package -- go ahead!!
Just remember that it's up to you whether it's worth the shipping
or not (if you want to pay postage and a few extra dollars for me
hauling this stuff to the post office, I'm all ears).
Mostly (ideally) though, I would like to trade it out for 8-track
tapes. Other interests would include 8-bit carts I don't have
(and I don't have too many -- I really want a game called Rallyrace!)
pong systems I don't have, INTV/Coleco/O^2 carts, and (this is WAY
out there, but heck, I might as well mantion it) an Arcadia console.

Atari 2600 - 3 (2 Telegames, no ps or anything)
Atari 1050 disk drive - 3 (all with power supplies)
Atari 400 - 1 (w/ raised keyboard))
Atari 410 tape recorder - 1 like new in box, 1 w/ neato dust cover
Atari 800 - 2 (1 w/ neato dust cover)
Atari 810 disk drive - 1 (w/ neato dust cover)
Atari 1027 printer - 1 (works, needs new ink)
Atari 800XL - 1 (w/ power supply)
Atari 600XL - 1 (w/ power supply)
Atari XM301 modem - 1 (lights up but doesn't work)
Assorted booklets, manuals, etc.
8-bit carts: BASIC (3), Pac-Man, Space Invaders

And by the way, I'll be willing to listen to any trade offer for any-
thing on this list, not just the "TRADE" section. Climb in those
attics and find that box of 8-tracks!

****
* THE END * and misc stuff...
****

Email me with any questions or offers. Auction ends at midnight on
April 14, 1996. Bids and everything else go to

jeremy@music.cc.uga.edu

Thanks everyone!
Jeremy

1915. New Atari emulator XL-IT

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-02 00:00:00 UTC
From: Ivan Mackintosh <ivan@rcp.co.uk>
Message-ID: <316137B7.4155@rcp.co.uk>
Source record: 84740

http://www.htw.uni-sb.de/people/mgietzen/atari/xl-it.html

I have only had this for a few minutes but I am already
excited as it currently (v 0.11) runs more software than
software than PCXFormer!

The software that I have quickly tried:

Starquake - I couldn't fault it.
Rebound - A minor problem with players but was still
playable.

(both of the above didn't work at all on Xformer!)

Chuckie Egg also worked but slowly - I can't remember
how fast the original went.

Loco - Unfortunately you cannot blow up the planes
but still playable!

Joyride (hardsoft's latest demo) It got as far as the
first demo with no problems - I didn't spend to long
playing with this one.

Tube Baddies - works as well as PCXformer but still has
problems with Players

In my opinion a much better product than XFormer,
well done Markus Gietzen!

--
e-mail: ivan@rcp.co.uk
dodger's official web page:
http://www.netlink.co.uk/users/helix/dodger/

1916. FS: 800 system

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-02 00:00:00 UTC
From: mjr1769@tntech.edu
Message-ID: <1996Apr2.234411.20098@atlas.tntech.edu>
Source record: 84741

All of this goes together,it's a package deal!
For Sale:

Atari 800 w/48K
Atari 410 cassette drive
Atari 1050 disk drive
Commodore 1702 color monitor
Panasonic KX-P1090 printer (80 column,dot matrix,does graphics,
tractor or friction feed)
Ape-Face XLP printer interface (RS-232)

Atari- Atariwriter (cart)
BASIC (cart)
Basketball (cart)
States and Capitals (cass)
Conversational Spanish (cass)
Sublogic- Flight Simulator II (disk)
Koala- Micro Illustrator (disk)
WITH Koalapad touch tablet
Antic(APX Classics)- RAMbrandt ver. 2.0 (Compatible with touch
tablet or joystick, converts MicroIllustrator
files. Also prints files.
All of the above are in original boxes with documentation,
except the 800 and 410, which don't have the original box.
All of this equipment is in good shape. Of course, all cables and power
supplies are included.

You pay shipping. Make me an offer on this system!

MJR1769@gemini.tntech.edu

1917. Need Help with a Jaguar Kiosk

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-02 00:00:00 UTC
From: mbates@s3.sonnet.com
Message-ID: <mbates-0204962154470001@ppp15-stk.sonnet.com>
Source record: 84742
Cross-posted to: rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.8bit

Hello all,

I just picked up my Jaguar Kiosk from Atari and am very pleased with it. Quite huge. Has a controller and all sorts of cool stuff in it. HOWEVER,

It has a video connection I have never seen before. The Jaguar end is the same as we all know but the business end is VERY different.

It has two RCA jacks which are obviously sound and then a 9 pin DBM connector on the end. Exactly like ones you would find on an older IBM compatible monitor. Can anyone tell me what monitor this goes to?

Thanks

-marlin

1918. Re: XL-It! Atari 800XL Emulator

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-03 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4jsmds$sqn@nuke.csu.net>
Source record: 84743

Markus Gietzen (magi@stud.uni-sb.de) wrote:
: Hello !

: After two weeks of work I make the first version of my Atari XL
: Emulator available to the public.

Ok - I looked at your Website and the screenshots. Those two weeks of work
sure made something cool! Show us more! What else can run on this thing!?

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/~kendrick/

1919. Re: Marble Madness & Gunslinger

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-03 00:00:00 UTC
From: jhardie@usa.pipeline.com
Message-ID: <4jso2s$9b2@news1.h1.usa.pipeline.com>
Source record: 84744
Cross-posted to: comp.sys.atari.8bit,

On Mar 31, 1996 09:32:03 in article <Marble Madness & Gunslinger>,
'Lawrence Staveley <Lawrence@kwll.demon.co.uk>' wrote:

>Does Marble Madness exist for the Atari 8-bit? I loved this game in the
>arcades, and over here in the UK it came out for virtually every other
>machine except the Atari. Anyone out there ever see it?

Marble Madness was never released for he Atari 8-bit. (I waited and waited
and waited). But I'd be willing to bet that there's a prototype version of
it out the somewhere.

John

1920. Re: Help with 1050 drives needed!

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-03 00:00:00 UTC
From: ricortes@netmagic.net
Message-ID: <4jslff$c1e@news.netmagic.net>
Source record: 84745

In article <808339369wnr@kwll.demon.co.uk>,
Lawrence Staveley <Lawrence@kwll.demon.co.uk> wrote:
>Can anyone suggest anything.
>
>I have three (yes, three!) 1050 drives all with the same problem.
>
>They all power up and make the drive spin. Two of them are 'Happy' and
>pass the power-on diagnostic (ie, the light doesn't flash). You put a
>disk in and it spins properly. You connect it to an Atari and: NOTHING!
>
>I know it's not the Atari as it has two drives connected that work
>fine, and it's not a promlem with the id select either. I've also
>swapped the chipsets between the three to check for a dodgy chip, but,
>alas, nothing. It must be something simple for all three to be the
Did you try replacing the lm3086 chip: They buffer some of the signals.
Rick

1921. Re: help with drive/SIO2PC cable

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-03 00:00:00 UTC
From: ricortes@netmagic.net
Message-ID: <4jslsq$c2n@news.netmagic.net>
Source record: 84746

90% sure, track zero sensor has gone south. American TV has them
for ~$2 or if you're really in a hurry, you may just be able to
take the case apart & replace the LED/photo transistor.
Rick

1922. Atari 800 hardware and software for sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-03 00:00:00 UTC
From: tsw@accessone.com
Message-ID: <4jt4ut$nlo@news.accessone.com>
Source record: 84747

My husband insists its time to get rid of our Atari stuff, so I would like to sell all of this as a package. Will take best reasonable offer.

Hardware:
Atari 800 w/48K RAM
Atari 810 disk drive
Atari 410 tape drive
5 joysticks

Software:
Kaboom, Star Wars, Star Trek, Defender, Frogger, Q-bert, Jumbo Jet Pilot, Submarine Commander, Dig Dug, Pac-Man, Atari Basic, much more

tsw@accessone.com

1923. Re: "Thrifts... Just What're They Thinking About ?"

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-03 00:00:00 UTC
From: joan3@ix.netcom.com
Message-ID: <4jt1aq$5q5@reader2.ix.netcom.com>
Source record: 84748
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,rec.games.video.atari,comp.sys.atari.8bit

In <4jmhqt$kle@access1.digex.net> bond@access1.digex.net (Sean Connery)
writes:
>
>In article <4jf8p9$4pf@news1.mtholyoke.edu>,
>Adam Michael Anazeri <amanazer@mtholyoke.edu> wrote:
>>
>>I really can't believe that someone would stoop so low as to swindle,

>>rip-off,or cheat a thrift store...a store whose fundamental principle
to
>>is to aid those in need. If a cartridge or system is above what you
feel
>>you should pay then leave it there or consider the extra cost a
donation
>>to the cause. But please don't steal from a thrift store...that is
just
>>plain unkind...
>>
>>
>>(please deposit $.02)
>
>
>Not when they have no idea what they are doing...and you can't explain

>things to them because they don't care....i have liberated a cart or
two
>as needed by putting it inside something else, etc. It's a judgment
>call....especially at place that change their pricing policy eveyr 2
weeks
>and you end up getting screwed... Or places that price old consoles
based
>on weight!!!
>
>--
>

Stealing is stealing, no matter how you justify it to yourself. Do you
put things in your pocket in other stores?

1924. Re: New Atari emulator XL-IT

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-03 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4jt8v7$jae@nuke.csu.net>
Source record: 84749

Ivan Mackintosh (ivan@rcp.co.uk) wrote:

: Joyride (hardsoft's latest demo) It got as far as the
: first demo with no problems - I didn't spend to long
: playing with this one.

I tried Joyride with Rainbow. The music was kinda messed up, and Rainbow doesn't support volume-only mode, but other than that, AND the "no further than the first part" problem, it worked very well on Rainbow, too!

I think the load problem is because of their special disk I/O routines (which allow for music and 3D animation while loading (cool!!)). I'll bet ANY emulator which doesn't fully emulate SIO would die on this too.

Hey, does SpartaDOS run on Rainbow? How about XL-It? PC Xformer? Atari800?? I know it has it's own funky I/O as well - I bet it won't run on anything that Joyride won't run on.

AND, does ANY Atari emulator support volume-only mode (digitized) sound??

-bill!
kendrick@zippy.sonoma.edu ||| kendrick@vax.sonoma.edu
** New Breed Software ** / | \ ** William Kendrick **
http://zippy.sonoma.edu/~kendrick/ http://sterba.com/

1925. FREE Atari 2600/5200/7800/Lynx and 8-BIT Computer Catalog

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-03 00:00:00 UTC
From: ice@skypoint.com
Message-ID: <4jtais$q4k@stratus.skypoint.net>
Source record: 84750
Cross-posted to: comp.sys.atari.8bit,alt.atari,alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs

```
**************************************************************************
* Have you ever thought there was no place on earth to get hardware and *
* software for your 2600/5200/7800/Lynx and Atari 8-Bit computers? *
* *
* WELL LOOK NO FURTHER!!! *
* *
* *
* To receive a FREE catalog of all Atari 8-bit and game machine products, *
* email your full name and postal mailing address to: ice@skypoint.com *
**************************************************************************
```

1926. Re: "Thrifts... Just What're They Thinking About ?"

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-03 00:00:00 UTC
From: alensmithe@aol.com
Message-ID: <4jt8i9$62p@newsbf02.news.aol.com>
Source record: 84751
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,rec.games.video.atari,comp.sys.atari.8bit

Do thrift stores REALLY throw stuff out if no one buys it??? That sound
really ridiculous. In "8-track Mind," a magazine for 8-track tape
collectors, someone wrote in a story of a Goodwill store that would not
put out donated 8-tracks for sale because "they're dirty, bulky and no one
buys them anyway!" If that is true I would not donate anything to a
thrift store!
The service thrift stores provide which to me is most important, is their
making available stuff that you would never find anyplace else! If I want
8-tracks, I go to Goodwill, but if I want CDs then I'll go to Tower!

AlenSmithe@aol.com <---Yes, I know AOL sucks; I'm working on getting rid
of it!

There's nothing we wanna watch on TV tonight, but we're still gonna watch
something great- with our RCA VideoDisc player and VideoDiscs! Just flip a
switch, and on OUR TV we see Airplane or The Pink Panther, The Godfather
or Grease, Muppets, monsters, Mickey, MASH and 100 more, starting as low
as $15! And the player costs less than 500! Put it this way; we're
watching a GREAT MOVIE! And you're watching- us.
BRING THE MAGIC HOME ON RCA!

1927. Re: Are you REALLY a stressed out student?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-03 00:00:00 UTC
From: aa349@cleveland.Freenet.Edu
Message-ID: <4jtij1$5en@madeline.INS.CWRU.Edu>
Source record: 84752
Cross-posted to: comp.sys.ibm.pc.games.marketplace,comp.sys.cbm,comp.sys.ti,comp.sys.apple2,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.mac.games.marketplace,misc.forsale.computers.pc-specific.software,misc.forsale.computers.other.software,misc.forsale.computers.mac-specific.software

In a previous article, lovkraft@hvision.nl (Jens Schriver) says:

>Netly News, the online Newspaper, wrote about it.
>
>Over a thousand users know about it.
>
>It's growing, and can't be ignored!
>
>THE EVIL HOUSE OF CHEAT!
>http://www.hvision.nl/~lovkraft
>
>The www site to be, if you are a student, and want to freely download
>essays written by other students. All essays are with descriptions and
>the grade which was given. This new concept will expand. The database
>of titles in all subjects is, every day.
>
>Just check it out! It's controversial and popular.
>
>Jens Schriver, webmaster.
>
>If you like, give me some feedback.

Here is my feedback:

I think this is one of the most degenerate and perverse uses of
the Internet I have seen to date!

Are you planning to add a section for doctoral thesis next?

Maybe a law to censor the Inet is not such a bad thing after all...

Howard Herman INet:72560.3467@compuserve.com

--- --- --- --- ---
_____ / //_/ // / // / //_/ //
hlh@panix.com / ___ // / //___ / ___ //
FreeNet:aa349 /_// /_// /_____// /_// /_//

--

1928. Action!

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-03 00:00:00 UTC
From: George Mckinney <gmckinne@Direct.CA>
Message-ID: <4jtrm9$87p@aphex.direct.ca>
Source record: 84753

In my 8-bit days, OSS's ACTION! cart was my favorite language,
(with MAC-65 for the delicate work). Can anyone tell me if OSS is
still around, or who holds the rights to ACTION! (or if the source
code was released)
Thanks,
George McKinney

1929. Re: "Thrifts... Just What're They Thinking About ?"

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-03 00:00:00 UTC
From: bond@access2.digex.net
Message-ID: <4ju8oe$gtj@access2.digex.net>
Source record: 84754
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,rec.games.video.atari,comp.sys.atari.8bit

In article <4jt1aq$5q5@reader2.ix.netcom.com>,
joan ellis <joan3@ix.netcom.com> wrote:

>>Not when they have no idea what they are doing...and you can't explain
>
>>things to them because they don't care....i have liberated a cart or
>two
>>as needed by putting it inside something else, etc. It's a judgment
>>call....especially at place that change their pricing policy eveyr 2
>weeks
>>and you end up getting screwed... Or places that price old consoles
>based
>>on weight!!!
>>
>>--
>>
>
>Stealing is stealing, no matter how you justify it to yourself. Do you
>put things in your pocket in other stores?

Joan--you really need to leave the formatting alone...you destroyed my post. But to answer--no I don't. And if you don't see the logic in my post...then obviously you have never searched out carts for days at 10 thrifts. Don't pass your lousy judgment on me. Go out and deal with these thrifts and then come back and talk your crap. We're talking about places that split junk up and change policy every other week...by any mean necessary...get the cart!

And the only other people buying this "old trash" are collectors...so give me a break...when have you seen a poor street urchin saving his pennies so he can buy Pitfall! for 99 cents??? Go whine somewhere else.... All serious collectors have fudged at one time or another...it has to be done from time to time.

--

1930. Re: XFD -> ATR?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-03 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <3162DD63.C36@ncweb.com>
Source record: 84755

Lawrence Staveley wrote:
>
> In article: <4j03el$hd8@stratus.skypoint.net> lmull@skypoint.com (Larry Mullaly) writes:
> > Newsgroups: comp.sys.atari.8bit
> > Subject: XFD -> ATR?
> >
> > I know this probably has been asked before but does anyone know
> > how to convert XFD to ATR? Thanks.
>
> Using XFormer.
>
> Create an ATR disk somehow (using APE or SIO2PC) and then load it into XFormer as a
> drive, load the disk you want to copy into another drive, load DOS into drive 1, and
> copy this disk.
>
> Lawrence@kwll.demon.co.uk

Easier still ... null modem the file from your atari(as a DCM file) to the PC, then run the PC
program called "DCMTOATR.EXE".

There's more than one way to scratch an itch ...
--

```
*************************************************************
* Hi! /\_/\ /\_/\ * cooncat@ncweb.com *
* | O O | | O O | * aj445@po.cwru.edu *
* from = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* ^ ^ ****************************
* Bill "Data" & "Geordi" * It's a BABY; NOT a Choice!*
* (my 2 cats) * Please Spay or Neuter *
* say "Hello" too! * your pets! *
*************************************************************
```

1931. Problem with modem and BobTerm.

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-03 00:00:00 UTC
From: jct@astro.ocis.temple.edu
Message-ID: <4juijs$ph6@cronkite.ocis.temple.edu>
Source record: 84806

I was wondering if anyone had any insight on my problem. I have an 800xl with a 1050 dd, and an 850 serial interface. I just recently got BobTerm and I decided to try it out. I have a regular Hayes compatible modem hooked up to my 850. When I load BobTerm, I can make the modem dial and connect, but I can't get it to send anything to the screen. Am I missing something obvious, or is there something I'm completeyly in the dark about? I've never tried to use any of the serial ports on the 850 before, only the printer port. Any help would be greatly appreciated, because I'd like to start using my good old 800xl to check my e-mail and such.

Thanks,
john charles taylor
jct@astro.ocis.temple.edu

--

Charlie: Why doesn't she listen to what Mr. Wonka says?
Grandpa: Because she's a nit-wit, Charlie.

Can't... get... any... work... done...

Must... warn... others...

1932. Re: Xl-It! Version 0.11 out

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-03 00:00:00 UTC
From: magi@stud.uni-sb.de
Message-ID: <4juiee$hou@hades.rz.uni-sb.de>
Source record: 84807

Eric Ranieri (lerani@widomaker.com) wrote:
: In article <4jp9sv$2gf@hades.rz.uni-sb.de>, magi@stud.uni-sb.de (Markus Gietzen) says:
: >
: >Hello !
: >
: >The version 0.11 of XL-It! is out:
: >
: > XL-It! is a free ATARI 800-XL emulator which is available for
: > these platforms:
: >
: > o NEW MS-DOS (>=i386)

: I'm almost embarassed to ask this, but.....

: Anyone know if this emulator (dos version) can run AR...?

: Thanks.

This version can't run it. But the actual version (my development version)
is able to because I added a 1050 emulation. That means that the access
to the serial port is emulated in the way as if a 1050 is connected.

Bye,
Markus

1933. Re: Are you REALLY a stressed out student?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-03 00:00:00 UTC
From: davidw@cie-2.uoregon.edu
Message-ID: <4juj89$hco@pith.uoregon.edu>
Source record: 84808
Cross-posted to: comp.sys.ibm.pc.games.marketplace,comp.sys.cbm,comp.sys.ti,comp.sys.apple2,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.mac.games.marketplace,misc.forsale.computers.pc-specific.software,misc.forsale.computers.other.software,misc.forsale.computers.mac-specific.software

Howard Herman (aa349@cleveland.Freenet.Edu) wrote:

: In a previous article, lovkraft@hvision.nl (Jens Schriver) says:

: >THE EVIL HOUSE OF CHEAT!
: >http://www.hvision.nl/~lovkraft

: I think this is one of the most degenerate and perverse uses of
: the Internet I have seen to date!

: Are you planning to add a section for doctoral thesis next?

: Maybe a law to censor the Inet is not such a bad thing after all...

Man, this is quite possibly the MOST moronic discussion I've ever seen. You want doctoral theses? Go to the LIBRARY, idiot! You want essays with grades and grade explanations? GO TO THE LIBRARY!

Man, if you people think this is novel in any way besides the fact that it's on the internet, you're WRONG. You can go to any library or bookstore and pick up thousands of essays on thousands of subjects, with explanations of their strong and weak points, and in some cases the grade given.

Censor the internet for this? What a fucking stupid idea. I don't suppose you knew that many frat/sorority houses keep TESTS on file? It's not illegal, it just means they're too stupid to do well on their own.

You want essays? I've received A's in courses ranging from Philosophy to Sociology to Neuroscience, etc. I'll be happy to upload any "A" grade essays I have. If you actually USE them, it's plagiarism, and you can be kicked out of school for it if they find out. If, on the other hand, you just want to get some ideas, there's absolutely NOTHING wrong with using other people's essays.

Quite frankly, I am astounded that this discussion is even here. The person who invented the site is stupid for suggesting that people put their educational careers on the line by plagiarizing, and the person who thought it was an abomination that ought to be censored either has his head up his ass or was just born yesterday.

Geeeze...

--
David Weingarten

Disclaimer: My opinion is just that, so don't have a cow.
Political correctness is for weenies.

"We should all live as though someone were writing a book
about us."

1934. Re: "Thrifts... Just What're They Thinking About ?"

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-03 00:00:00 UTC
From: marsh@anvil.nrl.navy.mil
Message-ID: <4juilb$jnq@ra.nrl.navy.mil>
Source record: 84809
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,rec.games.video.atari,comp.sys.atari.8bit

In article <4ju8oe$gtj@access2.digex.net>
bond@access2.digex.net (Sean Connery) writes:

> >Stealing is stealing, no matter how you justify it to yourself. Do you
> >put things in your pocket in other stores?
>
>
> Joan--you really need to leave the formatting alone...you destroyed my
> post. But to answer--no I don't. And if you don't see the logic in my
> post...then obviously you have never searched out carts for days at 10
> thrifts. Don't pass your lousy judgment on me. Go out and deal with
> these thrifts and then come back and talk your crap. We're talking about
> places that split junk up and change policy every other week...by any mean
> necessary...get the cart!
>
> And the only other people buying this "old trash" are collectors...so give
> me a break...when have you seen a poor street urchin saving his pennies
> so he can buy Pitfall! for 99 cents??? Go whine somewhere else.... All
> serious collectors have fudged at one time or another...it has to be done
> from time to time.

Actually, despite your exceedingly lame rationalizations, Joan had it
exactly right. You are stealing, pure and simple, and it is wrong no
matter how you may try to justify it to yourself. (No one else is
buying your line.)

Thrift stores don't charge an arm and a leg for this old stuff. Pay the
price or leave it on the shelf. Period. Anything else is *stealing*.
There is no amount of "logic" that will change this simple fact, nor
justify it.

Dr. Moze (Steve Marsh) marsh@anvil.nrl.navy.mil

1935. Atari 8-Bit Computers: Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-03 00:00:00 UTC
From: Michael Current <MCURRENT@carleton.edu>
Message-ID: <atari-8-bit/faq_828569567@rtfm.mit.edu>
Source record: 84810
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/faq
Posting-Frequency: monthly

Welcome to the comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group!

Atari 8-Bit Computers

Frequently Asked Questions List

Revised 27-Mar-96

Additions/suggestions/comments/corrections are needed! Please send to:

URL:mailto:mcurrent@carleton.edu
UUCP: ...!umn-cs!ccnfld!mcurrent
Cleveland Free-Net: aa700

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The Atari 8-Bit Computers Frequently Asked Questions List was created to
provide answers to many commonly asked questions found in the Internet's
comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group. It is in
a constant state of development, and comes with no guarantees. If you
see any problems, I need to hear from you!

--- Where to get the latest copy of the 8-bit Atari FAQ List ---

The home of many FTP archive sites, automatically updated monthly:
URL:ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/faq

The World Wide Web hypertext version, automatically generated monthly:
URL:http://www.smartpages.com/faqs/atari-8-bit/faq/faq.html
URL:http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/faq/faq.html

WWW "flat hypertext" versions, automatically generated monthly:
URL:http://www.cs.ruu.nl/wais/html/na-dir/atari-8-bit/faq.html
URL:http://www.lib.ox.ac.uk/internet/news/faq/archive/atari-8-bit.faq.html

Usenet newsgroups where this FAQ list is automatically posted monthly:
URL:news:comp.sys.atari.8bit URL:news:comp.answers URL:news:news.answers

You can also get the latest version by e-mail.
URL:mailto:mail-server@rtfm.mit.edu , message says:
send usenet/news.answers/atari-8-bit/faq
```

quit

Finally, you can always ask me for a copy at URL:mailto:mcurrent@carleton.edu

---

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0.1) Table of contents

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Subject: 1.1) What is an Atari 8-bit computer?

In order of their release, the Atari 8-bit computers include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, and the XE Game System. The 400/800 models were first shown publicly in November 1978 and first sold in 1979. The final machine, the XE Game System, was released in 1987. Atari Corp. officially dropped all remaining support of their 8-bit computer line on January 1, 1992.

The following text was written by Chris Crawford and appears in De Re Atari (Atari#APX-90008), a book published and copyright by Atari, Inc., 1981-1982. It has been very slightly modified here for generality.

"The internal layout of the Atari 8-bit computer is very different from other systems. It of course has a microprocessor (a 6502), RAM,

ROM, and a (PIA). However, it also has three special-purpose (LSI) chips known as ANTIC, GTIA, and POKEY. These chips were designed by Atari engineers primarily to take much of the burden of housekeeping off of the 6502, thereby freeing the 6502 to concentrate on computations. While they were at it, they designed a great deal of power into these chips. Each of these chips is almost as big (in terms of silicon area) as a 6502, so the three of them together provide a tremendous amount of power. Mastering the Atari 8-bit computers is primarily a matter of mastering these three chips.

ANTIC is a microprocessor dedicated to the television display. It is a true microprocessor; it has an instruction set, a program (called the display list), and data. The display list and the display data are written into RAM by the 6502. ANTIC retrieves this information from RAM using direct memory access (DMA). It processes the higher level instructions in the display list and translates these instructions into a real-time stream of simple instructions to GTIA.

GTIA is a television interface chip. ANTIC directly controls most of GTIA's operations, but the 6502 can be programmed to intercede and control some or all of GTIA's functions. GTIA converts the digital commands from ANTIC (or the 6502) into the signal that goes to the television. GTIA also adds some factors of its own, such as color values, player-missle graphics, and collision detection.

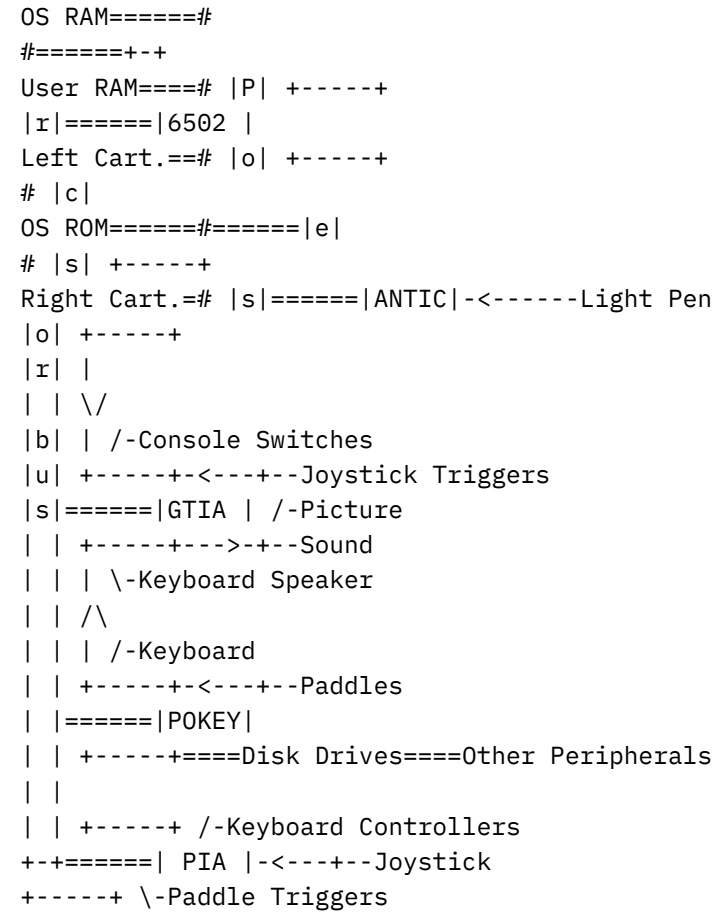
POKEY is a digital input/output (I/O) chip. It handles such disparate tasks as the serial I/O bus, audio generation, keyboard scan, and random number generation. It also digitizes the resistive paddle inputs and controls maskable interrupt (IRQ) requests from peripherals.

All four of these LSI chips function simultaneously. Careful separation of their functions in the design phase has minimized conflicts between the chips. The only hardware level conflict between any two chips in the system occurs when ANTIC needs to use the address and data buses to fetch its display information. To do this, it halts the 6502 and takes control of the buses."

The 130XE and XEGS contain a small additional LSI called FREDDIE, a RAM address multiplexer. According to URL:mailto:sup8pdct@closer.brisnet.org.au (James Bradford), "Freddy is a type of memory controller. It takes the address and clock from the CPU and multiplexes it with the appropriate timings and signals to use DYNAMIC memory. Freddy also buffers the system clock crystal and divides it down then feeds that to GTIA. The XEGS has a freddy but it doesn't have the extended RAM. Even if it did, you would still need the chip that does the REAL bank switching. It is a small 16-pin chip (Atari/Best Electronics catalog number CO25953: rev9/page 42). It gets RAS from freddy, the bank select bits from PIA, A14, A15 and the 6502 halt signal to control which bank of 8 chips RAS goes to. A14 and A15 then go to freddy for the address range of the extra memory bank (or normal address range with no bank switching). The ANTIC/6502 select bits in combination with the 6502 halt line, control the switching of the PIA bank number bits to A14/A15 and which bank of memory RAS goes to. Why people say freddy does the bank switching is

beyond me. An 800XL can look like a 130XE with that 16-pin chip installed
(That's right NO freddy) and an extra 8 RAM chips."

Hardware Arrangement



Beginners at using the 8-bit Atari platform may wish to contact Bill
Kendrick, URL:mailto:kendrick@sonoma.edu , for his Newbie/Emulator FAQ.

The following is taken from Bill's Newbie/Emulator FAQ.
Graphics:
The Atari has maximum resolution of 320 x 192 (standard, non-overscanned
screen) x 2 colors. 160 x 192 x 4, 160 x 192 x 2, 160 x 96 x 4,
160 x 96 x 2, 80 x 48 x 4, 80 x 48 x 2, 40 x 48 x 4 graphics are also
supported. 40 x 24 x 256-character (128 normal, 128 inverse, character
set indirection available) text mode is standard (2 colors).
40 x 24 x 128-multi-colored-character (4 colors per character allowed,
the other 128 characters have 4th changed into a color 5) and
40 x 12 x 128-multi-colored-character screen modes are available.
GTIA graphics support 80 x 192 x 16 shade-only, 80 x 192 x 16 hue-only,
and 80 x 192 x 9 color screen modes.
Graphics Modes Summarized:
Mode Horiz.xVert.xColors text/graphics
0 40 x 24 x 2 text
1 20 x 24 x 5 text

2 20 x 12 x 5 text
3 40 x 24 x 4 graphics
4 80 x 48 x 2 graphics
5 80 x 48 x 4 graphics
6 160 x 96 x 2 graphics
7 160 x 96 x 4 graphics
8 320 x 192 x 2 graphics
9 80 x 192 x 16 luminence-only graphics
10 80 x 192 x 9 graphics
11 80 x 192 x 16 hue-only graphics
12 40 x 24 x 4-colored text
13 40 x 12 x 4-colored text
14 160 x 192 x 2 graphics
15 160 x 192 x 4 graphics
Normal (bordered), narrow (underscanned), and wide (overscanned) screen
modes are available.
Screen modes can be mixed (by lines) down the screen using the Display
List - a program which is executed by the ANTIC graphics chip every
screen refresh:
60 times per second (Hz) on NTSC Ataris
49.86 Hz on PAL machines
Fine scrolling (both vertical and horizontal) can be enabled on any
line on the screen.
All other screen attributes (color, player/missile horizontal position,
screen width, player/missile/playfield priority, etc.) can be ajusted
at any point down the screen via a "Display List Interrupt."
Four 8-bit wide, 128 or 256 byte high single color players, and four
2-bit wide, 128 or 256 byte high single color missiles are available.
A mode to combine the 4 missiles into a 5th 8-bit wide player is also
available, as is a mode to XOR colors or blacken out colors when players
overlap (good for making three colors out of two players!) Players
and missiles have adjustable priority and collision detection.

Sound:
Four voices of 8-bit pitch-resolution, 4-bit volume-resolution,
8-distortion sound can be produced. 2 voices (1 and 2, and/or 3 and 4)
can be combined to make 16-bit pitch-resolution. Also 4-bit volume-only
modes can be enabled for digitally sampled sound replay.
A fifth "voice" is produced by the internal speaker on Atari 400/800's
(for keyclick and buzzer) and in the XL's and XE's this was
(fortunately!) rerouted through the normal audio output, and the
keyclick can be disabled.

According to Doug Neubauer (by way of URL:mailto:finneganj@delphi.com (James
Finnegan), here is the team that originally designed the Atari 400/800:
<quote>

The A800 VLSI hardware guys include:
Jay Miner - Creator and System architect, VSLI manager
Steve Mayer - Also one of the creators (from the grass valley group)
Joe Decuir - Antic and system and creator

A french guy (whose name I forget) - Antic logic designer
George McLeod - CTIA and GTIA logic design
Doug Neubauer - Pokey logic design
Mark Shieu - Pokey chip design
Steve Stone - Pokey layout design
Steve Smith - Technician for antic and gtia
Delwin Pearson - Technician for Pokey

There were a number of other people whoses names I have forgotten.
I have lost touch with most of them.

<end quote>

[I'd like more system spec's here.]

Subject: 2.1) What is comp.sys.atari.8bit?

If you have Usenet newsgroup access you can access this discussion group through URL:news:comp.sys.atari.8bit . This is an unmoderated newsgroup for discussion about the 8-bit Atari 400/800/XL/XE computing platform. All postings to comp.sys.atari.8bit automatically appear in the Info-Atari8 Digest and in INFO-A8.

comp.sys.atari was split into comp.sys.atari.8bit and comp.sys.atari.st in approximately 1986. To the best of my knowledge, there is no charter for comp.sys.atari.8bit, presumably because the custom of drafting charters for new newsgroups did not exist at that time.

comp.sys.atari.8bit is archived by the INFO-A8 list server.

Subject: 2.2) What is comp.sys.atari.announce?

URL:news:comp.sys.atari.announce is the moderated Usenet newsgroup for news items and announcements related to all Atari computing platforms. This is a low-volume, high-signal newsgroup, useful for reaching the widest possible audience when making 8-bit Atari announcements. Moderated by Yat Siu from URL:mailto:lexicor@world.std.com .

Subject: 2.3) What is comp.sys.atari.advocacy?

URL:news:comp.sys.atari.advocacy is the unmoderated Usenet newsgroup for advocating for or against the various Atari computing platforms. If you enjoy making comparisons between Atari 8-bit and other computing platforms, this is the place to do it.

Subject: 2.4) What is comp.sys.atari.programmer?

URL:news:comp.sys.atari.programmer is the unmoderated Usenet newsgroup for topics in programming on the various Atari computing platforms, including the Atari 8-bit.

Subject: 2.5) What is comp.emulators.misc?

URL:news:comp.emulators.misc is the unmoderated Usenet newsgroup for the discussion of emulating computing platforms on other computing platforms. All emulator discussion that does not involve the Apple][, the Commodore 64, or the WINE MS-Windows emulator (which each have their own emulator groups) may be found on comp.emulators.misc.

Subject: 2.6) What is comp.emulators.announce?

URL:news:comp.emulators.announce is the moderated Usenet newsgroup for news items about emulating one computing platform on another. This is a low-volume, high-signal newsgroup, useful for reaching the widest possible audience when making 8-bit Atari emulator announcements. The moderator may be contacted at URL:mailto:emulators-request@qualcomm.com .

Subject: 3.1) What is the Info-Atari8 Digest?

If you have Internet e-mail access you can access this discussion group through the Info-Atari8 Digest.

The Info-Atari8 Digest originates from

URL:mailto:atari8@netcom.com

Subscription requests should be sent to the above address with the subject:

SUBSCRIBE | UNSUBSCRIBE (that is, one or the other)

The first line of the body of the letter should be the person's full name followed by his/her mailing address. For example:

Mike Todd snyder10@convex1.tcs.tulane.edu

To contribute to discussion threads in the Info-Atari8 Digest, or to start a new thread, send your posting to:

URL:mailto:comp.sys.atari.8bit-news@newsbase.cs.yale.edu

Postings sent in this way automatically appear on comp.sys.atari.8bit and in INFO-A8.

Note that any posting sent to atari8@netcom.com will NOT be cross-posted to comp.sys.atari.8bit, so don't send your posting there. The Moderator hopes to correct this in the future.

The Info-Atari8 Digest is archived by the INFO-A8 listserver.

Recent copies are also kept at
URL:ftp://ftp.kendall.mdcc.edu/pub/atari/info-a8/ (147.70.146.36) by Jason
Duerstock.

The Info-Atari8 Digest Moderator is Mike Todd,
URL:mailto:snyder10@convex1.TCS.Tulane.EDU .

Subject: 3.2) What is INFO-A8?

If you have BITNET or Internet e-mail access you can access this
discussion group through INFO-A8.

The BITNET subscription commands are:
tell listserv at marist register <your real full name>
tell listserv at marist subscribe info-a8

The Internet subscription command is:
URL:mailto:listerv@vm.marist.edu where the message says
subscribe info-a8 <your real full name>

To contribute to discussion threads in INFO-A8, send your posting to

URL:mailto:comp.sys.atari.8bit-news@newsbase.cs.yale.edu

Postings sent in this way automatically appear on comp.sys.atari.8bit and in
the Info-Atari8 Digest.

Any postings sent to info-a8@vm.marist.edu or to INFO-A8@MARIST will not reach
comp.sys.atari.8bit, so don't send your postings there.

You may leave the list at any time by sending a "SIGNOFF INFO-A8" command
to LISTSERV@MARIST, or by sending a message to
URL:mailto:listserv@vm.marist.edu that says "unsubscribe info-a8". Please
note that this command must NOT be sent to INFO-A8@MARIST or to
info-a8@vm.marist.edu.

---The archive of comp.sys.atari.8bit, the Info-Atari8 Digest, and INFO-A8---

You can obtain a list of the available archive files by sending an "INDEX
INFO-A8" command to LISTSERV@MARIST or by sending a message to
URL:mailto:listserv@vm.marist.edu that says "index info-a8". These files can
then be retrieved by means of a "GET INFO-A8 filetype" command, or by
using the database search facilities of LISTSERV. Send an "INFO DATABASE"
command for more information on the latter.

Recent copies are also kept at
URL:ftp://ftp.kendall.mdcc.edu/pub/atari/info-a8/ (147.70.146.36) by Jason
Duerstock.

The INFO-A8 Moderators are:
HARRY@MARIST (A Harry Williams)
URL:mailto:ravi@mcnc.org (Ravi Subrahmanyan)
URL:mailto:billw@score.stanford.edu (Bill Westfield)

INFO-A8 was created on December 9, 1986.

Subject: 3.3) How can I retrieve files from FTP sites by e-mail?

There are several general-purpose FTP mail-servers. These may be used to retrieve any files available from anonymous FTP sites on the Internet.

1) mailto:ftpmail@decwrl.dec.com with no subject line, and two-line body with line 1 help and line 2 quit

2) mailto:ftpmail@grasp.insa-lyon.fr (body: help) Please, European users only.

3) mailto:bitftp@pucc.princeton.edu (body: help or ftplist for a list of anonymous ftp sites)

Of the mail-servers listed here, I recommend this "BITFTP" server. To help you get started using it, try this example of retrieving files from the Umich Software Archives (through the barnone.citi.umich.edu mirror site). Send a message to bitftp@pucc.princeton.edu that says exactly:

```
ftp barnone.citi.umich.edu
user anonymous
cd atari/8bit
dir
cd Telecomm
dir
get ft80v037.txt
get icet.txt
binary
get ft80v037.arc
get icet.arc
quit
```

4) mail BITFTP@DEARN or to mailto:BITFTP@vm.gmd.de (body: help or ftplist for a list of anonymous ftp sites) (Europe only)

Subject: 3.4) How can I post to Usenet newsgroups by e-mail?

From the internet-services/access-via-email FAQ, maintained by "Doctor Bob" Rankin.

Mail the text of your post to:

```
group.name@news.demon.co.uk
group.name@dispatch.demon.co.uk
group.name@bull.com
group.name@cass.ma02.bull.com
group.name@paris.ics.uci.edu
group.name@crs4gw.crs4.it
group.name@berlioz.crs4.it
group.name.usenet@canaima.Berkeley.EDU
```

group.name-news@newsbase.cs.yale.edu

For example, to post to comp.sys.atari.8bit, you might send your
message to:

comp.sys.atari.8bit-news@newsbase.cs.yale.edu

Be sure to include an appropriate Subject: line, and include your real
name and e-mail address at the close of your note.

Subject: 3.5) How can I access the World Wide Web by e-mail?

Swiped from the WWW FAQ, which is maintained by mailto:boutell@netcom.com
(Thomas Boutell), here is how to access a web page by email:

mailto:server@mail.w3.org (preferred) or to
mailto:listserv@info.cern.ch (older address) containing
the following single line. (What you put on the subject line doesn't
matter; blank is OK. This line should go in the text of the message.)
You will receive as a reply a simple page intended to help you learn
more about the Web.

send http://www.earn.net/gnrt/www.html

Subject: 4.1) What is the University of Michigan Archive?

The University of Michigan (UMich) Software Archives hold a huge number of
files for many computing platforms, including the Atari 8-bit computers. For
more information:

Jody Lenn, mailto:lenn@atari.archive.umich.edu (8-bit Atari files)
Mickey Boyd, mailto:boydm@atari.archive.umich.edu (the entire Atari Archive)
Michael Dautermann, mailto:myke@umich.edu (the entire UMich Software Archives)

Downloading

There are numerous methods available for downloading files from the UMich
Archive. The Archivists request you use these mechanisms in this order of
preference:

1) The number one way to get into the UMich archives is via AFS. If you have
AFS, all our files are kept in the directory
"/afs/umich.edu/group/itd/archive". If you have AFS, PLEASE USE IT!
Specifically, use:

URL:file:///afs/umich.edu/group/itd/archive/atari/8bit/

2) Gophering to gopher.archive.umich.edu and looking under the "Software
Archives" choice. Specifically, use:

URL:gopher://gopher.archive.umich.edu:7055/11/atari/8bit/

There are also mirror Gopher servers:
URL:gopher://wuarchive.wustl.edu:70/11/systems/atari/umich.edu/8bit/
URL:gopher://sunsite.doc.ic.ac.uk:70/1/0-Most-Packages/atari/umich/8bit/
URL:gopher://gopher.orst.edu:70/11/g-i-s/computer/zftparea/mirrors/archive.umich.edu/atari/8bit

3) The WWW interface is fine, at this point. http://www.umich.edu/~archive/
Specifically, use:

URL:http://www.umich.edu/~archive/atari/8bit/

A mirror web site:
URL:http://sunsite.doc.ic.ac.uk/computing/systems/atari/umich/8bit/

4) FTPing to atari.archive.umich.edu and looking in the "8bit" subdirectory.
Specifically, use:

URL:ftp://atari.archive.umich.edu/atari/8bit/

The atari.archive.umich.edu FTP site is chronically overloaded, but there are
several mirror sites which are all updated from the home site regularly:
URL:ftp://wuarchive.wustl.edu/systems/atari/umich.edu/8bit/
URL:ftp://sunsite.doc.ic.ac.uk/computing/systems/atari/umich/8bit/
URL:ftp://info2.rus.uni-stuttgart.de/afs/umich.edu/group/itd/archive/atari/8bit/
URL:ftp://ftp.orst.edu/pub/mirrors/archive.umich.edu/atari/8bit/
URL:ftp://barnone.citi.umich.edu/atari/8bit/ (<-- RECOMMENDED)
URL:ftp://ftp.kendall.mdcc.edu/pub/atari/umich.edu/8bit/
URL:ftp://ftp.toad.net/pub/umich/8bit/

Brief FTP tips:
- user name is "anonymous"; password is your e-mail address
- Remember to set file type to BINARY when downloading non-text files
(.arc, .com, .dcm, etc.) by FTP.

5) E-Mail <-> FTP gateways. See the section of this FAQ list entitled "How can
I retrieve files from FTP sites by e-mail?"

Uploading

General uploading tips:
- No uploads may be made to the Archive's mirror sites.
- Please also upload a short text file describing what your upload is. You
might also suggest what permanent 8bit subdirectory you'd like your file to
end up in.
- Note that the 8bit/New directory is "write-only."

1) upload via AFS:
Just copy files into file:///afs/umich.edu/group/itd/archive/atari/8bit/New/

2) upload via FTP:
FTP to atari.archive.umich.edu, cd into "8bit/New", and upload your files.

Brief FTP tips:
- user name is "anonymous"; password is your e-mail address
- Remember to set file type to BINARY when downloading non-text files

(.arc, .com, .dcm, etc.) by FTP.

3) upload via E-Mail:
Simply uuencode the file, (please split it into parts of 60 K or less)
and mail the result to mailto:lenn@atari.archive.umich.edu (Jody Lenn). Please
name the parts in the subject line. This is really helpful as the parts
usually don't arrive in the proper sequence. Also, please include a
message labeled "file transmission," containing a short description of
the file, etc. Shar files are also acceptable, but uuencoded is preferred.

Subject: 4.2) What is the Boston Archive?

Here's an 8-bit Atari FTP site located at Boston University. It is
maintained by Adam Bryant, mailto:adb@albert.bu.edu . This site seems to
have seen no uploads for years, but there are some files here that aren't
on any of the other sites. [IS THIS SITE LOST? - 10/13/95]

ftp://cs-ftp.bu.edu/PC/ATARI (128.197.13.20)

Subject: 4.3) What is the PVV Archive?

This is a mid-sized Atari FTP site maintained by Eyvind Bernhardsen,
mailto:eyvind@lise.unit.no . PVV stands for ProgramVareVerstedet, or The
Software Workshop, a student society at the University of Trondheim, Norway.

ftp://nova.pvv.unit.no/pub/Atari/8bit (129.241.36.207)

Uploads go to ftp://nova.pvv.unit.no/incoming/atari/8bit; Eyvind moves
them to the appropriate directory. Please include a .readme file with
each upload, so people know what they're downloading.

Subject: 4.4) What is the ClarkNet Archive?

This smallish 8-bit Atari FTP site is maintained by Kevin Atkinson,
mailto:kevina@clark.net .

ftp://ftp.clark.net/pub/atari (168.143.0.2)

Write to Kevin for uploading instructions.

A mirror of the ClarkNet Archive, kept by Jason Duerstock:
ftp://ftp.kendall.mdcc.edu/pub/atari/clark.net/ (147.70.146.36)

Subject: 4.5) What is the Gatekeeper's Archive?

This small FTP site offers most of the resources provided on the Atari
8-Bit Home Page. Kept by mailto:ipoorten@cs.vu.nl (Ivo van Poorten, The
Gatekeeper).

ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit (192.31.231.43)

Subject: 4.6) What is the QACE Archive?

The Queensland Atari Computer Enthusiasts have a fairly large FTP site. It is located in Australia and is the local internet sight of Super Products. Contact James Bradford, URL:mailto:sup8pdct@closer.brisnet.org.au for more info.

URL:ftp://203.4.149.98/8bit

Subject: 4.7) What is Preston Crow's ftp site?

Preston Crow keeps a small site filled with the latest utilities for manipulating .ATR and .XFD files.

URL:ftp://ftp.cs.dartmouth.edu/pub/crow/atari/

Subject: 4.8) What is the Polish Demo Archive?

It's a place when you can get all Polish (not only) demos (not only) on a Atari 8-bit.
If You have any comments, write to:
mailto:LukSoft@hipokrates.am.lublin.pl

URL:ftp://hipokrates.am.lublin.pl/sys/pub/atari8/

Subject: 5.1) What is the Cleveland Free-Net Atari SIG?

The Cleveland Free-Net is the hub system of the NPTN, the National Public Telecomputing Network. It can be accessed by any of the following: telnet://freenet-in-a.cwru.edu, telnet://freenet-in-b.cwru.edu, or telnet://freenet-in-c.cwru.edu (129.22.8.32 or 129.22.8.51).
Type "go atari" to reach the Atari SIG.

Those who add their names to the Atari SIG user directories are automatically members of the official Atari user group C.A.I.N. - Central Atari Information Network.

The Cleveland Free-Net Atari SIG publishes the CAIN Newsletter, maintains the CAIN Home Page on the WWW, and keeps the "Who's Who in the Atari Community E-Mail Directory" listing. Send correspondence and press releases to mailto:xx004@cleveland.freenet.edu (Atari SIG).

Subject: 5.2) What is the Youngstown Free-Net Atari SIG?

Youngstown Free-Net (Youngstown, Ohio USA)
telnet://visitor@yfn.ysu.edu (192.55.234.27)

Type "go atari" to reach the Atari SIG. Write to
mailto:xx140@yfn.ysu.edu for more information.

Subject: 5.3) What is the National Capital Free-Net Atari Users SIG?

National Capital Free-Net (Ottawa, Canada)

Internet access to NCF is via

telnet://guest@freenet2.carleton.ca (134.117.1.39) type "go atari" at any menu
telnet://guest@freenet3.carleton.ca (134.117.1.22) type "go atari" at any menu
gopher://gopher.ncf.carleton.ca and choose:
'National Capital Freenet (NCF) Information by Gopher'
http://www.ncf.carleton.ca/freeport/sigs/computer/atari/menu/

This is the Atari computer(*) users special interest group.

Select the Bulletin Board for the latest Atari related news on the SIG
To get information on the other options select the menu option in question
and read the ABOUT message.

For more information, please contact Jack Kitowicz (ac382) on the
National Capital FreeNet. Comments & Suggestions for improvements to the
Atari SIG are always welcome.

Subject: 5.4) What is the Victoria Free-Net Atari Computer Users SIG?

Victoria Free-Net (Victoria, Canada)

telnet://guest@freenet.victoria.bc.ca (199.60.222.1)

type "go atari" at any menu

Facilitators: Gord Hooper (mailto:ua558@freenet.victoria.bc.ca)
Ted Skrecky (GCACE Librarian)
(mailto:ud264@freenet.victoria.bc.ca)

The aim of this SIG is to assist Atari Computer users. We can provide
assistance with XL/XEs, STs, and Falcons, whether you are a new or
experienced user.

Subject: 5.5) What is the Closer To Home BBS?

Kept by mailto:Dave.Blears@closer.brisnet.org.au (Dave Blears), this is a
BBS in Australia which supports the 8-bit Atari.

telnet://guest@closer.brisnet.org.au (203.4.149.97)

Subject: 5.6) How can I access the World Wide Web by Telnet?

This section swiped from the WWW FAQ, which is kept by
mailto:boutell@netcom.com (Thomas Boutell).

An up-to-date list of these is available on the Web as
http://info.cern.ch/hypertext/WWW/FAQ/Bootstrap.html and should be
regarded as an authoritative list.

telnet://telnet.w3.org
A telnettable browser provided by the W3 coalition.

telnet://www@www.cc.ukans.edu
Offers Lynx, a full screen browser which requires a vt100
terminal. Log in as www. Does not allow users to "go" to
arbitrary URLs, so GET YOUR OWN COPY of Lynx and install it on
your system if your administrator has not done so already. The
best plain-text browser, so move mountains if necessary to get
your own copy of Lynx!

telnet://www@www.njit.edu
(or telnet 128.235.163.2) Log in as www. A full-screen browser
in New Jersey Institute of Technology. USA.

telnet://www@www.huji.ac.il
A dual-language Hebrew/English database, with links to the rest
of the world. The line mode browser, plus extra features. Log
in as www. Hebrew University of Jerusalem, Israel.

telnet://sun.uakom.cs
Slovakia. Has a slow link, only use from nearby.

telnet://www@info.funet.fi
(or telnet 128.214.6.102). Log in as www. Offers several
browsers, including Lynx (goto option is disabled there also).

telnet://www@fserv.kfki.hu
Hungary. Has slow link, use from nearby. Login is as www.

Subject: 7.1) What WWW pages support the 8-bit Atari?

This should be a complete list of WWW pages supporting the 8-bit Atari.

8-bit Vendor/Developer home pages are listed in the Vendor/Developer list, not
here.

Atari 8-Bit Computers FAQ and Vendor/Developer Lists
Michael Current, mailto:mcurrent@carleton.edu
http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/top.html

The Atari 8-Bit Home Page
Ivo van Poorten, mailto:ipoorten@cs.vu.nl
http://pmwww.cs.vu.nl/home/ipoorten/Atari.8bit.Homepage/index.html

Atari 8-bit Resort
Marek Tomczyk, mailto:Marek.Tomczyk@stud.uni-karlsruhe.de
http://www.uni-karlsruhe.de/~un55/8bit.html

Big Atari 8bit Home Page
Tomasz Tatar, mailto:tatar@student.uci.agh.edu.pl
http://student.uci.agh.edu.pl/~tatar/Atari/hp.html

Central Atari Information Network
Cleveland Free-Net Atari SIG, mailto:xx004@cleveland.freenet.edu
http://ace.cs.ohiou.edu/personal/mleair/cain.html

Some Atari 8-bit Stuff
Rob Funk, mailto:funk+@osu.edu
http://er4www.eng.ohio-state.edu/~funkr/Atari/

Atari XL/XE-Systems
ACF Design Team, mailto:wwg28@rzserv2.fh-lueneburg.de
http://rzserv2.fh-lueneburg.de:8080/Atari_2

Atari Boise User Group
ABUG, whittam@primenet.com
http://www.primenet.com/~whittam/atari.html

Atari Computer Enthusiasts of Columbus
mailto:rwarenz@freenet.columbus.oh.us
gopher://gopher.freenet.columbus.oh.us/11/specialinterestgroups/Atari%20Computer%20Enthusi
asts%20of%20Columbus

NorthWest Phoenix Atari Connection
John Collins, Club Webmangler, mailto:bosco@host.yab.com
http://www.yab.com/~bosco/

Queensland Atari Computer Enthusiasts
James Bradford, URL:mailto:sup8pdct@closer.brisnet.org.au
http://203.4.149.98/atari/atari.html

Toronto Atari Federation, URL:mailto:taf@io.org
http://www.io.org/~schrist/taf.html

ATARI XL/XE - Homepage
Stefan Lausberg, URL:mailto:lausberg@studbox.uni-stuttgart.de
http://wwwcip.rus.uni-stuttgart.de/~inf11492/

Tolkien computer games for the Atari 400
Fredrik Ekman, mailto:ekman@lysator.liu.se
http://www.lysator.liu.se/tolkien-games/atari.html

The good old Atari Computers (1978-1985)
Sacha Hofer, mailto:hofer@iamexwi.unibe.ch
http://iamexwi.unibe.ch/studenten/hofer/atari1.html

WWWorld of Atari 8-bit...
mailto:pdg@alexia.net.au
http://werple.net.au/~lions/atari.htm

Alternate Reality Homepage
Robert Hagenstrom, mailto:sp93rob@ksk.sala.se
http://www.ksk.sala.se/~sp93rob/dungeon

Reminiscing: 8-Bit Atari Games
John V. Goodman, mailto:jgoodman@tiac.net
http://www.tiac.net/users/jgoodman/atari/atarienter.html

Classic Home Video Games Museum
Dennis Brown, mailto:dgb@owlnet.rice.edu
http://www.owlnet.rice.edu/~dgb/museum/

Subject: 7.9) What IRC channels discuss the 8-bit Atari?

==> #atari8 - Just for 8-bit Atari users!

==> #classic - Classic Games and Systems Collectors.

mailto:cmwagner@gate.net (Chad Wagner) writes:

If you have access to a Unix host then you should be able to get to irc by
typing irc at your shell prompt and jumping on an EFnet server
(irc.portal.com, irc.eskimo.com, dewey.cc.utexas.edu) and joining #atari8.

If you are using a host that has a menu system then locate IRC and go there,
and join #atari8 (and hope your on EFnet, :).

If you are using SLIP/PPP then download a client (for Windows users, download
mIRC for Winsock archives, and I would guess that most SLIP/PPP users -- if
they have gotten that far -- are familiar with IRC, :) and select one of
the servers and join #atari8. There is many IRC servers on EFnet, chances
are the one your on is on EFnet.

Subject: 8.1) What is the CAIN Newsletter?

The Central Atari Information Network Newsletter is the monthly online
magazine of the Cleveland Free-Net Atari SIG. The editor is Mark
Leair of the Atari SIG. 8-bit computers support is provided by Michael
Current and Craig Lisowski. For information, write to the Atari SIG at
mailto:xx004@cleveland.freenet.edu .

Subject: 9.1) What's this UUEncoding stuff (.uu, .uue files) all about?

UUEncode/UUdecode is a UNIX utility that will convert a binary file into
100% printable ASCII characters, so that the file may be posted or e-mailed
anywhere a text message can go. The 8-bit Atari is perfectly capable of
UUEncoding/UUdecoding as well. On the archives:

Uudecode 1.2a by John Sangster - very functional.
filenames: Archivers/uudecode.bas, Archivers/uudecode.doc

Yet Another UU-coder by John Dunning - both decoding/encoding.
filename: Archivers/yau.arc

Uudecode.com, Uuencode.com by ??? - "newer, cleaner, easier to use."
filename: Utilities/uue.arc

Dumas UU-coder by John Dunning
filename: Cc65/dumasuu.arc

Subject: 9.2) What is an .arc file?

A file with the extender .arc has been archived in a standard manner that
is common in the MS-DOS world. This is done to make the file shorter,
so it takes up less space on your disk and it takes less time to transfer
between computers. The archives contains several 8-bit Atari archivers
fully compatible with this standard, including:

Super Un-Arc 2.3, Super Arc 2.0 by Bob Puff - highly recommended.
filenames: Archivers/superarc.arc - both Super Un-Arc & Super Arc
Archivers/suprarc2.arc - Super Arc
Archivers/supunarc.com - Super Un-Arc
Archivers/supunarc.uue - Super Un-Arc

Subject: 9.3) Okay, how about a .dcm file?

A .dcm file is a format unique to the 8-bit Atari which is used to convert
entire disk images into files. To work with .dcm files you'll need:

Disk Communicator 3.2 by Bob Puff.
filenames: Archivers/dskcom32.arc or Archivers/diskcomm.arc (same thing!)

Subject: 9.4) What is an .xmo file?

.xmo stands for XMODEM. The idea was that the file was not plain text,
but was a binary file. As a binary file, it had to be downloaded using a
file transfer protocol such as XMODEM. The use of ".xmo" as a filename
extender was popular once, but has been discouraged for years.

Subject: 10.1) What 8-bit Atari emulators exist for other computing
platforms?

These are the four emulators that are usable.

1) ST Xformer 3.0, from Branch Always Software, for the Atari ST.
URL:http://www.halcyon.com/brasoft/

2) PC Xformer 3.5, from Branch Always Software, for MS-Windows.
URL:http://www.halcyon.com/brasoft/

3) Rainbow, by Chris Liam, for the Macintosh
URL:mailto:lamcw@aston.ac.uk
URL:http://www.aston.ac.uk/~lamcw/emulators.html

4) Atari Emulator for Unix and Amiga, by David Firth
Latest version: 0.3.3
URL:mailto:david@signus.demon.co.uk
URL:ftp://ftp.demon.co.uk/pub/emulators/atari/ (158.152.1.44)

Subject: 11.1) What are the best terminal emulators available?

Here are some of the more popular PD/freeware/shareware terminal
programs available.

BobTerm 1.22, shareware by Bob Puff
Emulates: VT52
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: XMODEM, YMODEM, FMODEM
Autodial: Yes
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Feature-filled; excellent for BBSing
filename: Telecomm/bterm12.arc

Kermit-65 3.7, PD by John R. Dunning
Emulates: VT100
Text: 40 columns in gr.0; 80 col. in gr.8; 80 col. w/ XEP80 (sort of)
File Xfer: Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Excellent VT100 emulation; rock-solid Kermit Xfers
filenames: Telecomm/k65v37.arc - latest version
Telecomm/k65doc.arc - documentation
Telecomm/k65src.arc - source code

OmniCom by CDY Consulting
Emulates: VT100
Text: 80 columns in gr.8
File Xfer: XMODEM, Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Combination VT100, XMODEM, Kermit; buggy at file Xfers
filename: Telecomm/omnicom.arc

VT850 B1, shareware by Curtis Laser
Emulates: VT100/VT102 (plus complete VT220 keymap)
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: None
Autodial: No
Backscroll buffer: No

Capture-to-disk: Yes
Summary: Excellent at VT100 on the XEP80; 1200bps top speed
filename: Telecomm/vt850b1.arc

FlickerTerm 80 v.0.51, freeware by LonerSoft (Clay Halliwell)
Emulates: VT100, IBM ANSI
Text: 80 column via a special Graphics 0 screen (no hardware req'd)
File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Fastest and most complete VT100 emulation; readability a minus
filename: ?????

Ice-T 2.7 XE (128K) or 1.1 (48K) by IceSoft (Itay Chamiel)
Emulates: VT100
Text: 80 column via a fast-scrolling graphics 8 screen
File Xfer: XMODEM download
Autodial: Yes (2.7 XE) or No (1.1)
Backscroll buffer: Yes--8 screens (2.7 XE) or One screen (1.1)
Capture-to-disk: Yes--up to 16K (2.7 XE) or No (1.1)
Summary: Excellent for high-speed VT100 emulation
available from mailto:brucka@eruvin.jct.ac.il

Subject: 11.2) Can I read/write 8-bit Atari disks on an IBM-PC?

There are several programs that allow an MS-DOS system to work with an
Atari-format diskette. The following require a DOS and disk drive on the
Atari end capable of the SS/DD 180K format:

ATARIO by Dave Brandman w/ Kevin White - Reads SS/DD 180K Atari disks.
filename: Diskutils/atario21.arc

SpartaRead by Oscar Fowler - Reads SS/DD 180K SpartaDOS disks.
filename: Diskutils/sr.arc

UTIL by Charles Marslett - Reads/Writes SS/DD 180K Atari disks. Use MyUTIL!
filename: Diskutils/dskutil.arc
(Older versions are contained in pcxfer.arc, util.arc, and ataridsk.arc)

MyUTIL by Charles Marslett with Mark Vallevand, and
SpartaDOS disk utility by Mark Vallevand
filename: Diskutils/myutil.zip
includes best version of UTIL for read/write of SS/DD 180K Atari disks,
plus Mark's SpartaDOS disk utility v0.1e to access 180K SpartaDOS disks

MyUTIL and the XF551 - tips from mailto:JTKIRK@urp.edu.pe:

]MyUtil works fine with the XF551. The XF551's speed is 300 rpm (sometimes even
]up to 303 rpm). I've got two XF551s and can read/write disks written on a PC
]with MyUtil on both with no problems. MyUtil even can write to a DS/DD disk,
]for a total of 360 K, BUT: the ATARI disks not only have the bits inverted,

]the second side is also read BACKWARDS respect to PC disks. That is, when
]MyUtil on the PC writes to what it thinks is sector 721, it really is writing
]to sector 1440! Worse, if you take an ATARI disk with a file whose sectors
]get past sector 720, MyUtil will attempt to read the sector 2161-n instead of
]'n', and you'll get a 'truncated record' error. The solution is simply to
]rewrite the code to take into account this (if sec>720 then sec=2161-sec).
]Let me know if you modify this. You don't know how frustrating it is to have
]to use only 180 K of a 360 K disk! I'm going to analyze the source code, but
]I don't know if I will be able to modify it properly. If someone does it
]before, please email me and send me an uuencoded copy or tell me where to get
]it.

Here's some advice on using the above utilities from mailto:hans@umd5.umd.edu
(Hans Breitenlohner):

There are two technical obstacles to interchanging disks between
DD Atari drives and PC drives.

1. The Atari drive spins slightly slower (288 rpm instead of 300 rpm).
If you format a disk on the Atari, then write sectors on the PC, it is
possible that the header of the next physical sector will be overwritten,
making that sector unreadable. (The next physical sector is usually
the current logical sector+2). The solution to this is to format all
disks on the PC.
(Aside: Does anybody know how this problem is handled on the
XF551? Is it also slowed down?)
Konrad M.Kokoszkiewicz (KMK), mailto:conradus@plearn.edu.pl answers:
"The XF551 disk drive is not slowed down - these drives are spinning
300 rotations per minute. To prevent troubles with read/write disks
formatted and written on normal Atari drives (288 rot/min), the main
crystal frequency for the floppy disk controller is 8.333 MHz
(not 8 MHz, as in 1050, for example)."

2. If the PC drive is a 1.2M drive there is the additional problem of the
track width. The following is generally true in the PC world:
- disks written on 360k drives can be read on either drive
- blank disk formatted and written on 1.2M drives can be read on
either kind
- disks written on a 360k drive, and overwritten on a 1.2M drive,
can be read reliably only on a 1.2M drive.
- disks previously formatted on a 360k drive, or formatted as 1.2MB,
and then reformatted on a 1.2M drive to 360k, can be read reliably
only on a 1.2M drive.
(all this assumes you are using DD media, not HD).

Solution: Use a 360k drive if you can. If not, format disks on the
Atari for Atari to PC transfers, format truly blank disks on the PC
for PC to Atari transfers.

While the above work with SS/DD 180K Atari-format disks, the following
combination of utilities can be used to work with SS/SD 90K Atari-format
disks, and is currently the best bet for reading SS/ED 128K Atari-format

disks.

AnaDisk 2.07, shareware by Sydex - Reads/Writes "any" 5.25" diskette
filenames: Xf2/anad207.zip, Xf2/anadisk.txt
Deana by Nate Monson - converts AnaDisk dump files from Atari format
filenames: Xf2/deana.com, Xf2/deana.txt

Explanation --> According to mailto:preston.f.crow@dartmouth.edu ,
"As best as I can figure it out, if your PC drive happens to read
FM disks (I'm not sure what the criteria for that is), then you
can read single density disks on your PC by dumping the contents
to a file with AnaDisk, and then using Deana.com to convert the
dump file into a usable format.
For enhanced density disks, Anadisk generally only reads the first
portion of each sector, but it demonstrates that it is possible for
a PC drive to read enhanced density disks."

Subject: 11.3) Can I read/write MS-DOS disks on an 8-bit Atari?

a) Mule by Rick Cortese - Read/Write 180K MS-DOS disks with an Atari 1050
drive or equivalent. Very limited.
filenames: Diskutils/mule.arc, Diskutils/mule.exe, Diskutils/mule.txt

b) SIO2PC, described elsewhere in this FAQ List (section 12.4), can be
used to read/write to a hard drive connected to an MS-DOS system. This
can also be a very effective file-transfer solution.

c) The XF551 3.5" Upgrades from Computer Software Services (see the
companion vendor/developer list) allow the Atari XF551 disk drive to read
720K 3.5" MS-DOS disks.

d) The Floppy Board, the add-on to the Black-Box from Computer Software
Services (see the companion vendor/developer list), allows both low
density (360K 5.25", 720K 3.5"), and, in the case of the Deluxe
Version, high density (1.2M 5.25", 1.44M 3.5") external MS-DOS-standard
floppy drives to be used on the Atari. A utility is included to
read/write MS-DOS formatted floppies in all supported densities.

Subject: 11.4) How do I transfer files using a null modem cable?

This section by mailto:cb541@cleveland.Freenet.Edu (James R. Gilbert)

A: Simply put, you need a terminal program and an RS 232 port on
each computer. The RS 232 ports need to be connected
together using a 'null modem cable'.

For up to 4800 bps, no flow control lines need be
connected. Just cross the transmit and receive lines
and join the grounds together. (Transmit is pin #2,
receive is pin #3 and ground is pin #7 on the 25-pin

port.)

The right hand pin on the 'long' side of a female 'D' connector is #1. There are 13 holes on this 'long' side, 12 holes on the 'short' side. The numbers go from #1 on the right to #13 on the left on the 'long' side and from #14 to #25 from right to left on the 'short' side. #25 is closest to being under #13. A male connector is the mirror image of this.

Most terminal programs allow a null connection, without a carrier detect. Notably, '850 Express!' does not.

A convenient way to make a null modem cable, up to about 30 feet long, is to use two female DB25 connectors and some three or more conductor cable. Using the two DB25 female connectors allows unplugging your modem and plugging in the null modem cable. This also avoids the confusion of the wide variety of serial port jacks on different computers. Almost all computers connect into the modem via a DB25 connection.

The SIO port on the Atari cannot be used directly. An 850 Interface Module, P:R:Connection, Multi I/O, Black Box (by Computer Software Services) or similar device that provides an RS232 port must be used.

On the Atari, the port is a female DB9. So you need a male DB9 to male DB25 modem cable to connect to your modem. So why not use this cable as your null modem cable as well?

For higher speed connections, above about 9600 bps on the 8-bit, you need the flow control lines. You also need a Multi I/O or Black Box, which use the PBI (parallel bus), then you can go higher than 9600 bps.

Following are pin assignments for a DB25 pin RS 232 C port.

```
13 1
o o o o o o o o o o o o o
o o o o o o o o o o o o o
25 14
```

(Above is female, male is mirror image.)

1. Protective Ground 12. Select Alternate Rate
2. Transmit Data 15. Transmit Clock (sync)
3. Receive Data 17. Receive clock (sync)
4. RTS (Request to Send) 20. Data Terminal Ready
5. CTS (Clear to Send) 22. Ring indicator
6. Data Set Ready 23. Select Alternate Rate
7. Signal Ground 24. Transmit Clock

8. Carrier Detect

A high speed cable would need not only pins 2 and 3 crossed
but also pins 4 and 5 as well as 6 and 8. Or better
yet, make a true 25 wire, straight through cable and use
a commercial null modem. A commercial null modem is
just a small device with the correct lines already
crossed.

(DTE = Data Terminal Equipment, i.e., your computer.
DCE = Data Communications Equipment, i.e., your modem.)

Subject: 12.1) What 5.25" floppy disk drives are available?

Major contributors to this section:
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mailto:conradus@plearn.edu.pl (Konrad M. Kokoszkiewicz)

==> Atari 810
SS SD 19.2Kbps standard

==> Happy 810
SS SD Warp speed

==> Atari 1050
SS SD/ED 19.2Kbps standard

==> Happy 1050
SS SD/ED/DD Warp speed US Doubler/19.2 and 52k. track
buffering

==> Super Archiver 1050
SS SD/ED/DD Ultra Speed 50+K

==> Speedy 1050
SS SD/ED/DD 78K mode (European) used w/ Bibo-DOS (Compy Shop)

==> SuperMax 1050
SS SD/ED/DD 19.2k and 52k (ultra speed)
by Super Products. Compatiable with SuperDOS and US Doubler

==> Lazer 1050
SS SD/ED/DD Another Happy clone; Compatible w/ US Doubler

==> Atari XF551
SS/DS SD/ED/DD 38K burst mode usable only with SpartaDOS X,
SuperDOS 5.1, TurboDOS, DOS XE, and patched SpartaDOS 3.2. XF DS system now
considered "standard".

==> CSS XF551
SS/DS SD/ED/DD US Doubler compatible. Updates drive to work

better and faster. Also 3.5" upgrade available

==> Percom RFD4x-Sy
where: x=0 -> a single-sided drive
x=4 -> a double-sided drive
y=1 -> a single-drive unit
y=2 -> a dual-drive unit

==> Percom AT88-Sy[PD]
where: y=1 -> a single-drive unit
y=2 -> a dual-drive unit
PD -> equipped with a built-in parallel printer port

==> Trak ATD1
SS SD

==> Trak ATD2
SS SD/DD
Built in Diagnostics. Track indicator. Write protect switch. Built in
parallel printer interface. 2k printer buffer (expandable). Optional
Turbo software on Eprom.

==> Trak AT-1
SS SD/DD Slave

==> Indus GT
SS SD/ED/DD Synchromesh mode usable with SpartaDOS X and
DOSXL only.

==> Astra Double-D?
SS/DS SD/DD? standard /LEDs and such

==> Rana 1000
SS SD/ED/DD standard /LEDs and such can format disks on a
stand alone basis

==> TOMS 720
double head disk drive, 5.25", with mounted interface Centronics,
chips: CPU 8085, WD2797, PIA 8255 (for handle Centronics), 32 KB ROM, 8 KB RAM
ROM contains: OS of drive, MYDOS 4.50 and some utilities (copy, format, etc.)
ROM is seen by computer as drive D1: (if drive is open), and D3: (when drive
has number D1:) or D4: (when drive has number D2:). It makes possible load DOS
from ROMdisk during booting system.
Formats of disks:
- SS/SD - 40 tracks, 18 sects, 128 bytes = 90 KB
- SS/ED - 40 tracks, 26 sects, 128 bytes = 130 KB
- SS/ED - 40 tracks, 18 sects, 256 bytes = 180 KB
- SS/ID - IBM S-9 - 40 tracks, 9 sects, 512 bytes = 180 KB
- DS/DD - 40 tracks, 18 sects, 256 bytes = 360 KB
- DS/QD - 80 tracks, 18 sects, 256 bytes = 720 KB
- DS/ID - IBM D-9 - 40 tracks, 9 sects, 512 bytes = 360 KB
Transmition modes:
- normal - 19200 bps

- Turbo - 70000 bps
- Ultra Speed - 70000 bps
Also tracks buffering.

==> AS SN-360
double head disk drive, 5.25", CPU 8051, controler WD2797
19200 bps
Available formats:
- SS/SD - (FM) single sided, single density - 90 KB
- SS/ED - (MFM) single sided, enhanced density - 130 KB
- SS/DD - (MFM) single sided, double density - 180 KB
- DS/DD - (MFM) double sided, double density - 360 KB

==> TOMS 710
(The newest polish disk drive and probably the best one)
Similar to TOMS 720, one more format:
- double sided, 80 tracks, IBM (720 KB)
Transmition modes:
- standard 19200 bps
- TOMS Turbo (loaded from ROMdisk if drive is open) - 67000 bps
- Ultra Speed (QMEG-OS, SpartaDOS) - 67000 bps
Also tracks buffering.
ROMdisk contain:
- MYDOS 4.50
- COPY
- INIT
- TURBO - turn on/off TOMS Turbo mode
- BASIC - turn on/off Atari Basic
- AUTORUN.SYS - ramdisk
- README
Also TOMS Navigator instead of DUP.SYS. It is program similar to Norton
Commander on PCs.
IBM-ST copier on additional disk.

==> LDW Super 2000
SS SD/ED/DD 19200 bps or 38000 bps
CPU Z80A, ROM 4 KB, RAM 256 B. Some difficulties with ED

==> LDW CA-2001
SS SD/ED/DD 19200 bps or 38000 bps
CPU Z80A, ROM 4 KB, RAM 256 B. Some difficulties with ED

==> LDW CA-2002
SS/DS SD/ED/DD 19200 bps, 70000 with SpartaDOS
CPU 8040, ROM 4 KB, RAM 256 B

==> Floppy board various
Any standard very fast parallel
DOS-transparent. Requires Black Box. DS system configurable for
XF Percom or ATR style

==> HDI various
Any standard very fast SIO? European

==> SWP ATR-8000
Any standard standard except 1.2 meg and unique DS system
(HD) nice Z80 CP/M system in which CP/M drive acccess is parallel only
thus faster.

==> Atari 1450XLD drives
DS SD/ED DD? standard, requires DOS4. unusual DS system
Only prototypes exist.

==> KARIN MAXI
Double head disk drive 360 KB/5,25" or 720 KB/3,5", controller WD 1772.
Available formats:
= standard SS/SD 90 KB
= standard SS/ED 130 KB
= standard SS/DD 180 KB
= 'cylindric' DS/DD 360 KB (XF-551 uncompatible)
= 'cylindric' DS/QD 720 KB (TOMS-compatible; 720 KB drives only)
Any other capabilities depend on a special software.
Transmission mode:
- parallel: real speed 11.25 kilobytes per second with DOS or 22.5 kilo-
bytes per second with special track-copier.
Notes:
Because of the 1772-registers available in 6502 i/o pages ($D100),
the KARIN MAXI drives look full-programmable.
Preferred systems: My-DOS, SDX.

==> XFD-601B
Double head 360 KB/5,25" disk drive. Controller WD 1772, CPU 8051.
Available formats:
- standard SS/SD 90 KB
- standard SS/ED 130 KB
- standard SS/DD 180 KB
- standard DS/DD 360 KB (XF-551 compatible)
Transmission modes:
- normal 19200 bps
- Top Drive 1050 70000 bps
- Indus GT (synchromesh) 70000 bps (GTSYNC.COM and INDUS.SYS are not necessary;
full-compatibel with the SDX)
- Ultra Speed 70000 bps (full-compatible with the older SpartaDOS)
Notes:
Customized sector skew. In fact, the XFD-601B is a original clone of the
XF-551.

==> XFD-602B
The two XFD-601B drives in the one unit.

Subject: 12.2) How can I use 3.5" floppy disks with my 8-bit Atari?

to be written. volunteers?

- Amdek
- XF551 upgrades
- Floppy Board
- Percom drive upgrades

==> Atari XF521
3.5" system Unreleased

Subject: 12.3) What do I need to connect a hard drive to my 8-bit Atari?

original by mailto:Krishna@max.tiac.net (Glenn M. Saunders)

For starters, you'll need one of the following interfaces:

==> Corvus hard drive (10 megabytes)
Fast but still relatively slow I/O, kludge through joystick ports for 800. Rare

==> K-Products KPI Hard Disk Drive Interface (formerly from Supra)
Some limitations on drive type and size and total number of drives in sys.

==> Fine Tooned Engineering Multi I/O (formerly from ICD)
256 byter per sector restriction. 256K and 1 meg ramdisk models.
Printer and modem, modem will handle 19.2K bps

==> Computer Software Services Black Box
Will handle all SCSI drives. Allows 9 drive access for MYDOS. Currently the
only modem interface with CTS/RTS hardware flow control. 19.2K ready.

==> SWP ATR-8000
Rare daughterboard for hard drives.
I/O is probably fairly slow on this baby and there may be DOS restrictions.

==> IDE Hard Drive Interface from Konrad M. Kokoszkiewicz and Jacek Zuk
- two IDE drives can be handled as well
- up to 8388607 logical sectors per drive
- up to 8388607 logical sectors per partition
(limited to 65535 by existing disk operating systems)
- up to 15 partitions simultaneously
(limited to 9 by existing disk operating systems)
- up 58 kilobytes per second in read or write operations
(limited to 32/7 in read/write operations by existing operating systems)
- native IDE mode for a future disk operating system
- emulation mode for existing DOSes like MyDOS, SpartaDOS, BWDOS.
- booting from any partition (even on machines with non-upgraded XL OS)
- write-protection feature
- executing non-DOS software from a hard drive partition
- the partitions may be created freely (there aren't fixed partitions)
The interface operates as normal PBI device and has a connector for 130XE
computers (and other, those have such connector). Tested with various
Western Digital, Seagate and JVC drives. Compatible with the MyDOS 4.50,
SpartaDOS 3.2g, SpartaDOS X 4.20, BWDOS 1.10 and a lots of DOS applications,
demos and games.

==> Fine Tooned Engineering Multi I/O II
An IDE interface. Released?

Subject: 12.4) How can I use an IBM-PC as a storage device for my Atari?

Original by Dave Paterson

SIO2PC is a cable and software combination that lets you use your PC as up to 4 drives for your 8-bit. Drives can be SD, ED, DD or custom sizes up to 16 megs. SIO2PC also lets you redirect the printer output to your PC printer or to a file on the PC. High speed drives are emulated (a la US Doubler).

All these functions are transparent at the Atari end; you never notice the difference between SIO2PC and regular drives, except that the SIO2PC drives are faster than any others (except Ramdisks and PBI interface drives).

SIO2PC 4.04 is shareware by Nick Kennedy.
filename: sio404.zip

Subject: 13.1) What's the best DOS for the Atari?

This is a matter of opinion, but general consensus is that all 8-bit Atari users should treat themselves to either MYDOS or SpartaDOS to appreciate the power of the system. MYDOS is modelled after Atari DOS 2.0S/2.5, but provides subdirectory and hard-drive support. SpartaDOS is a completely different command-line DOS modelled after MS-DOS, though it is perfectly capable of reading all Atari DOS and MYDOS disks. SpartaDOS 3.2g is disk-based; SpartaDOS X 4.22 is cartridge-based and includes many additional features. SpartaDOS is available from Fine Tooned Engineering (see companion vendor/ developer list); MYDOS 4.53 is freeware from Wordmark Systems (Charles Marslett and Bob Puff). There are two versions of MYDOS 4.53, one uses 3 digit sector numbers where possible, known as 4.53/3; the other, known as 4.53/4, uses 4 digits minimum.

It is recommended that all 8-bit Atari users own at least DOS 2.5 for complete compatibility with existing software, and then choose either SpartaDOS or MYDOS as they see fit. DOS 2.5, MYDOS and SpartaDOS are all available on the archives.
filenames: Os/dos25.arc (DOS 2.5)
Fte/fte32g.arc (SpartaDOS 3.2)
Os/mydos453.dcm (MYDOS - latest version)
Os/mydos45m.arc (MYDOS - latest complete doc's)

Subject: 13.2) What hardware has Atari created in the 8-bit computer line?

Computers:
400 Personal Computer (1979) 8-16K, membrane keyboard, 400/800 OS
800 Personal Computer (1979) 8-48K, two cartridge slots, 400/800 OS
1200XL Home Computer (1982) 64K, early XL OS, F1-F4 keys, 4 LEDs

600XL Home Computer (1983) 16-64K, BASIC, PBI, XL OS
800XL Home Computer (1983) 64K, BASIC, PBI, XL OS
65XE Personal Computer (1985) same as 800XL minus PBI
130XE Personal Computer(1985) same as 65XE with 128K plus ECI
800XE Personal Computer(1987?)~same as 130XE but 64K. Mostly eastern Europe.
XE Game System (1987) same as 65XE plus Missle Command, detach keybd

Peripherals:
410 Program Recorder -Japan and Hong Kong versions
810 Disk Drive -SS/SD 90K with DOS 1 or DOS 2.0S,MPI&Tandon vers.
820 Printer -40 col.
822 Thermal Printer -40 col.
825 80-Column Printer -req. 850
830 Acoustic Modem -300 baud req. 850, with Telelink I software
835 Direct Connect Modem -300 baud, with Telelink II software
850 Interface Module -4 9-pin serial, 1 15-pin parallel ports, beige &
black metal versions
1010 Program Recorder -Sanyo and Chelco versions
1020 Color Printer -40 col.(80 by command) print/plot in 4 colors
1025 80-Column Printer -7-pin dot matrix
1027 Letter-Quality Printer-80 col. letter quality =Mann-Tally Riteman LQ
1029 Printer -7-pin dot matrix, same as Commodore MPS-801
1030 Direct Connect Modem -300 baud, with ModemLink software
1050 Disk Drive -SS/ED 128K with DOS 3 or DOS 2.5
1064 -64K RAM module for 600XL
XC11 Program Recorder
XC12 Program Recorder
XM301 Modem -300 baud, with XE Term software
XMM801 Printer -80 col. Ribbon: Mannesman/Tally MS80
XDM121 Printer -80 col.letter quality. Ribbon: Silver Reed CF130
XF551 Disk Drive -DS/DD 360K with DOS XE
XEP80 Interface Module -80 col. video display and DB25 parallel port
SX212 Modem -1200 baud, rarely with SX-Express! package

Atari 8-bit vaporware computers: (note some are more vaporous than others)
1200 1200XL internally, many slight cosmetic differences
800XLF late 800XL with a redesigned motherboard, & FREDDY (from the XE's)
1250XLD Earlier concept of the 1450XLD
1400XL 800XL plus modem, speech synth.(looks like a 1200XL)
1450XL Earlier concept of the 1450XLD
1450XLD 1400XL plus 5.25" floppy drive
65XEP 65XE plus 3.5" floppy drive, 5" green monitor
65XEM 65XE plus AMIE sound chip

Atari 8-bit vaporware peripherals:(note some are more vaporous than others)
815 Dual Disk Drive -2 x SS/DD 180K with DOS 2.0D
1055 -a 1050 (SS/ED) with a 3.5" mechanism
1090 XL Expansion System-for PBI, CP/M/MS-DOS/Apple II compatible
XM128 -12" green monitor w/ built-in 80-column card
XC1411 -composite 14" color monitor
XF521 -5.25" floppy drive - 1050 compatible, in XE style

XTM201 -non-impact printer
XTC201 -non-impact color printer

Subject: 13.3) What are the power-supply requirements for my Atari components?

As with the rest of this FAQ list, please let me know if any of this information conflicts with the units you have. I'm also not sure how much of this section is valid outside North America. If it's not valid where you are, I need to hear from you!

The most important information is the voltage (in volts) required, and whether you need a transformer (AC output) or an adapter (DC output). The power (in watts) and current (in amperes) specifications of the original equipment as presented here should be regarded as minimum values. Higher-than-specified power and current capacities are entirely usable, and often preferable because such supplies run cooler and last longer.

Relevant law of physics:
Power (in watts) = current (in amps) * voltage (in volts)

9 V AC 5.4 VA (600 mA) Atari#CO62195 transformer:
1030

9 V AC ???? VA (??? A) Atari#CO61516 transformer:
1010
9 V AC 15.3 VA (1.7 A) Atari#CO14319 transformer:
400,800,822,850,1010,1200XL,256K FTe MIO
9 V AC 18 VA (2.0 A) Atari#CA014748 transformer:
400,800,810,822,850,1010,1200XL,256K FTe MIO
9 V AC 18 VA (2.0 A) Atari#CA016804 transformer:
400,800,810,822,850,1010,1200XL,256K FTe MIO
9 V AC 31 VA (3.4 A) Atari#CO17945 transformer:
400,800,810,822,850,1010,1200XL,1020,1050,XF551,256K FTe MIO
9 V AC 50 VA (5.6 A) Atari#CA017964 transformer:
400,800,810,822,850,1010,1200XL,1020,1050,XF551,256K FTe MIO

9.5 V AC 40 VA (4.2 A) Atari#CO61636 transformer:
1027

24 V AC 3.6 VA (150 mA) Atari#CA016751 transformer:
830

5 V DC 1.0 A (5.0 W) Atari#CO70042 adapter:
65XE,XE Game System
5 V DC 1.5 A (7.5 W) Atari#CO61982 adapter:
600XL,800XL,65XE,130XE,XE Game System
5 V DC 1.5 A (7.5 W) Atari#CA024814 adapter:
600XL,800XL,65XE,130XE,XE Games System
5 V DC ??? A (??? W) Atari#CO81982 adapter:
XL/XE

6 V DC 300 mA (1.8 W) Atari#??????? adapter:
"410P"

9 V DC 500 mA (4.5 W) Atari#CO16353 adapter:
XEP80,SX212,2600
9 V DC 500 mA (4.5 W) Atari#CA014034 adapter:
XEP80,SX212,2600

9.3 V DC 1.93 A (18 W) Atari#CO18187 adapter:
Indus GT,1 Meg FTe MIO,5200
11.5 V DC 1.95 A (22 W) Atari#CA019141 adapter:
Indus GT,5200

5 V / 12 V DC 1.1 A (5.5 W / 13.2 W) Atari#CO62297 adapter:
1400XL,1450XLD

These draw their power from the SIO +5 V:
XM301 (60 mA),XC12;FTe P:R: Connection

Draws power from the 600XL PBI:
1064

These have built-in power supplies (plug directly into the wall):
410,815,820,825,1025,1029,XMM801,XDM121

The power supply requirements for the following are still needed:
??? V DC ???? A (???? W) Atari#CA060535 adapter:
835

XC11 program recorder (no brick needed -> internal or SIO source?)

Subject: 13.4) What are the pinouts for the...?

Serial I/O (SIO) Port (all machines):
2 4 6 8 10 12
1 3 5 7 9 11 13
1. Clock Input 8. Motor Control
2. Clock Output 9. Proceed
3. Data Input 10. +5V/Ready
4. Ground 11. Audio Input
5. Data Output 12. +12V (400,800 only. 1400XL/1450XLD?)
6. Ground 13. Interrupt
7. Command

Cartridge Slot ("Left" slot on all machines; "Right" slot on 800 only):
A B C D E F H J K L M N P R S
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
1. ~S4(Left) R/~W late(Right) A. RD4(Left) B02(Right)
2. A3 B. GND
3. A2 C. A4
4. A1 D. A5
5. A0 E. A6
6. D4 F. A7

7. D5 H. A8
8. D2 J. A9
9. D1 K. A12
10. D0 L. D3
11. D6 M. D7
12. ~S5(Left) ~S4(Right) N. A11
13. +5V P. A10
14. RD5(Left) RD4(Right) R. R/~W
15. ~CCTL S. B02

Enhanced Cartridge Interface (ECI) (130XE and 800XE only):
A B C D E F H
1 2 3 4 5 6 7
A. Reserved 1. ~EXSEL
B. ~IRQ 2. ~RST
C. ~HALT 3. ~D1XX
D. A13 4. ~MPD
E. A14 5. Audio
F. A15 6. ~REF
H. GND 7. +5V

Monitor Jack (all but 400, North American 600XL, XE Game System):
3 1
5 4
2
1. Composite Luminance (not on 600XL)
2. Ground
3. Audio Output
4. Composite Video
5. Composite Chroma (not on 800XL,1200XL; grounded on 600XL)

Power Adapter Plug (all but 400,800,1200XL,1400XL,1450XLD):
7 6
3 1
5 4
2
1. +5V
2. Shield
3. Ground
4. +5V
5. Ground
6. +5V
7. Ground

Controller Port (4 on 400/800, 2 on all others):
1 2 3 4 5
6 7 8 9
1. (Joystick) Forward Input
2. (Joystick) Back Input
3. (Joystick) Left Input
4. (Joystick) Right Input

5. B Potentiometer Input
6. Trigger Input / Light Pen Input. Port 4 only on 400
7. +5V
8. Ground
9. A Potentiometer Input

Parallel Bus Interface (PBI) (600XL and 800XL only):
1 3 5 7 9 11 13 15 17 19 21 23 25 27 29 31 33 35 37 39 41 43 45 47 49
2 4 6 8 10 12 14 16 18 20 22 24 26 28 30 32 34 36 38 40 42 44 46 48 50
1. GND ground 2. External select
3. A0 Address output 4. A1
5. A2 6. A3
7. A4 8. A5
9. A6 10. GND
11. A7 12. A8
13. A9 14. A10
15. A11 16. A12
17. A13 18. A14
19. GND 20. A15
21. D0 Data (bidirectional) 22. D1
23. D2 24. D3
25. D4 26. D5
27. D6 28. D7
29. GND 30. GND
31. Phase 2 clock output 32. GND
33. NC Reserved 34. Reset output
35. (IRQ) Interrupt request 36. Ready input
37. NC 38. External decoder output
39. NC 40. Refresh output
41. Column address output 42. GND
43. Math pack disable input 44. Row addr strobe
45. GND 46. Latch read/write out
47. NC (+5V on 600XL only) 48. NC (+5V on 600XL only, used to power 1064)
49. Audio input 50. GND

R1: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. Data Terminal Ready (DTR, Ready Out)
2. Carrier Detect (CRX, In)
3. Send Data (out)
4. Receive Data (In)
5. Signal Ground
6. Data Set Ready (DSR, Ready In)
7. Request to Send (RTS, Out)
8. Clear to Send (CTS, In)

R2: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR

3. Send Data
4. Receive Data
5. Signal Ground
6. DSR

R3: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive
5. Signal Ground
7. RTS
8. -8 Volts

R4: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. Send Data +
3. Send Data -
7. Receive Data +
9. Receive Data - (20 mA)

P: Parallel port (850 Interface Module):
8 7 6 5 4 3 2 1
15 14 13 12 11 10 9
1. Data Strob
2. D0
3. D1
4. D2
5. D3
6. D4
7. D5
8. D6
9.
10. Data pins pull up +5V
11. Ground
12. Fault
13. Busy
14. -
15. D7

P: Parallel port (XEP80 Interface Module):
13 12 11 10 9 8 7 6 5 4 3 2 1
25 24 23 22 21 20 19 18 17 16 15 14
1. Strobe
2-9. Parallel Data
10. Not Used
11. Busy
12-17. Not Used
18-25. Ground

Subject: 13.5) What BBS software can be used on the Atari?

This section by mailto:winston@merk.com (Winston Smith)

Here is the run down of ATARI 6502 8-BIT BBSes that I am aware of:

o A.M.I.S. BBS -- The A.C.E. Message Information Service.
This BBS was written in BASIC by the Atari Computer
Enthusiasts computer club (was it the Michigan chapter?). It included
designs for a ring-detector. You needed a sector editor and had to
allocate message space by hand, hex byte by hex byte.

o FoReM BBS -- Friends of Rickey Moose BBS.
At the time, there were a lot of BBSes around
called things such as "FORUM-80" and "BULLET-80", ergo the name. FoReM BBS
was the first truly RBBS-like BBS for the ATARI 8-bit. It was programmed
in BASIC and was somewhat crashy. I think that this is the
great-grandparent of the FOREM-XE BBSes that survive today.

Matt Singer, mailto:msinger@oe.fau.edu writes:
FoReM BBS derived from an early AMIS. When multiple message areas were
added the name was extended to FoReM 26M. Then, When OSS released BASIC
XL the program was rehacked and called FoReM XL... Bill Dorsey wrote most
of the Assembler routines (where is he now?).

o ABBCS -- The ANTIC Bulletin Board Construction Set.
The user design of the ABBCS was very good. It sported
features such as intra-line editors. Unfortunately, the coding of the
ABBCS was really poor. You could practically blow on your keyboard and
crash this BBS. The BBS would sometimes crash several times a day.

o NITE-LITE BBS -- Paul Swanson's BBS with RAM disk.
Paul Swanson was a programmer from the Boston,
Massachusetts, USA, area. I'm not sure whether his BBS for the
Atari 8-bit has been placed into the public domain or not. This BBS was
the first to support a RAMdisk, which Paul Swanson called a "V:" device
for "virtual disk". This BBS was written in Atari BASIC and required a
joystick hardware "dongle" device. This was notable as being one of the
first Atari 8-BIT BBSes that could actually go for a week without having
to be rebooted. Pointers to the message base were kept in an Atari "very
long string" (for which Atari BASIC is famous). The BBS would only have
problems (for the most part) if this string became corrupted.

o ATKEEP -- An Atari 8-bit version of CITADEL BBS.
I believe that AT-KEEP, like FOREM-XE, requires the use of
the commercial BASIC XE cartridge to run. This BBS program was very
popular around Louisiana, USA, from what I understand.

o Benton's SMART BBS -- BBS written in BASIC by Marco Benton.
This program is written entirely in BASIC. It
expects to be running under a SpartaDOS environment. This was a problem
until very recently, when the disk-based version of SpartaDOS was

re-released as shareware. This BBS program uses a "modem clock string" rather than an R-Time 8 cartridge in order to retrieve the current time. It also comes with an Atari BASIC game door called "Sabotage".

o FOREM-XE -- FOREM using BASIC XE.
This version of FOREM BBS requires the commercial BASIC XE cartridge in order to run. It is in the public domain and can import and export messages from the Atari PRO! BBS EXPRESS-NET (7-bit text only, control ATASCII graphics are reserved for message data-structure bytes). FOREM-XE BBS is still currently in use as we speak, and may be reached via the PRO! EXPRESS-NET as long as the cross-networking "transnet" is still in effect.

o The BBS Express -- PRO! BBS demo program.
This is the public domain version of EXPRESS!-BBS, which is the Keith Ledbetter companion project of the EXPRESS!-TERM terminal program of days gone by. I am not familiar with this program. I think that it is written in Action! and only supports XMODEM Checksum transfers. I have never called or seen this program demonstrated.

o OASIS JUNIOR III -- OASIS BBS demo program.
OASIS JUNIOR III is the --ALL MACHINE LANGUAGE-- demo version of the OASIS BBS program. OASIS is very crash-resistant and comes with a "dial out" screen so that the Sysop can use the BBS as a terminal program to call and fetch files without having to bring the BBS down and reload a terminal program. OASIS supports "Door programs" which it refers to as "OASIS PAL modules". This OASIS demo module comes with an excellent message system. The OASIS file system is one of the most complicated that I have ever seen. It consists of "file libraries" with suites of "file types". There is quite a bit of overhead involved in performing a download (which may be a good thing, as it discourages file hogs). There is a commercial version of OASIS called "OASIS IV" that performs networking. There was an OASIS network between Boston, Massachusets, USA and Murfreesboro(SP?), Tennessee, USA. Occasionally word of the OASIS IV developers reaches the network from New Zealand or Canada.

o Frank Walters BBS -- I know nothing about this BBS except that Frank Walters wrote it.

OASIS IV, CARINA, and BBS-EXPRESS-PROFESSIONAL! are all commercial programs. I haven't heard anything about OASIS IV and CARINA for a while, but PRO!-BBS is still a viable commercial enterprise last that I had heard.

Subject: 13.6) What version of Atari BASIC do I have?

At the READY prompt, enter "? PEEK(43234)"

If the result is: You have Revision:
162 A
96 B
234 C

Subject: 13.7) What are the Standards for Used 8-Bit Stuff?

Developed by mailto:b.poehland@genie.geis.com (Ben Poehland)

When selling used 8-bit Atari equipment in the comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group, please consider describing the condition of the materials you are selling using these standards. This will go a long way toward preventing potentially highly-contentious misunderstandings. Usage is voluntary, but recommended.

LN (Like New)-- Item is pristine, unused, w/all manuals & original packaging materials.
EC (Excellent Condition)-- Item is little used, good working order, physically clean, may have a very few minor cosmetic blemishes, w/original manuals.
GC (Good Condition)-- Item is in good working order but slightly soiled, contains worn parts or minor scratches/dings that betray heavy service or old age, w/original manual or copied manuals.
FC (Fair Condition)-- Item in working order but missing manuals/accessories; heavily worn/soiled or cosmetically damaged.
BC (Basket Case)-- Item does not work, is damaged/butchered, missing manuals & accessories etc., but contains salvageable parts.

Subject: 14.1) What vendors, developers, or publishers support the 8-bit Atari?

See the "Atari 8-Bit Computers Vendors and Developers List." The latest version may be obtained in the following locations, among many others:

ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/vendev
http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/vendev/faq.html
news:comp.sys.atari.8bit news:comp.answers news:news.answers
mailto:mail-server@rtfm.mit.edu , message says:
send usenet/news.answers/atari-8-bit/vendev
quit

You can also ask me for a copy at mailto:mcurrent@carleton.edu

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Subject: 14.2) Where is my nearest 8-bit Atari BBS?

Rick Detlefsen is presently compiling a new comprehensive Atari computers bulletin board systems list. Contact him by any of the following for more information:

Rick Detlefsen Compuserve:74766,1561
Genie:R.DETLEFSEN
Internet: mailto:74766.1561@compuserve.com

Or by Mail: ATARI BBS LIST
C/O RICK DETLEFSEN

8207 BRIARWOOD LANE
AUSTIN, TX 78757-7642

Subject: 14.3) Where is my nearest 8-bit Atari user group?

Rick Detlefsen is presently compiling a new comprehensive Atari computers user groups list. Contact him by any of the following for more information:

Rick Detlefsen Compuserve:74766,1561
Genie:R.DETLEFSEN
Internet: mailto:74766.1561@compuserve.com

Or by Mail: USER GROUP SURVEY
C/O RICK DETLEFSEN
8207 BRIARWOOD LANE
AUSTIN, TX 78757-7642

Subject: 14.4) How do I use my new or emulated Atari?

"The Unofficial Atari 8bit New User, Emulator Help FAQ" is maintained by mailto:kendrick@sonoma.edu (Bill Kendrick). Bill and his FAQ are excellent sources for information on basic usage of the 8-bit Atari, and for information on the 8-bit Atari emulators for PC's and Mac's.

Subject: 14.5) What prominent Atarians are reachable by e-mail?

The "Who's Who in the Atari Community E-Mail Directory" listing includes people involved in all of the Atari computing and gaming platforms. This file is maintained by Len Stys, SIG Manager of the Cleveland Free-Net Atari SIG. Write to mailto:xx004@cleveland.freenet.edu (Atari SIG) or see: http://ace.cs.ohiou.edu/personal/mleair/whos_who.html

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End of atari-8-bit/faq

1936. Re: "Thrifts... Just What're They Thinking About ?"

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-03 00:00:00 UTC
From: "CE Taylor, IV"
Message-ID: <4jumfb$5f0@hubcap.clemson.edu>
Source record: 84811
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,rec.games.video.atari,comp.sys.atari.8bit

bond@access2.digex.net (Sean Connery) wrote:

>Joan--you really need to leave the formatting alone...you destroyed my
>post. But to answer--no I don't. And if you don't see the logic in my
>post...then obviously you have never searched out carts for days at 10
>thrifts.

There is someone in desperate need of a clue here and no it's not Joan.
Stealing IS stealing, no matter how you try to justify it. I make the
rounds like everyone else, and not once have I had to resort to stealing
to get a cart.

> Don't pass your lousy judgment on me. Go out and deal with
>these thrifts and then come back and talk your crap.

You, sir, are the one talking utter crap.

> We're talking about
>places that split junk up and change policy every other week...by any mean
>necessary...get the cart!

Well hell, why not hold them up at gunpoint?

>And the only other people buying this "old trash" are collectors...so give
>me a break...when have you seen a poor street urchin saving his pennies
>so he can buy Pitfall! for 99 cents??? Go whine somewhere else....

Completely and utterly *wrong*. Many low-income families buy Atari, Coleco, etc. for their
kids because it's cheap. I should know, I sell
it to poorer folk at flea markets all the time. I also talk to these
same folks in thrift stores.

>All
>serious collectors have fudged at one time or another...it has to be done
>from time to time.

PuhLEEZ.

---
charlet@hubcap.clemson.edu

1937. Re: Need Help with a Jaguar Kiosk

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-03 00:00:00 UTC
From: Grant McFarlane <grant.mcfarlane@exu.ericsson.com>
Message-ID: <316305F6.15FB7483@exu.ericsson.com>
Source record: 84812
Cross-posted to: rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.8bit

Marlin Bates, IV wrote:

> It has two RCA jacks which are obviously sound and then a 9 pin DBM
> connector on the end. Exactly like ones you would find on an older IBM
> compatible monitor. Can anyone tell me what monitor this goes to?
>
> Thanks
>
> -marlin

I have exactly the same type of connection for my jag. It is an RGB
cable and it works just fine on my Phillips CM8833 MKII colour stereo
monitor.

--
+---+
|Grant McFarlane Ericsson Inc. Richardson, TX | Tel: +1 214 997-0429 |
|e-mail: grant.mcfarlane@exu.ericsson.com | Fax: +1 214 669-0154 |
+---+

1938. Re: "Thrifts... Just What're They Thinking About ?"

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-03 00:00:00 UTC
From: bmarcum@iglou2.iglou.com
Message-ID: <DpB95H.FJB@iglou.com>
Source record: 84813
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,rec.games.video.atari,comp.sys.atari.8bit

Well, you can't stay in business with a store full of stuff that nobody will buy. On the other hand, you can't make money by throwing things out. Each store has to try to balance the amount of space they have for proven money-making items and rare collector's items (which only a rare collector will buy).

--
Bill Marcum bmarcum@iglou.com
From the future home of the 270 Foot Jesus

1939. Re: Are you REALLY a stressed out student?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-03 00:00:00 UTC
From: DaGrandWazoo! <jrogers@sunspot>
Message-ID: <Pine.SOL.3.91.960403221602.8715D-100000@sunspot>
Source record: 84814
Cross-posted to: comp.sys.ibm.pc.games.marketplace,comp.sys.cbm,comp.sys.ti,comp.sys.apple2,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.mac.games.marketplace,misc.forsale.computers.pc-specific.software,misc.forsale.computers.other.software,misc.forsale.computers.mac-specific.software

```
>
> In a previous article, lovkraft@hvision.nl (Jens Schriver) says:
>
> >Netly News, the online Newspaper, wrote about it.
> >
> >Over a thousand users know about it.
> >
> >It's growing, and can't be ignored!
> >
> >THE EVIL HOUSE OF CHEAT!
> >http://www.hvision.nl/~lovkraft
> >
> >The www site to be, if you are a student, and want to freely download
> >essays written by other students. All essays are with descriptions and
> >the grade which was given. This new concept will expand. The database
> >of titles in all subjects is, every day.
> >
> >Just check it out! It's controversial and popular.
> >
> >Jens Schriver, webmaster.
> >
> >If you like, give me some feedback.
>

You know, I've never been able to understand this. ANY competent
instructor/teaacher/professor will instantly recognize when a student
hasn't written his/her own paper. Styles don't change overnight.
Students using these pre-written essays, even as a guide, are risking
academic misconduct which is grounds for expulsion.

Anything for buck.

---
Jeff S. Rogers "Satire is a sort of mirror wherein beholders
UMMC-Grd.Sch. Biomedical Science do generally discover everybody's
Program in Molecular Medicine face but their own."
Worcester, MA 01605 --Jonathan Swift
*** jrogers@mxi.ummed.edu *** "Never mock a love-smitten mouse."
--The Brain
```

1940. Re: "Thrifts... Just What're They Thinking About ?"

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-03 00:00:00 UTC
From: btomlin@crl.com
Message-ID: <4jvgnv$cl4@crl2.crl.com>
Source record: 84815
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,rec.games.video.atari,comp.sys.atari.8bit

Robert Morgan (puredth@indy.net) wrote in rec.games.video.classic:
>Finally- a lot of people seem to have the wrong impression; thrift stores
>don't exist to SELL to needy people. The stuff in thrifts are mostly
>luxury items; if we can help a needy person by selling them something,
>dandy, but obsolete computers and board games son't seem all that
>important when you need to buy food, y'know?

I certainly don't think anyone needy is gonna spring $230 each for the IBM
5150 (?) server and printer that showed up at a local Goodwill store. I
don't even think anyone NOT needy will be interested.

1941. Re: New Atari emulator XL-IT

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-03 00:00:00 UTC
From: a-scottf@microsoft.com
Message-ID: <4juce4$362@news.microsoft.com>
Source record: 84816

In article <316137B7.4155@rcp.co.uk>, ivan@rcp.co.uk says...
>
>http://www.htw.uni-sb.de/people/mgietzen/atari/xl-it.html
>
>I have only had this for a few minutes but I am already
>excited as it currently (v 0.11) runs more software than
>software than PCXFormer!
>
>The software that I have quickly tried:

Can anyone tell me how to load the "Star Rider" demo? I can load the demos.xfd image, but I'm not familiar enough with Atari DOS to read the file names included in that .xfd. I used to have an 800xl back in the day, but I was a lamer and had menu programs on all my disks so I could load my programs by just choosing a number (or selecting them with the joystick!).

thanks,
-Scott F.
"I know my chicken,
You've got to know your chicken"
-Cibo Matto

1942. Re: Are you REALLY a stressed out student?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-04 00:00:00 UTC
From: demstar@fn.net
Message-ID: <4juv4o$sid@wormer.fn.net>
Source record: 84817
Cross-posted to: comp.sys.ibm.pc.games.marketplace,comp.sys.cbm,comp.sys.ti,comp.sys.apple2,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.mac.games.marketplace,misc.forsale.computers.pc-specific.software,misc.forsale.computers.other.software,misc.forsale.computers.mac-specific.software

aa349@cleveland.Freenet.Edu (Howard Herman) wrote:

>>The www site to be, if you are a student, and want to freely download
>>essays written by other students. All essays are with descriptions and
>
>I think this is one of the most degenerate and perverse uses of
>the Internet I have seen to date!

Oh please. This is just another use for diff. :)

1943. Re: Xl-It! Version 0.11 out

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-04 00:00:00 UTC
From: lerani@widomaker.com
Message-ID: <4jv4b0$et@news2.widomaker.com>
Source record: 84818

In article <4juiee$hou@hades.rz.uni-sb.de>, magi@stud.uni-sb.de (Markus Gietzen) says:
>
>Eric Ranieri (lerani@widomaker.com) wrote:
>: Anyone know if this emulator (dos version) can run AR...?
>
>: Thanks.
>
>This version can't run it. But the actual version (my development version)
>is able to because I added a 1050 emulation. That means that the access
>to the serial port is emulated in the way as if a 1050 is connected.
>
>Bye,
> Markus

Well, then, I assume you'll let us know when we can
get this version, right? .....Right? :)

-ER

1944. Re: Action!

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-04 00:00:00 UTC
From: bmarcum@iglou2.iglou.com
Message-ID: <DpB9F7.Fx7@iglou.com>
Source record: 84819

OSS sold the rights to all their software to ICD, who sold all their 8-bit products to Fine Tooned Engineering. You can reach Fine Tooned at ftooned@delphi.com .
--
Bill Marcum bmarcum@iglou.com
From the future home of the 270 Foot Jesus

1945. Re: Atari 800 hardware and software for sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-04 00:00:00 UTC
From: lerani@widomaker.com
Message-ID: <4jv4nl$et@news2.widomaker.com>
Source record: 84820

In article <4jt4ut$nlo@news.accessone.com>, tsw@accessone.com says:
>
>My husband insists its time to get rid of our Atari stuff, so I
>would like to sell all of this as a package. Will take best
>reasonable offer.
>
>Hardware:
>Atari 800 w/48K RAM
>Atari 810 disk drive
>Atari 410 tape drive
>5 joysticks
>
>Software:
>Kaboom, Star Wars, Star Trek, Defender, Frogger, Q-bert,
>Jumbo Jet Pilot, Submarine Commander, Dig Dug, Pac-Man,
>Atari Basic, much more
>
>tsw@accessone.com

I don't know what the going rate for such items are, but...

If you can warrant that everything is in good working
shape, and include power supplies, and a TV switch box,
I'll make a preliminary offer of $85.

If you can, let me know what sort of other offers you get.
Thanks.

-Eric Ranieri
lerani@widomaker.com

1946. Re: Atari 800 hardware and software for sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-04 00:00:00 UTC
From: lerani@widomaker.com
Message-ID: <4jv4qa$et@news2.widomaker.com>
Source record: 84821

In article <4jv4nl$et@news2.widomaker.com>, lerani@widomaker.com (Eric Ranieri) says:
<snip>

Whoops. This was supposeta be mail.

Mea culpa.

1947. Action Cart Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-04 00:00:00 UTC
From: David Paterson <dhpaterson@sympatico.ca>
Message-ID: <4jv4s1$njq@news1.sympatico.ca>
Source record: 84822

I wnat an Action cart, with docs. Will buy or trade. Pls reply via Email

Dave Paterson

dhpaterson@sympatico.ca

1948. Help with Atari 1050 Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-04 00:00:00 UTC
From: produnl2@teleport.com
Message-ID: <4jvmqn$77d@nadine.teleport.com>
Source record: 84823

I have an Atari 130XE, and I've only used a tape drive to store programs
until now. I recently purchased a 1050 drive, and need to know how
to format a new disk and read/write to it. I've tried typing in 'DOS'
with a new disk in the drive, but all I get is the SELF TEST screen.
I don't have a pre-formatted disk, but I know there's got to be a way
around that.

Please help !!!

David P. Loewen
Productions Unlimited
Salem, Or USA
produnl2@teleport.com
http://www.teleport.com/~produnl2

1949. Re: "Thrifts... Just What're They Thinking About ?"

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-04 00:00:00 UTC
From: joan3@ix.netcom.com
Message-ID: <4jvoqp$7u4@dfw-ixnews6.ix.netcom.com>
Source record: 84824
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,rec.games.video.atari,comp.sys.atari.8bit

In <4jt8i9$62p@newsbf02.news.aol.com> alensmithe@aol.com (AlenSmithe)
writes:
>
>Do thrift stores REALLY throw stuff out if no one buys it??? That
sound
>really ridiculous. In "8-track Mind," a magazine for 8-track tape
>collectors, someone wrote in a story of a Goodwill store that would
not
>put out donated 8-tracks for sale because "they're dirty, bulky and no
one
>buys them anyway!" If that is true I would not donate anything to a
>thrift store!
>The service thrift stores provide which to me is most important, is
their
>making available stuff that you would never find anyplace else! If I
want
>8-tracks, I go to Goodwill, but if I want CDs then I'll go to Tower!
>--------------------
>AlenSmithe@aol.com <---Yes, I know AOL sucks; I'm working on getting
rid
>of it!

All thrift stores have limited space, and they have to decide what to
put out for sale on the basis of what their experience tells them will
sell. They cannot afford to keep everything that is donated. In fact,
you should try working in one for a while to see what kind of stuff is
donated. It is often worn out, filthy, non-working and unrepairable, or
just something that no one will buy, no matter how low the price.

The larger ones such as Salvation Army and Goodwill can store unusable
clothing and sell them as rags. They used to do a lot of repair, but
they do not do that much any more, so broken stuff often just winds up
in the landfill.

I work at a small local thrift store. We do only minor repairs, and the
unusable clothing is given to Salvation Army. We do try to be sure that
things offered for sale are in working order, and we give credit (not
cash) for items that customers find do not work as they should. Those
things that we have found do not sell are usually disgarded
immediately.

We are fortunate that in this area we can recycle most things that we
cannot sell, as long as it is usuable for parts or by someone who is
not too particular. At least it can be used one more time before it

finally ends up in the landfill.

Sorry to be so long-winded. I just wanted to say: before you complain about the stores' policies, think about some of their problems.

Joan

1950. Re: Snowfite and Snowfite 2

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-04 00:00:00 UTC
From: "Ronald A. Laski, Jr." <rlaski@midwest.net>
Message-ID: <4k065n$7aj@sparky.midwest.net>
Source record: 84825

oscar@primenet.com (Oscar Fowler) wrote:

>
> I didn't even know there was a snowfite2. Do they both
> lock up on you after a while (as Snowfite seems to have done
> for everyone I've talked to)?
>
> Oscar
>
>
Snowfite 2 is (I believe) the same as Snowfite except there was a title screen added. I don't know if the game code itself has been altered in anyway. Sorry if I inadverntantly misled anyone. I have received two requests for the programs. I've dug up the disks, now all I have to do is unplug my modem and plug in my Sio2pc cable and get them transferred to my PC. After that, I will zip and uuencode them and probably just mail them to the people who asked for them. I can't seem to get access to any newsgroup with 'warez' in them although I can post to alt.binaries.games so I may put it there if my mailbox gets flooded.

Ron

1951. Re: New Atari emulator XL-IT

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-04 00:00:00 UTC
From: aa852@cleveland.Freenet.Edu
Message-ID: <4k0muj$eek@madeline.INS.CWRU.Edu>
Source record: 84826

In a previous article, kendrick@zippy.sonoma.edu (William Kendrick) says:

>Ivan Mackintosh (ivan@rcp.co.uk) wrote:
>
>: Joyride (hardsoft's latest demo) It got as far as the
>: first demo with no problems - I didn't spend to long
>: playing with this one.
>
>I tried Joyride with Rainbow. The music was kinda messed up, and Rainbow
>doesn't support volume-only mode, but other than that, AND the "no further
>than the first part" problem, it worked very well on Rainbow, too!
>
>I think the load problem is because of their special disk I/O routines
>(which allow for music and 3D animation while loading (cool!!)). I'll bet
>ANY emulator which doesn't fully emulate SIO would die on this too.

I played Phantasie I and II on Rainbow, and both those games have music
(can't remember if animation, I don't think so) while the disk loads, and
it worked great. %^) I can't speak for Chris, but I thought after seeing
these run properly that he *did* fully emulate SIO.

1952. Re: Marble Madness & Gunslinger

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-04 00:00:00 UTC
From: aa852@cleveland.Freenet.Edu
Message-ID: <4k0je0$9ln@madeline.INS.CWRU.Edu>
Source record: 84827

In a previous article, tpp@cbnews.cb.att.com (Grue) says:

>In article <4jpbtv$miv@madeline.INS.CWRU.Edu>,
>Barry W. Cantin <aa852@cleveland.Freenet.Edu> wrote:
>>
>>In a previous article, Lawrence@kwll.demon.co.uk (Lawrence Staveley) says:
>>
>>>Does Marble Madness exist for the Atari 8-bit? I loved this game in the
>>>arcades, and over here in the UK it came out for virtually every other
>>>machine except the Atari. Anyone out there ever see it?
>>
>>Nope, sorry. That's one I REALLY wanted for a very long time, and it's not
>>available. %^(What I HAVE seen, instead, is a very,
>
>Excuse me? EA put out Marble Madness for the 8-bit. I've still got the
>packaging, but I can't find the disk. B(

What? Serious? What year was it released? (You're sure it was for the
Atari 8-bit?)

Interesting. I'd have killed for this one a few years back...

--

Barry Cantin
aa852@cleveland.freenet.edu

1953. Game cartridges for an 800 XL

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-04 00:00:00 UTC
From: Neal.Daskal@bbs.mhv.net
Message-ID: <4k0kpp$t1k@news.mhv.net>
Source record: 84828

My kids still use an 800 XL as a game machine. Are there any vendors out there still selling the cartridge games? (e-mail replies please)

1954. Re: "Thrifts... Just What're They Thinking About ?"

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-04 00:00:00 UTC
From: arton <arton@spectra.net>
Message-ID: <31639C9F.573F@spectra.net>
Source record: 84829
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,rec.games.video.atari,comp.sys.atari.8bit

CE Taylor, IV wrote:

>
> You, sir, are the one talking utter crap.
>
> > We're talking about
> >places that split junk up and change policy every other week...by any mean
> >necessary...get the cart!
>
> Well hell, why not hold them up at gunpoint?
>

> >All
> >serious collectors have fudged at one time or another...it has to be done
> >from time to time.
>
> PuhLEEZ.

i don't want to soun rude, but can this bickering end? you know, ppl are not going to agree on this... depending what mood i am in, i agree with both arguments... so just never mind, ok? if you want to rip off cart, big deal... if you don't, then don't...

no one is going to change anyone elses mind by telling them they are " full of crap, dig?

1955. Re: Marble Madness & Gunslinger

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-04 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <151357@cup.portal.com>
Source record: 84830

"Scott" writes:
>In article <516216820wnr@kwll.demon.co.uk>, Lawrence@kwll.demon.co.uk wrote:
>>Does Marble Madness exist for the Atari 8-bit? I loved this game in the
>>arcades, and over here in the UK it came out for virtually every other
>>machine except the Atari. Anyone out there ever see it?
>
>I don't think there was ever a port of this for any of Atari's gaming or
>computer platforms. I've never *seen* one, anyway....I could be wrong.
>
>The best home conversion of this I've seen so far is the NES version. Very
>well done. I think there's a version for the Amiga, as well...

1) Yep, there is an Amiga version of Marble Madness. It's a good port from
the arcade console.

2) Don't know about MM for the Atari 8-bit, but if you're merely looking for
pushing-a-marble-through-tricky-mazes play-action, you've just simply GOT
to get a copy of SpinDizzy. IMHO it's even a bit BETTER than MM because
it contains a lot more variety. Excellent piece of work, though I don't
remember offhand by WHOM. Can anyone here give Lawrence a pointer to a
copy of SpinDizzy?

Chris Chiesa

1956. Re: GNU C-compiler port to 6502

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-04 00:00:00 UTC
From: deaven@ishmael.ameslab.gov
Message-ID: <4k157d$aj4@news.iastate.edu>
Source record: 84831
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

In article <4jobkn$6gh@dodo.cosy.sbg.ac.at>,
Gerhard Wesp <gwesp@dodo.cosy.sbg.ac.at> wrote:
> This is a tough example indeed. I don't know how to avoid such things
>except by having a good optimizer brush up the assembly code _after_
>the macro expansion has taken place. But, as you write, such an optimizer
>would be quite a lot of hard work to write.

This is called ``peephole optimization,'' and is provided by GCC.
What you do is determine common sequences of bad or slow code that the
compiler generates, and add a peephole optimizer to replace them
with good fast code. In GCC, this facility is provided as you write
the machine spec for a new processor.

> Well, the manual says that gcc is a 32 bit compiler... Perhaps it would
>really be better to try to make a ``true'' 6502 compiler (i.e. one which
>knows everything about the internals of the processor)? However, the
>ATARI cc65 results are a bit disappointing...

GCC will work with quite a range of basic data type sizes. It is by
no means fixed to 32-bit processors, at least for targets. The
cross-compiler platform should be 32 bit, though (no big deal).

--
David Deaven deaven@ishmael.ameslab.gov
A504 Physics tel 515-294-6878
Ames Laboratory fax 515-294-0689
Ames IA 50011 http://www.public.iastate.edu/~deaven

1957. Re: Need Help with a Jaguar Kiosk

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-04 00:00:00 UTC
From: ad741@freenet.hamilton.on.ca
Message-ID: <4k0u6b$g8b@main.freenet.hamilton.on.ca>
Source record: 84832
Cross-posted to: rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.8bit

Marlin Bates, IV (mbates@s3.sonnet.com) wrote:
: Hello all,

: I just picked up my Jaguar Kiosk from Atari and am very pleased with it.
: Quite huge. Has a controller and all sorts of cool stuff in it. HOWEVER,

: It has a video connection I have never seen before. The Jaguar end is the
: same as we all know but the business end is VERY different.

: It has two RCA jacks which are obviously sound and then a 9 pin DBM
: connector on the end. Exactly like ones you would find on an older IBM
: compatible monitor. Can anyone tell me what monitor this goes to?

: Thanks

: -marlin
It's a standard RGB output... the kiosks usually use a SC1224 with it.
--
"Now I guess I've gotta tell 'em that I've got no cerebellum."
--- The Ramones

Come back when you can't stay so long. Take care. B-bye!

1958. Re: Marble Madness & Gunslinger

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-04 00:00:00 UTC
From: Lawrence Staveley <Lawrence@kwll.demon.co.uk>
Message-ID: <616879052wnr@kwll.demon.co.uk>
Source record: 84833

> 2) Don't know about MM for the Atari 8-bit, but if you're merely looking for
> pushing-a-marble-through-tricky-mazes play-action, you've just simply GOT
> to get a copy of SpinDizzy. IMHO it's even a bit BETTER than MM because
> it contains a lot more variety. Excellent piece of work, though I don't
> remember offhand by WHOM. Can anyone here give Lawrence a pointer to a
> copy of SpinDizzy?

Thanks, but I've already got Spindizzy. Yup, sure was excellent.

"I can't see the solution - Through this state of confusion....."

Lawrence@kwll.demon.co.uk

1959. Re: help with drive/SIO2PC cable

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-04 00:00:00 UTC
From: classics@nacs.net
Message-ID: <4k1geu$2hm@wariat.wariat.org>
Source record: 84834

On Tue, 02 Apr 1996 03:25:05 GMT, scharles@superlink.net (Yogi) wrote:

>I just built an SIO2PC cable and it works fine when I connect the 800
>to the PC, but when I connect the drive to the 800 and then connect
>the cable to the PC the 800 sees no drives and goes into memo pad.
>I am using APE 1.07 and a percomm DD drive. Does it have something to
>do with the value of the diode on the SIO2PC cable or is it something
>else?

Yes, the Percom drives are very VERY picky. I have a Percom Ds/DD
drive here and it refuses to work with anything but a stock 1050 as
drive #2. It just pukes w/ an APE cable, 810 or any other
peripherals attached.

I would guess they are very sensitive to the voltage on the READY line
of the SIO bus, but ive never checked for sure.

>Also, I have a 1050 that powers up, but when you connect it to the
>800, it reads one sector after about 10 seconds, and then makes the
>old 810 "bad sector" noise (head gnashing). Anyone have any idea what
>might be wrong?

If it does that w/ all disks I would say the drive needs service. I couldn't
get into the drive guts myself, but there are many people in the group who
are very experienced at fixing 1050's so you should have good luck getting
some advice on that.

Steve

1960. S: XL/XE SPIELE! / W: XL/XE games

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-04 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <xY_4TMD0aoz5@peter.soemtron.sb.sub.de>
Source record: 84835

Howdy !

ich suche einige seltene Atari 400/800/600XL/800XL/800XE/130XE Computerspiele
:

das w&#65533;ren :

Koronis Rift (Lucasfilm Games Ltd.)
Alternate Reality : The Dungeons
Alternate Reality : The City
Infocom Computerspiele (z.B.
- Moonmist
- Hitchicker`s guide to the galaxy)
Ballblazer
Ultima 1-4
Mercenary (Diskversion)
Kick Off
Silent Service
Solo Flight II
Spy vs. Spy II
Colossus Chess
Ogre

Howdy !

I search several really rare games for Atari 400/800/600XL/800XL/800XE/130XE

for example:

Koronis Rift (Lucasfilm Games Ltd.)
Alternate Reality : The Dungeons
Alternate Reality : The City
Infocom games (for example :
- Moonmist
- Hitchicker`s guide to the galaxy)
Ballblazer
Ultima 1-4
Mercenary (disc version)
Kick Off
Silent Service
Solo Flight II
Spy vs. Spy II
Colossus Chess
Ogre

-peter

==
6502 inside ! ||| Intel Outside! | peter@noname.dontpanic.sub.org
(MEGA) 8-Bit / | \ 130 XE 256kB | peter@paradise.soemtron.sb.sub.de

1961. is my DRIVE DEaD ? hELP ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-04 00:00:00 UTC
From: artem@voicenet.com
Message-ID: <4k1ngs$csd@news.voicenet.com>
Source record: 84836

Hello !!!

Here is the problem. I turn on the drive (PERCOM),
I hold down OPTION key and turn on the computer (800XL), after
a while the message "BOOT ERROR" appears on the screen. I tried the
same disk on my computer and on the other computer (800xl too and
1050 drive). No disks work on my drive but they all work on the other
computer. What is the problem ? any guesses ?

ARtem

1962. Did my 130XE DIE ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-04 00:00:00 UTC
From: artem@voicenet.com
Message-ID: <4k1nlo$csd@news.voicenet.com>
Source record: 84837

Hello !

I just figures out that my 130xe does not work any longer !!!
All i see on the screen is inteferrence and no sound. I plugged
it into the power supply which i donno what for (either ATARi or
C64) COuld it be a problem ? Did i kill it ? if not what's wrong then ?

and btw: how do i format a disk on atari ?

Artem

1963. Re: S: XL/XE SPIELE! / W: XL/XE games

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-04 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <4k21sk$805@crl14.crl.com>
Source record: 84838

Thomas Havemeister (peter@soemtron.sb.sub.de) wrote:

: Howdy !

: ich suche einige seltene Atari 400/800/600XL/800XL/800XE/130XE Computerspiele
: :

: das w�ren :

Venn ist das Nunstuck git und Slotermeyer?
Jah! Beiherhund das Oder die Flipperwaldt gersput!

:)

John
jvogel@crl.com

1964. CC65 floating-point followup

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-04 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <151398@cup.portal.com>
Source record: 84839

To whomever that was who was getting interested in CC65 last week:

I wrote you e-mail telling you that one of the limitations of CC65 was a complete lack of support for floating-point datatypes. However, I just found a printout of a c.s.a.8 article from 28 Feb 1993, announcing the uploading of "...an almost complete set of floating-point math functions" for CC65, to the Atari archive at UMich. Get ye to the archive and look for FP65, before totally giving up on CC65!

Chris Chiesa
Chris_F_Chiesa@cup.portal.com / xetwnk@shell.portal.com

1965. Re: New Atari emulator XL-IT

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-04 00:00:00 UTC
From: a-scottf@microsoft.com
Message-ID: <4k1md2$o7g@news.microsoft.com>
Source record: 84840

In article <4juce4$362@news.microsoft.com>, a-scottf@microsoft.com says...
>
>In article <316137B7.4155@rcp.co.uk>, ivan@rcp.co.uk says...
>>
>>http://www.htw.uni-sb.de/people/mgietzen/atari/xl-it.html
>>
>>I have only had this for a few minutes but I am already
>>excited as it currently (v 0.11) runs more software than
>>software than PCXFormer!
>
>Can anyone tell me how to load the "Star Rider" demo?

Never mind, I figured it out with the helpful Emulator FAQ! :)

On my keyboard, I have to use the semi-colon key because the asterisk("*")
doesn't work. Probably because of the German keyboard setup "Xl-it" is
supposed to use. So far, this is a pretty cool program. When can we
expect to run M.U.L.E? =)

-Scott F.

1966. Hit parade of power !!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-05 00:00:00 UTC
From: artem@voicenet.com
Message-ID: <4k1o7i$csd@news.voicenet.com>
Source record: 84841

Hi !!

I want to know which 8 bit atari is the first, which is
the seconds and so forth in the hit parade of power. For example.
1) 130xe
2) 800xl
..
..

it is just an example.. i don't really know.. help me here :)

Artem

1967. Re: "Thrifts... Just What're They Thinking About ?"

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-05 00:00:00 UTC
From: John Greve <johngr@mail.execpc.com>
Message-ID: <4k1tte$12c@daily-planet.execpc.com>
Source record: 84842
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,rec.games.video.atari,comp.sys.atari.8bit

alensmithe@aol.com (AlenSmithe) wrote:

>Do thrift stores REALLY throw stuff out if no one buys it??? That sound
>really ridiculous.

I was at a local Salvation Army not to long ago and as I walked in I
observed an S.A.employee tossing plates like they were frisbee`s into
a huge dumpster.The dumpster was full to the top.You`d think they
would at least try to give it away for nothing before they toss it.

In "8-track Mind," a magazine for 8-track tape
>collectors, someone wrote in a story of a Goodwill store that would not
>put out donated 8-tracks for sale because "they're dirty, bulky and no one
>buys them anyway!" If that is true I would not donate anything to a
>thrift store!
>The service thrift stores provide which to me is most important, is their
>making available stuff that you would never find anyplace else! If I want
>8-tracks, I go to Goodwill, but if I want CDs then I'll go to Tower!
>--------------------
>AlenSmithe@aol.com <---Yes, I know AOL sucks; I'm working on getting rid
>of it!
>--------------------
>There's nothing we wanna watch on TV tonight, but we're still gonna watch
>something great- with our RCA VideoDisc player and VideoDiscs! Just flip a
>switch, and on OUR TV we see Airplane or The Pink Panther, The Godfather
>or Grease, Muppets, monsters, Mickey, MASH and 100 more, starting as low
>as $15! And the player costs less than 500! Put it this way; we're
>watching a GREAT MOVIE! And you're watching- us.
>BRING THE MAGIC HOME ON RCA!

1968. P.O.K.E.Y player???

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-05 00:00:00 UTC
From: qualis@alf.cc.uni.torun.pl
Message-ID: <4k2nvj$291@Waldemar.mat.uni.torun.pl>
Source record: 84843

Is there any p.o.k.e.y player on any computer (PC,Amiga,ST) like Sidplay???
I remembered some great atari8-bit music like from Jet-Set-Willy (REALLY
great tune wrote by R.Hubbard-this is my favorite tune on atari!), or some
musics from demos (e.g. Top - serires)

Mike Speier
E-mail: qualis@alf.cc.uni.torun.pl

1969. Need Atari 130XE Manual

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-05 00:00:00 UTC
From: produnl2@teleport.com
Message-ID: <4k2t76$ami@nadine.teleport.com>
Source record: 84844

Looking for a copy of the manual for the Atari 130XE
Home computer. If you have one you can sell, or make
copies of, please e-mail me at: produnl2@teleport.com

Thanks,

David P. Loewen
Productions Unlimited
Salem, Or USA
produnl2@teleport.com
http://www.teleport.com/~produnl2

1970. Re: Help with 1050 drives needed!

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-05 00:00:00 UTC
From: Lawrence Staveley <Lawrence@kwll.demon.co.uk>
Message-ID: <419138879wnr@kwll.demon.co.uk>
Source record: 84845

> Did you try replacing the lm3086 chip: They buffer some of the signals.

Yup! Got one of 'em going..... Thanks!

PS. Had to use a 3046, Maplin's didn't have any 3086, but this was in one of my drives anyway so I figured what the hell.

"I can't see the solution - Through this state of confusion....."

Lawrence@kwll.demon.co.uk

1971. Atari items for sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-05 00:00:00 UTC
From: JMC <jcallam@knox.net>
Message-ID: <Pine.LNX.3.91.960405115823.29702A-100000@jasper.knox.net>
Source record: 84846

```
Due to a default of a net user, I still have the following for sale.
2 Indus GT Drives with all asc.
1 Atari 1050 drive
1 Atari 800 with basic cart
1 Atari 800 XL
1 Atari 130XE (needs repair)
1 Atari Lightpen & Cart.
1 Atari 850 interface
1 Atari Writer Cart

Misc manuals, cables, power supples, and other Atari items
$250.00 including shipping
```

1972. 850 Interface Module

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-05 00:00:00 UTC
From: Jason <Jaybird@tiac.net>
Message-ID: <4k3nej$bdp@news.tiac.net>
Source record: 84847

Hello,
Fellow Atari fans.
I recently downloaded "Rainbow" (400/800) emulator for the mac and I can't seem to find out information about the 850 module. Does anyone know of a schematic or outfit to buy this?

Jason

1973. 850 Interface Module

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-05 00:00:00 UTC
From: Jason <Jaybird@tiac.net>
Message-ID: <4k3nef$aol@news.tiac.net>
Source record: 84848

Hello,
Fellow Atari fans.
I recently downloaded "Rainbow" (400/800) emulator for the mac and I can't seem to find out information about the 850 module. Does anyone know of a schematic or outfit to buy this?

Jason

1974. Re: Marble Madness & Gunslinger

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-05 00:00:00 UTC
From: tpp@cbnews.cb.att.com
Message-ID: <4k3og5$3kp@nntpa.cb.att.com>
Source record: 84849

In article <4k0je0$9ln@madeline.INS.CWRU.Edu>,
Barry W. Cantin <aa852@cleveland.Freenet.Edu> wrote:
>
>In a previous article, tpp@cbnews.cb.att.com (Grue) says:
>
>>In article <4jpbtv$miv@madeline.INS.CWRU.Edu>,
>>Barry W. Cantin <aa852@cleveland.Freenet.Edu> wrote:
>>>
>>>In a previous article, Lawrence@kwll.demon.co.uk (Lawrence Staveley) says:
>>>
>>Excuse me? EA put out Marble Madness for the 8-bit. I've still got the
>>packaging, but I can't find the disk. B(
>
>What? Serious? What year was it released? (You're sure it was for the
>*Atari* 8-bit?)

Yes, indeedy. I'll have to dig up the package and see what it says on it.
When I find it, I'll post.

Tom

--
Tom Pschar | Hi there. I am an Apteryx, a wingless bird with hairy feathers.
* Hong Kong Phooey lives! * White Dragon whacks Oozing Stenchbeast *
*>LOOK *
*It is pitch black. You are likely to be eaten by a grue. *

1975. Little Tiny auction/trade/sale UPDATE #1

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-05 00:00:00 UTC
From: Jeremy Larsen <JEREMY@MUSIC.CC.UGA.EDU>
Message-ID: <05APR96.14927058.0105@UGA.CC.UGA.EDU>
Source record: 84850
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

Well I've got some offers on some of this stuff... I'll listen to
any offer you can make with anything on this list! Especially
8-tracks... oh yeah!!!

Well this might seem a bit strange, but here goes...

This list is divided into Sale, Trade, and Auction sections...
Anything not gone from this list in a week or two will be given to
the local thrift store of my choice!

****
* SET SALE *
****

Atari 2600 with box, power supply, switchbox and games:
Star Raiders
Phoenix
Centipede
Solaris
River Raid
Combat
Enduro
Frogger
$10 + $6 postage

Odyssey^2 Console with power supply and Spin-Out cart. One joystick dead
$7 + $6 postage** SOLD **

Hayes Smartmodem 1200 - $5 plus $3 postage

Racal-Vadic 1200 modem - $5 plus $3 postage

****
* AUCTION *
****

VGR BID

(1) Atari 2600 California Games with box -R- $3 min
(2) Atari 2600 Big Bird (w/b,i & o) box really torn up -R- $3 min
(3) Atari 7800 Crossbox with box -R- $2 min
(4) Atari Yars' Revenge cassette (a kids' story) no book $2 min
(5) "Amazing Adventures of Pac-Man" LP record (Kid Stuff) TRADE PENDING
(6) "Pac-Man's Christmas Album" LP (Kid Stuff) TRADE PENDING
(7) Atari 5200 Super Breakout w/ 1 overlay (2 available) $1 min
$1 min

(8) Atari 5200 Galaxian w/ 1 overlay $1
(9) Atari 5200 Pac Man $1

Some classic video game board games to be added in the following
days...

****
* TRADE * TRADING ATARI 8-BIT STUFF FOR 8-TRACK CARTRIDGES!
****

EXPLANATION: I have all this Atari 8-bit stuff sitting around, and
this is its last stop before I drop it all off at the thrift store.
I am almost exclusively interested in trading this stuff for 8-track
tapes. I generally want rock n roll, but will listen to any offer.
Condition or playability is not a factor unless the cart is in pieces :)
Keep in mind that I almost never pay more than 50c for an 8-track
(usually 5c-25c), so try to make it worth my while because it's going
to be somewhat pricy to ship these things! If you really want something
and have no 8-tracks, make me an offer on something else, or with
cash -- but keep in mind that some of it works, some doesn't. It
may all be fixable. I don't know--I got most of this stuff from people
who made me buy all they had to get some carts or something. And if
you want to make me a deal on everything as a package -- go ahead!!
Just remember that it's up to you whether it's worth the shipping
or not (if you want to pay postage and a few extra dollars for me
hauling this stuff to the post office, I'm all ears).
Mostly (ideally) though, I would like to trade it out for 8-track
tapes. Other interests would include 8-bit carts I don't have
(and I don't have too many -- I really want a game called Rallyrace!)
pong systems I don't have, INTV/Coleco/O^2 carts, and (this is WAY
out there, but heck, I might as well mantion it) an Arcadia console.

Atari 2600 - 3 (2 Telegames, no ps or anything)
Atari 1050 disk drive - 3 (all with power supplies)TRADE PENDING
Atari 400 - 1 (w/ raised keyboard))
Atari 410 tape recorder - 1 like new in box, 1 w/ neato dust coverTPEND
Atari 800 - 2 (1 w/ neato dust cover)TRADE PENDING
Atari 810 disk drive - 1 (w/ neato dust cover)TRADE PENDING
Atari 1027 printer - 1 (works, needs new ink)
Atari 800XL - 1 (w/ power supply)TRADE PENDING
Atari 600XL - 1 (w/ power supply)TRADE PENDING
Atari XM301 modem - 1 (lights up but doesn't work)
Assorted booklets, manuals, etc.TRADE PENDING
8-bit carts: BASIC (3), Pac-Man, Space Invaders

And by the way, I'll be willing to listen to any trade offer for any-
thing on this list, not just the "TRADE" section. Climb in those
attics and find that box of 8-tracks!

****
* THE END * and misc stuff...
****

Email me with any questions or offers. Auction ends at midnight on
April 14, 1996. Bids and everything else go to

jeremy@music.cc.uga.edu

Thanks everyone!
Jeremy

1976. Re: Novice questions

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-05 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <4k3u7i$3um@charm.magnus.acs.ohio-state.edu>
Source record: 84851

In article <nil-3103961327310001@nil.port.net>,
Stan Lobunets <nil@interport.net> wrote:
>Point taken. It's just that the only FAQ I could find was the one with
>description of archives, vendors, etc.

Which reminds me... hey Bill, why don't you post your newbie FAQ to
news.answers? Then it would show up on the WWW lists of FAQs.
--
------------ R o b F u n k ------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

1977. Re: Help with Atari 1050 Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-05 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <151410@cup.portal.com>
Source record: 84852

David P. Loewen (produnl2@teleport.com) writes:
>
>I have an Atari 130XE, and I've only used a tape drive to store programs
>until now. I recently purchased a 1050 drive, and need to know how
>to format a new disk and read/write to it. I've tried typing in 'DOS'
>with a new disk in the drive, but all I get is the SELF TEST screen.
>I don't have a pre-formatted disk, but I know there's got to be a way
>around that.
>
>Please help !!!

David -

DOS is a piece of software which supervises the management of a collection of raw disk-sectors into named "files." An Atari 8-bit computer "by itself" possesses just enough capability to read and write those raw disk-sectors, but NOT the DOS which organizes and manages them "as files." DOS must be loaded in from disk, typically by booting a special "DOS disk" at powerup time. (One exception is SpartaDOS X, which resides on a special left-slot cartridge that you plug in; the SDX cart then has a slot on ITS top, where you can plug in "normal" cartridges.) There are several DOSes available. I believe that at least one, called "MyDOS," is freely available and can be FTP'd from the Atari 8-bit archive at atari.archive.umich.edu. There may be several other DOSes there as well. Look for it/them.

Unfortunately you're going to run into the problem of "how to download a file to disk, if you don't have DOS." Several programs exist which make it possible to write double-density Atari DOS diskettes on a PC; in theory you could download the necessary Atari DOS files to a PC, then use one of these programs to place the files onto an Atari diskette. However, the programs require a 360K drive -- an increasingly rare animal -- on the PC, and a "true double-density" drive -- which a stock 1050 is not -- on the Atari. Furthermore, I doubt that any of the available programs possess the ability to write the Atari disk's "boot sectors," without which the Atari won't be able to load DOS from the disk no matter what else you do. A hardware gadget called "SIO2PC," with corresponding PC software, makes the PC emulate an Atari disk drive, including, I believe, the ability to boot from the emulated drive. You can download a DOS-boot-disk "image" file from this network (someone else here can probably tell you exactly where) and boot it through SIO2PC, then create a new, physical DOS boot disk on your 1050.

Probably the easiest, least expensive thing to do, though, is to beg :-) on this newsgroup for someone to snailmail you a DOS boot disk. I'd inquire about a modem and terminal-emulation software while you were at

it, too, so that you can download additional software from this Net and such remaining Atari BBSes as still exist (a list was posted here recently).

Good luck; hope this helps. Welcome to the world of latter-day Atari 8-bit fandom!

Chris Chiesa
Chris_F_Chiesa@cup.portal.com / xetwnk@shell.portal.com

1978. Re: Agent USA

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-05 00:00:00 UTC
From: "Steven E. Skaggs" <afn04314@afn.org>
Message-ID: <Pine.A32.3.92.960405191137.26034B-100000@freenet4.afn.org>
Source record: 84853

On 31 Mar 1996, Justin Day - User wrote:

> Anybody have this? I'd kill for it! E-Mail me.
>
This was one of my favorite games! Though I played it on the C-64 and not
Atari.

1979. Web Page: Bravo's Atari Store: On-Line Catalogs. Check this out!

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-05 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <4k4uv2$h36@linda.teleport.com>
Source record: 84854
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,fr.comp.sys.atari,de.comp.sys.st,fido.ger.atari,ger.atari,ka.comp.sys.atari

Check out my Web Page for Bravo Sierra Computers. Where you can find Both
Classic Atari 8 Bit & Atari ST. HardWare, SoftWare, Books & Accessories. My
Web Address is below. On-Line Catalogs that you can View and Contact me via
my Web Page! Or Request Catalogs in E-Mail. Specify Classic 8 Bit or ST.
E-Mail: bensmith@teleport.com

http://www.teleport.com/~bensmith/bscomputers.shtml
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. Mon - Thurs 3
PM - Midnight. Friday 3 PM - 6 PM PST Call above # these Hours.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Catalogs are FREE & updated monthly. Reply in E-Mail to bensmith@teleport.com
http://www.teleport.com/~bensmith/bscomputers.shtml Bravo Sierra Atari Store

1980. Re: SIO2PC Timing and Home Filing Manager

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-05 00:00:00 UTC
From: david.moeser@ccc-bbs.com
Message-ID: <8BE1135.111C000962.uuout@ccc-bbs.com>
Source record: 84855

```
-> From: scharles@superlink.net (Yogi)
-> Newsgroups: comp.sys.atari.8bit
-> Subject: Re: SIO2PC Timing and Home Filing Manager
-> Date: Thu, 28 Mar 1996 03:52:35 GMT
-> Message-ID: <315a0a43.1502232@news.superlink.net>
->
-> Home filing manager was a normal 720 disk, so after sector 720 thats
-> why you are getting the errors.
-> When I left the scene in 1986, I had converted the home filing
-> manager to a FILE; you still needed the full disk to read the data
-> from, but at least the program was a file, which has the best chance
-> to run on any emulator. Each sector in the disk stored one file; they
-> were not stored in straight ATASCII, as I recalll; the easiest way to
-> get the data would be to print it out and then scan/ocr it back in...
-> time consuming but I don't see any other way to do it, as HFM didn't
-> have any comm capabilities.....
```

Over the years I've found the HFM to be one of the best and most useful 8-bit programs, but as you point out, HFM "didn't communicate" in any normal way. Thus I agree with you: making a hardcopy printout and copying data back in to some other platform from that printout seems to be the only way to move that data to other computers. The original message poster asked whether anybody had ever come up with a utility program to re-create data directly from an HFM datadisk so as to shortcut this process. I too would like to hear if anybody has such a program.

Regarding how the HFM program stored its data, I think you make it sound too good. HFM encrypted its data. When one uses a disk utility program to read the sectors on the disk, the data is indeed ASCII, but it's all jumbled up (indexed) in a way meaningful ONLY to the HFM program itself. The "jumble" can be read by the human user, but it's useless info. Presumably there was a pattern to how the HFM indexed the data, so a utility could be written to decrypt the HFM data and put it back together again. The question is whether anybody ever did that??

--David Moeser, Censornati, Ohio
email to: david.moeser@bpdomain.lod.com

1981. Re: is my DRIVE DEaD ? hELP ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-06 00:00:00 UTC
From: bmarcum@iglou2.iglou.com
Message-ID: <DpF0n8.8zr@iglou.com>
Source record: 84756

Did the Percom drive work before? Since your disks work on the 1050 drive
and not on the Percom, maybe they are enhanced density disks. If you are
using Dos 2.5, try the "Format Single" option on a blank disk, then "write
DOS files", and see if the Percom will read that disk.

--
Bill Marcum bmarcum@iglou.com
From the future home of the 270 Foot Jesus

1982. XL-IT question impression

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-06 00:00:00 UTC
From: artem@voicenet.com
Message-ID: <4k4hdf$f4p@news.voicenet.com>
Source record: 84757

Hello !!

I just dloaded XL-IT for DOS. Hmm.. I would say it
is better than XFORMER !! but what really disappointed me is that
fact that it does not support SOUND whatsoever :((Does anyone
know the plans for it ? like when is it gonna be released with
sound ? Also i am not hetting the whole ATARI screen on my screen,
so why not to use SVGA VIDEO MODES ? 640x400x256 colors or
640x480x256 colors ?

Artem

1983. ASM/ED CART

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-06 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <3165f0ae.8112158@news.superlink.net>
Source record: 84758

Dammit why won't anyone sell me an Atari Assembler-Editor Cartridge! I know you guys want to collect cartridges for their collector value, but I NEED to use the program! How am I to hack if I can't assemble source code???? I don't remember opcodes to enter in monitor! (Except for NOP...heh EA) PLEASE SOMEONE HELP! Even if it a copy on disk I'll TAKE IT! I dont even need docs!!!!!

I know this is not the best assembler around, but for what I want to use it for, it is!

HHHEEELLLPPPP!!!!!

Thanks, Scott

1984. Power supply for Atari 7800

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-06 00:00:00 UTC
From: Michael Holt <holt>
Message-ID: <4k4rre$le@news.htp.net>
Source record: 84759

I don't have a power supply for my Atari 7800. I don't know what the voltage is, and would like to use something I already have in my bone box. Anybody know?

1985. Re: Are you REALLY a stressed out student?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-06 00:00:00 UTC
From: rhilberg@Hawaii.Edu
Message-ID: <DpFFBA.7MB@news.hawaii.edu>
Source record: 84760
Cross-posted to: comp.sys.ibm.pc.games.marketplace,comp.sys.cbm,comp.sys.ti,comp.sys.apple2,comp.sys.apple2.marketplace,comp.sys.amiga.software,comp.sys.atari.8bit,comp.sys.mac.games.marketplace,misc.forsale.computers.pc-specific.software,misc.forsale.computers.other.software,misc.forsale.computers.mac-specific.software

Jens Schriver (lovkraft@hvision.nl) wrote:
: Netly News, the online Newspaper, wrote about it.

: Over a thousand users know about it.

: It's growing, and can't be ignored!

: THE EVIL HOUSE OF CHEAT!
: http://www.hvision.nl/~lovkraft

No one pointed out the obvious - that this is a for sale group (though I love the controversy and the fact that reaction is spicey). Furthermore, if one is going to cheat - or to access information legitimately - MUST be the choice of the individual NOT the state. Consequences should be obcious both morally and academically. Duh!
JR06v3lwwrص

Thanks - Robert ;\

1986. Re: XL-IT question impression

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-06 00:00:00 UTC
From: magi@stud.uni-sb.de
Message-ID: <4k60ks$9t2@hades.rz.uni-sb.de>
Source record: 84761

In article <4k4hdf$f4p@news.voicenet.com> you wrote:
: I just dloaded XL-IT for DOS. Hmm.. I would say it
: is better than XFORMER !! but what really disappointed me is that
: fact that it does not support SOUND whatsoever :((Does anyone
: know the plans for it ? like when is it gonna be released with
: sound ? Also i am not hetting the whole ATARI screen on my screen,
: so why not to use SVGA VIDEO MODES ? 640x400x256 colors or
: 640x480x256 colors ?

I am currently working on sound-support. I don't know when I'll release
the next version. And please: never forget that this is 0.11 what you
are using ! There are several bugs and I know of these.
Before you ask: Yes, I plan to add volume only support but I can't
promise how good this will be.

SVGA: Using this resultion is a bad idea because it will speed down the
emulation and the screen will be smaller.
But I'll use a resultion of 320x240 pixels (mode-x for those who are
interested) in one of the next versions. I've also noticed that some
programs have a higher resolution than 320x200 pixels. I think this will
solve this problem.

Bye,
Markus

1987. Re: ASM/ED CART

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-06 00:00:00 UTC
From: ricortes@netmagic.net
Message-ID: <4k66sh$pli@news.netmagic.net>
Source record: 84762

In article <3165f0ae.8112158@news.superlink.net>,
Yogi <scharles@superlink.net> wrote:
>Dammit why won't anyone sell me an Atari Assembler-Editor Cartridge! I
>know you guys want to collect cartridges for their collector value,
>but I NEED to use the program! How am I to hack if I can't assemble
>source code???? I don't remember opcodes to enter in monitor! (Except
>for NOP...heh EA) PLEASE SOMEONE HELP! Even if it a copy on
>disk I'll TAKE IT! I dont even need docs!!!!!
>
>I know this is not the best assembler around, but for what I want to
>use it for, it is!
>
>HHHEEELLLPPPP!!!!!
>
>Thanks, Scott
Try American TV, (510) 352-3787, they are selling them for $4.

Rick

1988. 8-Bit Tech Docs For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-06 00:00:00 UTC
From: b.poehland@genie.com
Message-ID: <199604061616.AA150327385@relay1.geis.com>
Source record: 84763

I have a package containing the following Atari 8-bit tech docs for sale:

SAMS Computerfacts Atari 800XL Computer (original)
SAMS Computerfacts Atari 1050 Disk Drive (xerox)
Commodore 1902 Split-Video Color Monitor (original)

Each set of docs contains full electronic schematics & repair info.

Price of the package is $20 (includes postage). USA buyers ONLY.

This is a package deal only, no docs sold separately.

Contact: Ben Poehland
b.poehland@genie.geis.com

1989. 800XL Where to buy it???

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-06 00:00:00 UTC
From: jorcas@netcom.com
Message-ID: <jorcasDpF66E.KDz@netcom.com>
Source record: 84764

My boss wants to buy an 800XL. We are in San Franc. Any suggestions???
TIA

Jorge

--
jorcas@netcom.com

1990. Re: 800XL Where to buy it???

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-06 00:00:00 UTC
From: bmarcum@iglou2.iglou.com
Message-ID: <DpGDy9.For@iglou.com>
Source record: 84765

In article <jorcasDpF66E.KDz@netcom.com>,
Jorge Castillo <jorcas@netcom.com> wrote:
>My boss wants to buy an 800XL. We are in San Franc. Any suggestions???
>TIA
>
Flea markets, Salvation Army or DAV stores, yard sales...

--
Bill Marcum bmarcum@iglou.com
From the future home of the 270 Foot Jesus

1991. Steve Smith please respond

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-06 00:00:00 UTC
From: Jim Lazarenko <jimbo@connect.ab.ca>
Message-ID: <3166D756.3E00@connect.ab.ca>
Source record: 84766

If anybody knows the proper email address for Steve Smith, please have him get in touch with me. The address
I have is apparently not active. It is in regards to him needing an Atari 1050 drive.

Regards,
Jim Lazarenko
jimbo@connect.ab.ca

1992. Re: SIO2PC Timing and Home Filing Manager

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-06 00:00:00 UTC
From: wweiss2@norfolk.infi.net
Message-ID: <31667b7a.5682979@allnews.norfolk.infi.net>
Source record: 84767

In comp.sys.atari.8bit david.moeser@ccc-bbs.com (DAVID MOESER) wrote:

:>-> From: scharles@superlink.net (Yogi)
:>-> Newsgroups: comp.sys.atari.8bit
:>-> Subject: Re: SIO2PC Timing and Home Filing Manager
:>-> Date: Thu, 28 Mar 1996 03:52:35 GMT
:>-> Message-ID: <315a0a43.1502232@news.superlink.net>
:>->
:>-> Home filing manager was a normal 720 disk, so after sector 720 thats
:>-> why you are getting the errors.
:>-> When I left the scene in 1986, I had converted the home filing
:>-> manager to a FILE; you still needed the full disk to read the data
:>-> from, but at least the program was a file, which has the best chance
:>-> to run on any emulator. Each sector in the disk stored one file; they
:>-> were not stored in straight ATASCII, as I recalll; the easiest way to
:>-> get the data would be to print it out and then scan/ocr it back in...
:>-> time consuming but I don't see any other way to do it, as HFM didn't
:>-> have any comm capabilities.....
:>
:> Over the years I've found the HFM to be one of the best and most
:>useful 8-bit programs, but as you point out, HFM "didn't communicate" in
:>any normal way. Thus I agree with you: making a hardcopy printout and
:>copying data back in to some other platform from that printout seems to
:>be the only way to move that data to other computers. The original
:>message poster asked whether anybody had ever come up with a utility
:>program to re-create data directly from an HFM datadisk so as to
:>shortcut this process. I too would like to hear if anybody has such a
:>program.
:>
:> Regarding how the HFM program stored its data, I think you make it
:>sound too good. HFM encrypted its data. When one uses a disk utility
:>program to read the sectors on the disk, the data is indeed ASCII, but
:>it's all jumbled up (indexed) in a way meaningful ONLY to the HFM
:>program itself. The "jumble" can be read by the human user, but it's
:>useless info. Presumably there was a pattern to how the HFM indexed the
:>data, so a utility could be written to decrypt the HFM data and put it
:>back together again. The question is whether anybody ever did that??
:> --David Moeser, Censornati, Ohio
:> email to: david.moeser@bpdomain.lod.com

Using an executable version of HFM [patch was available on CIS or
GEnie] I had years ago, I seem to remember writing a TextPro macro to
reformat data files. Don't know if I ever finished it, or where it
would be now. But it shouldn't be tooo difficult for someone used to
TP macros.

Warren W. Weiss
[WWeiss2@norfolk.infi.net]

---- lovin' music - kids - computers - a really dry red ----

1993. Seagate question

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-06 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <4k6ur9$2ko@madeline.INS.CWRU.Edu>
Source record: 84768

I have the opportunity to buy a Seagate ST-251 42M hard drive.
I have a 256K MIO and an Adaptek 4070 Host adapter. I also have
a Xebec host adapter lying around. My question is:
Can I use this Hard drive with these items, and if so, what is
the dip switch settings on the Adaptek and/or Xebec?
If possible, could someone give me a complete description of
all the dip switch settings on at least the Adaptek?
If I could use this drive, I could have TWO 16M partitions, as
well as one 10M partition. This would greatly expand my Hard
drive space.
Thank you in advance.

--
////Bill Core ID:he110@cleveland.freenet.edu
Proud User of an Atari 130XE Personal Computer

1994. Anyone during _serious_ 400/800 s/w or h/w work and need more iinfo?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-06 00:00:00 UTC
From: Dan Shimizu <shimizu@hooked.net>
Message-ID: <31670337.3F76@hooked.net>
Source record: 84769

I was going through a pile of old manuals and found my old Atari 400/800 technical reference manual which includes the atari docs on the OS _and_ the schematics for both the 400 and 800. Now, while I _do_ want to hold on to it, I want to make the information available to _serious_ hobbiests on the net still cranking away on h/w and s/w on the old 400/800.

If you live in the San Francisco Bay Area, and really need this kind of information, send me email and we can discuss it further.

Dan Shimizu
shimizu@hooked.net

1995. Pal/Ntsc page

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-06 00:00:00 UTC
From: nirdary@pacificnet.net
Message-ID: <31672A32.5E0D@pacificnet.net>
Source record: 84770

I am happy to write that the Pal/Ntsc page is ready!!!!

if anyone is interested the adress is:
http://www.pacificnet.net/~nirdary/palntsc/palntsc.htm

1996. Re: 800XL Where to buy it???

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-06 00:00:00 UTC
From: thester@nyx.cs.du.edu
Message-ID: <4k7ihn$8gu@nyx.cs.du.edu>
Source record: 84771

In article <DpGDy9.For@iglou.com>,
Bill Marcum <bmarcum@iglou2.iglou.com> wrote:
>In article <jorcasDpF66E.KDz@netcom.com>,
>Jorge Castillo <jorcas@netcom.com> wrote:
>>My boss wants to buy an 800XL. We are in San Franc. Any suggestions???
>>TIA
>>
>Flea markets, Salvation Army or DAV stores, yard sales...
>
>--
>Bill Marcum bmarcum@iglou.com
>From the future home of the 270 Foot Jesus

Or save some time running around and drop in to
B&C Computervisions in Santa Clara (a suburb of SF).
Two years ago, I visited the store there, and you could
buy an 800XL in a new box and all.
Their address at that time was:

3257 Kifer Road

I'd give the telephone number they had at the time, but
it may have changed. Check directory assistance.

Good luck!

Uncle Fester

--
| SOCIOPATH n. - an aggressively antisocial psychopath taking |
| no responsibility for his/her actions. See "INTERNET" for |
| a collective of distinguishing characteristics - e.g., viz EFF. |
| : *thester@nyx.cs.du.edu* : |

1997. FS: Atari hardware/software

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-06 00:00:00 UTC
From: mr.b@ix.netcom.com
Message-ID: <4k6hlf$k75@dfw-ixnews6.ix.netcom.com>
Source record: 84772

```
For Sale:
800XL
400 Modified to 48K
810 Drive
1050 Printer
RGB Monitor
INDUS Drive
Every and any book ever written for ATARI.
Hundreds of titles in original boxes.
Many extras.
Please email for more info: mr.b@ix.netcom.com
```

1998. Re: SIO2PC Timing and Home Filing Manager

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-07 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31670eb4.866072@news.superlink.net>
Source record: 84773

```
>:>
>:> Regarding how the HFM program stored its data, I think you make it
>:>sound too good. HFM encrypted its data. When one uses a disk utility
>:>program to read the sectors on the disk, the data is indeed ASCII, but
>:>it's all jumbled up (indexed) in a way meaningful ONLY to the HFM
>:>program itself. The "jumble" can be read by the human user, but it's
>:>useless info. Presumably there was a pattern to how the HFM indexed the
>:>data, so a utility could be written to decrypt the HFM data and put it
>:>back together again. The question is whether anybody ever did that??
>:> --David Moeser, Censornati, Ohio
>:> email to: david.moeser@bpdomain.lod.com
>
Actually, that is an XOR Bitmask you are seeing in the sector dump. If
you have a program (I used DISKEY) you can add a "Mask" to the sector
and a lot of the text will be readable. The Mask is different for each
program and exactly what characters needed to be on the screen. I am
bored, and I have my drives working now, so I think I will re-crack
HFM and upload it. Should be done in about 4 hours.
```

1999. Atari 800...mmm....

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-07 00:00:00 UTC
From: butcher@enter.net
Message-ID: <4k750v$4o1@news.enter.net>
Source record: 84774

I was at a garage sale yesterday, and I picked up an ATARI 800 system with the BASIC cartridge and all the cords for $2. The guy said it broke. I took it home, and it worked...he didn't look to swift though...:)

Anyway, my point here is this: What can I do with this? Is there anybody out there that has old ATARI 800 stuff? I recieved no reference material with it...is ATARI BASIC much different from IBM/C-64 BASIC? I kinda forget it...after I learned c..he he he

Let me know if any of you have files/html's on this information.

Thanks,
Son of a Butcher
--

---
butcher@enter.net - http://www.enter.net/~butcher/
linux!pf!gnu!dsotm!X!bbs!sv!X!basic!pascal!c!c++!csh!
visual!csh!sw!l-50!v-20!c-64!8086!elVIs!wg!bash!wzzo!
2600!5200!7800!w-o-w!mad!hhgttg!tron!wA!kr!gij!at!cn!
I'm stuck here behind my wall, waiting for the worms to come...

2000. HOME FILING MANAGER - cracks.atr (0/1)

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-07 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31672138.5606989@news.superlink.net>
Source record: 84775

Here is Home Filing Manager in File format - sorry, it's an ATR
format, until I get the registered APE, I can't write individual files
directly for U/L. Also Caverns of Mars is on there too, I did that one
first because I hate boot disks, prefer individual files.
Enjoy, Yogi.

2001. HOME FILING MANAGER - cracks.atr (1/1)

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-07 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <316721a8.5718744@jupiter.superlink.net>
Source record: 84776
Body handling: Inline uuencoded payload not displayed: cracks.atr

[Inline uuencoded payload not displayed: cracks.atr]

2002. Re: SIO2PC Timing and Home Filing Manager

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-07 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <3167221d.5835739@news.superlink.net>
Source record: 84777

>>
>Actually, that is an XOR Bitmask you are seeing in the sector dump. If
>you have a program (I used DISKEY) you can add a "Mask" to the sector
>and a lot of the text will be readable. The Mask is different for each
>program and exactly what characters needed to be on the screen. I am
>bored, and I have my drives working now, so I think I will re-crack
>HFM and upload it. Should be done in about 4 hours.
>
Actually, that only took about an hour and I did caverns of mars at
the same time. These 10 years of cobwebs are coming out....
Anyone have any software that needs the protection removed???
I'm bbbaaaacccckkkk.....

2003. Atari 1200XL's

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-07 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <4k7av0$3s6@news.tcd.net>
Source record: 84778

Have 3 each, 1200XL's stock for sale shipped, $22.00 comes with power supply Video cable to RF Modualtor to TV and Basic Cart.

These computers do not have power to pin 10, as do the others but there is a modification to them that can be accomplised by jumpering RS-62 If I remember correctly that supply power to pin 10.???

Bob

2004. Hardware FS!

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-07 00:00:00 UTC
From: tdrake1@umbc.edu
Message-ID: <4k7d26$ltr@news.umbc.edu>
Source record: 84779

Atari 8-bit Hardware for Sale!

XEP-80 Interface Module with 80-column composite monochrome high-resolution video display controller and built-in parallel printer port. Comes with manual, video RCA cable, power adapter, and XEP80 boot disk (Works great with AtariWriter 80 and 80-column BobTerm!) ---- $35.00

410 Program Recorder with manual ------------------- $ 5.00

2 stock 1200XL Home Computers (no P/S) ---------------------- $20.00 each

For you Black Box/Floppy Board owners! 1 Dual TEAC 1.44 3.5 inch floppy drive system set up as drives 3 and 4 in one case. Can also be set up for drives 1 and 2. ---------------- $50.00

For you Black Box or MIO owners! 1 external Syquest 44 meg hard drive system with 2 removeable hard drive cartridges with cases, shielded male to female SCSI cable, 50-pin flat ribbon SCSI cable with dual SCSI connectors for daisy-chaining, Hard Drive instructions. ---------- $125

Stock 800XL 64K RAM Home Computer with matching 1.5A power supply (white-top) and two Slik-Stik joystick controllers --------- $30.00

One brand-new 800XL Home Computer in the box with everything original (outstanding condition) ------------------------------- $45

Stock 800XL Home Computer with 64K RAM, 1.5A power supply, RF cable -- $25.00

3 stock 1050 127K Disk Drives (no P/S or I/O cable) ------- $20 each
All in good working condition.

1 stock 1050 127K Disk Drive with BRAND-NEW Tandon drive mechanism (no P/S or I/O cable) (very good condition) ---------------- $25

1050 disk drive with built-in Happy clone (Lazer 500) with I/O cable, power supply, instructions for Lazer mod, and utility disk. True double-density (180K), high-speed SIO read/write and more. --- $75.00

Buyer pays shipping.

--
-=-
Thomas Drake |From an 80-column Atari 8-bit Home Computer...
tdrake1@umbc.edu | Through the telephone, off of the server,
Test First! Then Code! | over the T-1 backbone, nothing but 'Net!

2005. Re: "Thrifts... Just What're They Thinking About ?"

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-07 00:00:00 UTC
From: metallik@iglou.com
Message-ID: <DpH4o2.3qo@iglou.com>
Source record: 84780
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,rec.games.video.atari,comp.sys.atari.8bit

: Actually, despite your exceedingly lame rationalizations, Joan had it
: exactly right. You are stealing, pure and simple, and it is wrong no
: matter how you may try to justify it to yourself. (No one else is
: buying your line.)

You're pretty good at putting it in "black or white" terms, however, what about this situation: A Goodwill has a 2600 system with PS, controllers and 8 games for $25. They also have a box full of other loose games. Would it be wrong to swap the games included with the 2600 for different loose games (all the games were marked the same $2 price.. it looked like they randomly threw 8 in with the system)

I ask this because I did this once.. a friend wanted a 2600, so I wanted to buy the system.. I had all 8 of the originally included games, so I exchanged 4 of them for carts I didn't have, and 4 for games that were IMHO more fun (for my friend) ..none of the games were better than R..

2006. Re: Help with Atari 1050 Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-07 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31675236.2434212@news.superlink.net>
Source record: 84781

I'll mail you a dos disk like the other guy suggests. Guess he wasnt
so nice to offer, eh? Email you address.

2007. ALTERNATE REALITY WEB SITE

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-07 00:00:00 UTC
From: ulf@antic.cls.de
Message-ID: <66QT8ozHS7B@antic.cls.de>
Source record: 84782

Hi!

What's the address of the ALTERNATE REALITY WEB SITE again? Does anybody know?

Ulf

2008. Re: Seagate question

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-07 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <4k8dbv$poq@blackice.winternet.com>
Source record: 84783

> he110@cleveland.Freenet.Edu (Bill R. Core) writes:
>
> I have the opportunity to buy a Seagate ST-251 42M hard drive.
> I have a 256K MIO and an Adaptek 4070 Host adapter. I also have
> a Xebec host adapter lying around. My question is:
> Can I use this Hard drive with these items, and if so, what is
> the dip switch settings on the Adaptek and/or Xebec?
> If possible, could someone give me a complete description of
> all the dip switch settings on at least the Adaptek?
>>>>
The 4070 Adaptec board is a RLL controler. If you use it
with the ST-251 it will try to format it to about 65 MEGs. Might work
and might not, I have my doubts. The surface of the ST251 was not
made to handle RLL data encoding.
As to the jumpers, only worry about A-B, C-D, and E-F.
These are the Controler's Address in which you don't want any
installed (LUN 0). A-B is the Least Significant Bit.
Hope this helps;

Rich Mier

2009. Re: ALTERNATE REALITY WEB SITE

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-07 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.244.000C8827@mindspring.com>
Source record: 84784

In article <66QT8ozHS7B@antic.cls.de> ulf@antic.cls.de (Ulf Petersen) writes:
>Date: 07 Apr 1996 08:21:00 +0100
>From: ulf@antic.cls.de (Ulf Petersen)
>Subject: ALTERNATE REALITY WEB SITE

>Hi!

>What's the address of the ALTERNATE REALITY WEB SITE again? Does anybody
>know?

Here it is:

http://www.ksk.sala.se/~sp93rob/dungeon/

Bruce Willard bwillard@mindspring.com

2010. FS: 800XL / 1050

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-07 00:00:00 UTC
From: dsills@yorku.ca
Message-ID: <4k8s4f$59r@sunburst.ccs.yorku.ca>
Source record: 84785

I have an Atari 800XL in very good condition with power supply, in box (serial no.88627). Also, Atari 1050 Disk Drive in need of some help with connector. Can read data at times. Could be an easy fix. Would like to sell together. First offer over $49. You pay shipping from Guelph, Ontario (near Toronto) or pick up if you live nearby. Would trade for 810 or 1010 data recorder in very good condition and Defender cart. if you pay shipping. Thanks.

Dave Sills
Guelph, Ontario
CANADA

2011. Re: Atari 800...mmm....

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-07 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4k9354$rns@nuke.csu.net>
Source record: 84786

Son of a Butcher (butcher@enter.net) wrote:

: Let me know if any of you have files/html's on this information.

Welcome to the world of Atari 8-bits! (Too bad it's only an 800 though ;))
Please take a look at my "New User, Emulator Help" unofficial FAQ for Atari
8-bits. It will get you started with the Atari and Atari DOSes (if you get
a disk drive or an SIO2PC setup (if you have an IBM)).

http://zippy.sonoma.edu/~kendrick/nbs/new_and_emu.html

Be sure to play around on my page while you're at it. There's information
on SIO2PC in the "What's an Atari 8-bit" section of my New Breed Sotware page,
and links to plenty of other sites related to Atari 8-bits on my "Other Pages"
page.

http://zippy.sonoma.edu/~kendrick/

Have fun!

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/~kendrick/ Home
http://www.sterba.com/ Sonoma County Business Directory
http://www.worldplaza.com/ Worldplaza mall
http://www.smartwine.com/ Smartwine magazine

2012. Re: HOME FILING MANAGER - cracks.atr (0/1)

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-07 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4k92nv$rns@nuke.csu.net>
Source record: 84787

Yogi (scharles@superlink.net) wrote:
: Here is Home Filing Manager in File format - sorry, it's an ATR
: format, until I get the registered APE, I can't write individual files
: directly for U/L. Also Caverns of Mars is on there too, I did that one
: first because I hate boot disks, prefer individual files.
: Enjoy, Yogi.

(1) Don't post large binaries to MESSAGE newsgroups. Post them to
BINARY newsgroups!
(2) Tsk tsk for pirating.
(3) If you want to extract files out of an ATR, just use "S2PC",
"AtarIMG" or "ATR2Unix" (there's a version compiled for MSDOS, I believe)

Sidenote: We need an ATR->DCM converter, darnit!

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/~kendrick/
http://zippy.sonoma.edu/~kendrick/beavis/ <-- Beavis Mac System icons!!!!!

2013. C64/6502 Multitasking/threading OS

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-07 00:00:00 UTC
From: fachat@physik.tu-chemnitz.de
Message-ID: <4k926a$ivi@narses.hrz.tu-chemnitz.de>
Source record: 84788
Cross-posted to: comp.sys.cbm,comp.emulators.cbm,alt.comp.hardware.homebuilt,comp.os.misc,comp.sys.apple2,comp.sys.apple2.programmer,comp.sys.atari.8bit,de.comp.os.misc,de.sci.informatik.misc

This is the announcement for OS/A65 version 1.3.5e

OS/A65 is a multitasking/multithreading Operating system for 6502
computers. It runs on systems with (74ls610) MMU and on systems
without. Most notably and new in this version the good 'ol C64!

Some of it's features are:

- preemptive multitasking (as far as tasks behave well and don't do SEI)

- microkernel design - hardware dependence (nearly) completely in device
drivers

- comes with filesystem drivers for CBM parallel and serial IEC bus
(although the C64 serial bus is not tested, as I have no C64 around
at the moment)

- filesystem for IBM-PC style diskettes (several formats, 12 bit FAT)

- shell with pipes and I/O redirection.

You can find all of it on this WWW page:

http://www.tu-chemnitz.de/~fachat/csa/

Well, there still are glitches, but the system itself is stable.
I will not do any development any more, as my interests have moved,
but I will gladly receive patches, fixes, ideas,...

See you
Andre

--
Andre Fachat, Tel:++49-371-531-3551|"I do not feel obliged to believe that the
Stadlerstr 17, 09126 Chemnitz, FRG | same God who has endowed us with sense,
a.fachat@physik.tu-chemnitz.de | reason, and intellect has intended us to
http://www.tu-chemnitz.de/~fachat | forego their use" -- Galileo Galilei

2014. Re: "Thrifts... Just What're They Thinking About ?"

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-07 00:00:00 UTC
From: gsutton@kendaco.telebyte.com
Message-ID: <4k956v$gpf@kendaco.telebyte.com>
Source record: 84789
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,rec.games.video.atari,comp.sys.atari.8bit

Larry Scott Ii (metallik@iglou.com) wrote:

: You're pretty good at putting it in "black or white" terms, however, what
: about this situation: A Goodwill has a 2600 system with PS, controllers
: and 8 games for $25. They also have a box full of other loose games.
: Would it be wrong to swap the games included with the 2600 for different
: loose games (all the games were marked the same $2 price.. it looked like
: they randomly threw 8 in with the system)

: I ask this because I did this once.. a friend wanted a 2600, so I wanted
: to buy the system.. I had all 8 of the originally included games, so I
: exchanged 4 of them for carts I didn't have, and 4 for games that were
: IMHO more fun (for my friend) ..none of the games were better than R..

I personally don't see anything technically wrong with swapping
cartridges of like-value. However, I feel it would have been more
considerate to ask first if you could substitute the carts you wanted for
the ones included. Chances are, they would have had no problem with
that. After all, a sale's a sale.

But $2.00 per cartridge? Guess I got lucky. The thrift I shop at sells
cartiridges for 25 cents no matter the title or system. Last time I was
there, they had 2600, TI-99, and even an Oddyssey II cart. On top of
that, I was able to pick up an Atari 1010 recorder for $2.50. Not a bad
find, if I might say so myself. :)

Otter

2015. Re: HOME FILING MANAGER - cracks.atr (0/1)

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-07 00:00:00 UTC
From: thester@nyx.cs.du.edu
Message-ID: <4k966n$8ou@nyx.cs.du.edu>
Source record: 84790

In article <31672138.5606989@news.superlink.net>,
Yogi <scharles@superlink.net> wrote:
>Here is Home Filing Manager in File format - sorry, it's an ATR
>format, until I get the registered APE, I can't write individual files
>directly for U/L. Also Caverns of Mars is on there too, I did that one
>first because I hate boot disks, prefer individual files.
>Enjoy, Yogi.
>
I'd enjoy it very much if it could be found!

Either Dick(head) DePew's binary killbot got it before it
landed here at Nyx, or else something else happened.

Could you email it to me?
I'd apprectiate it very much.

Uncle Fester

--
| SOCIOPATH n. - an aggressively antisocial psychopath taking |
| no responsibility for his/her actions. See "INTERNET" for |
| a collective of distinguishing characteristics - e.g., viz EFF. |
| : *thester@nyx.cs.du.edu* : |

2016. Alternate Reality ATRs?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-07 00:00:00 UTC
From: sydtech@skypoint.com
Message-ID: <4k9ejl$ate@stratus.skypoint.net>
Source record: 84791

I've got Alternate Reality in XFD format and am trying (and failing) to convert these images to ATR. Has anyone done this already?

2017. Re: SVGA for Atari 8 bit?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-07 00:00:00 UTC
From: tdrake1@umbc.edu
Message-ID: <4k9hle$7o@news.umbc.edu>
Source record: 84792

Bill Marcum (bmarcum@iglou.iglou.com) wrote:
: In article <315AF87D.4B06@interport.net>, glennb <glennb@interport.net> wrote:
: >Hi,
: >
: >I was wondering if there is any way to hook up an Atari 800, XL, or 130XE
: >to my IBM compatible SVGA monitor? At the very leas I assume that a
: >cable would need to be made/bought but what else to make this possible.
: >
: >Any info would be appreciated.
: >
: If you have an adaptor to hook a VCR to the SVGA monitor, it should also
: work with the Atari.

There is a company called Harmonic Research which is about to sell a box
which will allow S-Video to VGA at 31.5 kHz scan-doubled!

They currently sell a box which will permit S-Video hookup to a 15.75 kHz
RGB monitor like the Commodore 1084, Magnavox CM-135, or the NEC 3-D.

The Atari 8-bit is capable of generating S-Video equivalent via the luma
and chroma pins on those models with the full monitor port connections.

Tom

-=-
Thomas Drake |From an 80-column Atari 8-bit Home Computer...
tdrake1@umbc.edu | Through the telephone, off of the server,
Test First! Then Code! | over the T-1 backbone, nothing but 'Net!

2018. Re: "Thrifts... Just What're They Thinking About ?"

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-07 00:00:00 UTC
From: joan3@ix.netcom.com
Message-ID: <4k7jiv$5ub@dfw-ixnews3.ix.netcom.com>
Source record: 84793
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,rec.games.video.atari,comp.sys.atari.8bit

>You're pretty good at putting it in "black or white" terms, however, what
>about this situation: A Goodwill has a 2600 system with PS, controllers
>and 8 games for $25. They also have a box full of other loose games.
>Would it be wrong to swap the games included with the 2600 for different
>loose games (all the games were marked the same $2 price.. it looked like
>they randomly threw 8 in with the system)
>
>I ask this because I did this once.. a friend wanted a 2600, so I
wanted
>to buy the system.. I had all 8 of the originally included games, so
I
>exchanged 4 of them for carts I didn't have, and 4 for games that were

>IMHO more fun (for my friend) ..none of the games were better than
R..
>
>
Technically, it's probably not OK. However if the carts are all the
same price, it should be alright to switch. Just to keep things on the
up and up, you should talk to the manager (probably not an ogre). When
I put game systems out for sale, I really do just throw in some carts.
If someone wants to switch, it's perfectly alright with me.

BTW, I'm not a manager. I just check out the games.

Joan

2019. Re: "Thrifts... Just What're They Thinking About ?"

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-07 00:00:00 UTC
From: littaum@unm.edu
Message-ID: <4ka06q$4t6q@auriga.unm.edu>
Source record: 84794
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,rec.games.video.atari,comp.sys.atari.8bit

In article <DpH4o2.3qo@iglou.com>, Larry Scott Ii <metallik@iglou.com> wrote:
>You're pretty good at putting it in "black or white" terms, however, what
>about this situation: A Goodwill has a 2600 system with PS, controllers
>and 8 games for $25. They also have a box full of other loose games.
>Would it be wrong to swap the games included with the 2600 for different
>loose games (all the games were marked the same $2 price.. it looked like
>they randomly threw 8 in with the system)

You should have probably asked the store manager or someone else in
charge if you could do substitutions.

This whole thread also makes me wonder if a national classic video
game convention will ever come to light, and if it does, how people
are going to protect their stuff from theft from the hordes of obviously
dishonest collectors out there.

2020. Re: Help with Atari 1050 Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-07 00:00:00 UTC
From: david.moeser@ccc-bbs.com
Message-ID: <8BE30F6.111C00096B.uuout@ccc-bbs.com>
Source record: 84795

```
-> I have an Atari 130XE, and I've only used a tape drive to store
-> programs until now. I recently purchased a 1050 drive, and need to
-> know how to format a new disk and read/write to it. I've tried
-> typing in 'DOS' with a new disk in the drive, but all I get is the
-> SELF TEST screen. I don't have a pre-formatted disk, but I know
-> there's got to be a way around that.
->
-> Please help !!!
->
-> David P. Loewen
-> Productions Unlimited
-> Salem, Or USA
-> produnl2@teleport.com
```

You need a floppy disk with one of the many "DOS" (Disk Operating System) programs on it. The Atari Company DOS programs, for example, consist of two important files: DOS.SYS, which is the DOS program, and DUP.SYS, which stands for Disk Utilities Package and puts the various DOS commands on your screen in menu form. A master disk of this type must be in your floppy drive every time you turn the computer on, and it will automatically load these two files.

2021. Re: HOME FILING MANAGER - cracks.atr (0/1)

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-07 00:00:00 UTC
From: DM9200@mm.appstate.edu
Message-ID: <4k9b63$peg@lester.appstate.edu>
Source record: 84796

Yogi (scharles@superlink.net) wrote:
: Here is Home Filing Manager in File format - sorry, it's an ATR
: format, until I get the registered APE, I can't write individual files
: directly for U/L. Also Caverns of Mars is on there too, I did that one
: first because I hate boot disks, prefer individual files.
: Enjoy, Yogi.

Oh boy! Caverns of Mars! (can you tell I have no life? ;))

Thanks Yogi! I hope Xformer runs it!

-Daniel

2022. Game Hints

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-07 00:00:00 UTC
From: "John Collins"
Message-ID: <4kaa18$8t2@doc.zippo.com>
Source record: 84797

Hey! Check out the Big List of Game Hints on the NWPAC web page. It's a new listing of old hints collected over the years. http://www.yab.com/~bosco

2023. WANTED: Atari Portfolios

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-07 00:00:00 UTC
From: Mark Sumner <range@inlink.com>
Message-ID: <31682EC0.3F1B@inlink.com>
Source record: 84798

Used Portfolios sought. Must be in working order.

Mark
--
Visit my home page at http://www.greyware.com/authors/Sumner
or check out the DEVIL'S TOWER Preview page at
http://www.inlink.com/~range

2024. WTB: redesigned 2600 or 7800

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-08 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960408061519.219E-100000@PEAK.ORG>
Source record: 84656
Cross-posted to:
rec.games.video.atari,comp.sys.atari.advocacy,rec.games.video.classic,rec.games.video.marketplace,comp.sys.atari.8bit

Sorry for the crosspost but trying to reach an informed party.

Where can a guy get one of those tiny redesigned 2600s - what were they
called after the redesign???? Are there any problems with the redesign??

Will the 7800 really play all the old 2600 games?

Thanks!!

James

2025. Re: HOME FILING MANAGER - cracks.atr (0/1)

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-08 00:00:00 UTC
From: thester@nyx.cs.du.edu
Message-ID: <4kb7nj$1qp@nyx.cs.du.edu>
Source record: 84657

In article <31688758.806139@news.superlink.net>,
Yogi <scharles@superlink.net> wrote:
>On 7 Apr 1996 13:48:39 -0600, thester@nyx.cs.du.edu (Uncle Fester)
>wrote:
>
>>
>> Either Dick(head) DePew's binary killbot got it before it
>> landed here at Nyx, or else something else happened.
>>
>> Could you email it to me?
>> I'd apprectiate it very much.
>>
>>
>Fill me in... what is a DePew binary killbot? Kills binary files on
>all but ALT.Binary groups?
>

You're correct, except Dick DePew doesn't just bother
with alt groups, he bothers all newsgroups.
I don't know if he's still doing it, but it was just
within the past month or so that he's released his
censoring piece of crap on the newsgroups to cancel
binarie posts from non-binary newsgroups.

It's his claim to internet (in)fame(y).

Uncle Fester

--
| SOCIOPATH n. - an aggressively antisocial psychopath taking |
| no responsibility for his/her actions. See "INTERNET" for |
| a collective of distinguishing characteristics - e.g., viz EFF. |
| : *thester@nyx.cs.du.edu* : |

2026. Re: Help with Atari 1050 Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-08 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <151446@cup.portal.com>
Source record: 84658

>I'll mail you a dos disk like the other guy suggests. Guess he wasnt
>so nice to offer, eh? Email you address.

"The other guy?" Guess you weren't so nice to note and use the name, eh? :-)
I suspect you were referring to ME, and for what it's worth I have learned
better than to promise people things on this Net, simply because I myself
am way too swamped with projects and ideas to ever actually GET AROUND TO
DELIVERING a lot of the things I'd LIKE to promise people. Sure, I have
DOS disks, but it'd likely be a year or two before I could get one packed
up and to the post office and into the mail...

So, I WAS being nice, by NOT subjecting the poor fellow to a two-year delay.
:-)

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

2027. Re: Seagate question

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-08 00:00:00 UTC
From: rdell@shell.portal.com
Message-ID: <4kbjjo$ggg@jobe.shell.portal.com>
Source record: 84659

In article <4k8dbv$poq@blackice.winternet.com>,
Rich Mier <rbmier@winternet.com> wrote:
>> he110@cleveland.Freenet.Edu (Bill R. Core) writes:
>>
>> I have the opportunity to buy a Seagate ST-251 42M hard drive.
>> I have a 256K MIO and an Adaptek 4070 Host adapter. I also have
>>>>>
> The 4070 Adaptec board is a RLL controler. If you use it
>with the ST-251 it will try to format it to about 65 MEGs. Might work

And should work ... I have formated many MFM type drives for RLL and
ARLL without much trouble .. depends on drive type. ST251s should be
no problem .. at least it should either work or fail right away (ie --
during verify it would be obviously excessive bad sectors).

--
Richard Dell

2028. Help with XE problem..

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-08 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <4kbitd$1e6@news.xmission.com>
Source record: 84660

```
Subject: Help with XE problem..
Newsgroups: comp.sys.atari.8bit
Summary:
Keywords:
Lines: 17
X-Newsreader: TIN [UNIX 1.3 950824BETA PL0]

Help! I have a VERY modificed 130xe (576k ram, US+ OS, AC
SuperVideo/Audio, 3 way switchable ROM (US+, MUX, standard), LED ramdisk
activity light, etc..

Lately, for some odd reason, the machine just kind of craps out and locks
up. It's prefaced by the screen display just going bonkers (large
characters, etc..) then it just locks up.

Anybody have any clues they can provide me with - before I ship this
machine off to Bob Puff?

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!
```

2029. Re: WTB: redesigned 2600 or 7800

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-08 00:00:00 UTC
From: Lawrence Staveley <Lawrence@kwll.demon.co.uk>
Message-ID: <763368004wnr@kwll.demon.co.uk>
Source record: 84661

> Will the 7800 really play all the old 2600 games?

It will indeed, but they run ~~~WAY~~~ to fast!

"I can't see the solution - Through this state of confusion....."

Lawrence@kwll.demon.co.uk

2030. Re: Atari items for sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-08 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <151447@cup.portal.com>
Source record: 84662

What would you take for ONE Indus drive with power supply?

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

2031. What do I do with a .DCM file?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-08 00:00:00 UTC
From: JOHN@atitech.mhs.compuserve.com
Message-ID: <960408205051_555063.0_EHF34-2@CompuServe.COM>
Source record: 84663

Hi,

I am new to the Atari 8 bit community having just recently acquired an old Atari 800, so I apologize if this is a dumb question.

How do you take a .DCM file on your PC and convert it into a useable bootable floppy for your Atari? In particular I am trying to get SpartaDOS 3.2f working. I have the file "ftesd32f.dcm" on my PC and my PC has a an old 360K floppy installed. I have no bootable DOS disks for my Atari. Where do I go from here?

I have the Atari 8 bit users FAQ and did not find it very helpful as what to do with .DCM files. :-(

John Haberfellner

2032. Re: Are you REALLY a stressed out student?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-08 00:00:00 UTC
From: dsf3g@faraday.clas.Virginia.EDU
Message-ID: <DpKBtC.L5K@murdoch.acc.Virginia.EDU>
Source record: 84664
Cross-posted to: comp.sys.ibm.pc.games.marketplace,comp.sys.cbm,comp.sys.ti,comp.sys.apple2,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.mac.games.marketplace,misc.forsale.computers.pc-specific.software,misc.forsale.computers.other.software,misc.forsale.computers.mac-specific.software

In article <Pine.SOL.3.91.960403221602.8715D-100000@sunspot>,
DaGrandWazoo! <jrogers@sunspot> wrote:
>
>>
>> In a previous article, lovkraft@hvision.nl (Jens Schriver) says:
>>
>> >Netly News, the online Newspaper, wrote about it.
>> >
>> >Over a thousand users know about it.
>> >
>> >It's growing, and can't be ignored!
>> >
>> >THE EVIL HOUSE OF CHEAT!
>> >http://www.hvision.nl/~lovkraft
>> >
>> >The www site to be, if you are a student, and want to freely download
>> >essays written by other students. All essays are with descriptions and
>> >the grade which was given. This new concept will expand. The database
>> >of titles in all subjects is, every day.
>> >
>> >Just check it out! It's controversial and popular.
>> >
>> >Jens Schriver, webmaster.
>> >
>> >If you like, give me some feedback.
>>
>
>You know, I've never been able to understand this. ANY competent
>instructor/teaacher/professor will instantly recognize when a student
>hasn't written his/her own paper. Styles don't change overnight.
>Students using these pre-written essays, even as a guide, are risking
>academic misconduct which is grounds for expulsion.
>
>Anything for buck.

Here's the best part: If I'm a prof. who suspects a student has
turned in a piece of work that's not his own, it should be a
relatively painless process to determine whether or not he's
gotten the essay off this archive.

-Dave

2033. SpartaDOS on .xfd File?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-08 00:00:00 UTC
From: Paul Weinhold <pwein@umich.edu>
Message-ID: <3169A9C7.1684@umich.edu>
Source record: 84665

Greetings to all fellow Atarians,
I just discovered this newsgroup. The Atari topics you have here bring back fond memories of my old 800 and 800XL machines from 1980 - 1989. Then I bought my first PC.
I am quickly learning all about the XF3X transformer program and the variouss atari-2-pc type disk (and cable) utilities.
Almost all of my old Atari disks are in SpartaDOS format. I have legal copies of SpartaDOS versions 1.1 through 3.2D. I enjoyed using SpartaDOS for many years. Can the XF33 transformer use SparataDOS on .XFD images? How could I create an .XFD disk image with the correct boot header without having any direct connector cables? Could someone tell me what PC utility would allow this?
Or could someone send me (by e-mail) an .XFD file that contains SpartaDOS boot sectors (versions 2.3 or higher)? I can provide my own SpartaDOS files after I get one "starter" .XFD file. IS THIS CORRECT?

Thank you to any Atarian who would like to help me with this little project. Maybe I could provide some return favor?

from Paul Weinhold, in Ann Arbor, MI

2034. Re: Game Hints

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-08 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <4kch0b$rvc@crl11.crl.com>
Source record: 84666

bosco@host.yab.com (JohnCollins) wrote:
: Hey! Check out the Big List of Game Hints on the NWPAC web page. It's a new listing of old hints collected over the years. http://www.yab.com/~bosco

Nice, but <arrgh!!> I can't modify Spelunker for unlimited men :(; I keep getting error 144 when I try to write the changes (using Disk Wizard on a 1050). I've made a notch to write-unprotect. Can anyone help me?

BTW, does anyone know the hexes to change for unlimited men in Whistler's Brother?

John
jvogel@crl.com

2035. FS: PQ....THE PARTY QUIZ GAME (TRIVIA AT ITS BEST) !

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-08 00:00:00 UTC
From: markreed@postoffice.ptd.net
Message-ID: <4ka0go$2rj@ns2.ptd.net>
Source record: 84667

I have for SALE one (1) UNOPENED in original condition software package by SUNCOM titled PQ/The Party Quiz Game @ $45.00 ! Shipping additional.
This program runs on Atari AND Commodore 64 computers.(5.25 disk) 1 to 4 players. Includes 4 Quick Response Controllers, PQ disk, Question DIsk, Interface Module and Gamer Guide.

The package (still wrapped in original plastic) has the following notes: Trivia At Its Best. History, The Arts, Science, Geography, SPorts and Entertainment. Move away from your keyboard, sit down and relax. As your home computer asks questions, race your mind for the correct answers. Match wits with your friends or play alone. PQ's exclusive Quick Response controllers let from 1 to 4 players or teams react instantly to this high energy, exciting computer challenge. Pause feature lets you stop game in progress. Optional individual player handicapping can equalize player skills. Just read questions on the screen and hit PQ's controllers for the correct answer.

This program looks really neat and would be fun for the entire family!

Please e-mail me if interested. Please respond with ups shipping address so I can calculate freight charges. Thanks for looking, Mark.
markreed@postoffice.ptd.net

2036. Re: Did my 130XE DIE ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-08 00:00:00 UTC
From: david.moeser@ccc-bbs.com
Message-ID: <8BE40A6.111C000975.uuout@ccc-bbs.com>
Source record: 84668

-> I just figures out that my 130xe does not work any longer !!!
-> All i see on the screen is inteferrence and no sound. I plugged it
-> into the power supply which i donno what for (either ATARi or C64)
-> COuld it be a problem ? Did i kill it ? if not what's wrong then ?
-> and btw: how do i format a disk on atari ?

There's no way to diagnose your monitor problem without more info.
You need to recheck everything in your system. When you do that, you'll
probably find your answer.

If you don't know how to format a disk, you're apparently at the
beginner level in using the 8-bit computer. What you need to do is get
some beginner books on using the Atari. Nowadays these can be found at
firesale prices at library sales, goodwill stores, and so on. Such
books would also explain how your 8-bit system works and thus steer you
to an answer to your other problem.

--david.moeser@bpdomain.lod.com
Censornati, Ohio

2037. Re: is my DRIVE DEaD ? hELP ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-08 00:00:00 UTC
From: david.moeser@ccc-bbs.com
Message-ID: <8BE40A8.111C000976.uuout@ccc-bbs.com>
Source record: 84669

```
-> Here is the problem. I turn on the drive (PERCOM),
-> I hold down OPTION key and turn on the computer (800XL), after
-> a while the message "BOOT ERROR" appears on the screen. I tried the
-> same disk on my computer and on the other computer (800xl too and
-> 1050 drive). No disks work on my drive but they all work on the other
-> computer. What is the problem ? any guesses ?

You need an Atari-specific master disk with a "DOS" (disk operating
system) program on it. As I indicated in the other message, you need to
get some beginner books; they'll explain everything.
```

2038. Re: Hit parade of power !!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-08 00:00:00 UTC
From: david.moeser@ccc-bbs.com
Message-ID: <8BE409F.111C000974.uuout@ccc-bbs.com>
Source record: 84670

```
-> I want to know which 8 bit atari is the first, which is
-> the seconds and so forth in the hit parade of power. For example. 1)
-> 130xe
-> 2) 800xl
-> ..
-> ..
->
-> it is just an example.. i don't really know.. help me here :)
->
-> Artem
```

This is answered in the FAQ file posted here every week or so.

2039. Re: Game Hints

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-08 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <4kd1m0$2mu@crl7.crl.com>
Source record: 84671

John M. Vogel (jvogel@crl.com) wrote:

: Nice, but <arrgh!!> I can't modify Spelunker for unlimited men :(; I keep
: getting error 144 when I try to write the changes (using Disk Wizard on a
: 1050). I've made a notch to write-unprotect. Can anyone help me?

: BTW, does anyone know the hexes to change for unlimited men in Whistler's
: Brother?

: John
: jvogel@crl.com

Oops :) Never mind. Notched the wrong side of the disk <blush>.
Spelunker is still extremely difficult even with infinite men (stupid
ghosts show up a *lot*).

My request for a Whistler's Brother fix remains.

John
jvogel@crl.com

2040. Re: Are you REALLY a stressed out student?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-08 00:00:00 UTC
From: Charles Mudd <myrddyn@ix.netcom.com>
Message-ID: <3169861F.708A@ix.netcom.com>
Source record: 84672
Cross-posted to: comp.sys.ibm.pc.games.marketplace,comp.sys.cbm,comp.sys.ti,comp.sys.apple2,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.mac.games.marketplace,misc.forsale.computers.pc-specific.software,misc.forsale.computers.other.software,misc.forsale.computers.mac-specific.software

As both a current law student AND an adjunct college professor - you'd
be surprised what we notice......

Charles

2041. Re: SVGA for Atari 8 bit?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-08 00:00:00 UTC
From: alexc@3rdplanet.com
Message-ID: <alexc-0804961902070001@ppp-dialup20.3rdplanet.com>
Source record: 84673

In article <4k9hle$7o@news.umbc.edu>, tdrake1@umbc.edu (drake thomas (phd posi)) wrote:

> There is a company called Harmonic Research which is about to sell a box
> which will allow S-Video to VGA at 31.5 kHz scan-doubled!

This sounds like a *great* development, considering it's getting increasingly hard to find a good composite monitor. Do you know anything more about the company and/or the product, Tom?

Alex

--
Alex Chamberlain --- alexc@3rdplanet.com

2042. Commodore 64 Freaks... Read This!

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-08 00:00:00 UTC
From: gg@telebyte.nl
Message-ID: <4k9mcl$qbg@rubens.telebyte.nl>
Source record: 84799

A brand-new C64 CD-Rom is available.
5650 C64-disks are on it.

The files can be used in most available C64-emulators for almost every computer-system.
The files can also be easily transfered back to an original C64.

Play the old games again, or watch the demos.

For a complete index-file ftp to:
utopia.hacktic.nl pub/c64/Misc/c64cd96.lha
dhp.com pub/c64/scene/others/c64cd96.lha
arnold.hiof.no (still in the incomming directory)

All you'll ever need for the C64 is on this CD-Rom!

For more info or orders, just send me an e-mail.

2043. Mattel Aquarius.

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-08 00:00:00 UTC
From: jct@astro.ocis.temple.edu
Message-ID: <4k9m91$qtb@cronkite.ocis.temple.edu>
Source record: 84800

While this might not be the most appropriate newsgroup to post to, I thought I might get better results here than on comp.sys.misc. I was wondering if anyone here could tell me anything about the Mattel Aquarius computer. I happen to own one and am interested in finding out more about it. It certainly seems like it won't be able to do a whole lot. Thanks for your time.

john charles taylor
jct@astro.ocis.temple.edu

--

Charlie: Why doesn't she listen to what Mr. Wonka says?
Grandpa: Because she's a nit-wit, Charlie.

Can't... get... any... work... done...

Must... warn... others...

2044. Re: HOME FILING MANAGER - cracks.atr (0/1)

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-08 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31688758.806139@news.superlink.net>
Source record: 84801

On 7 Apr 1996 13:48:39 -0600, thester@nyx.cs.du.edu (Uncle Fester)
wrote:

>
> Either Dick(head) DePew's binary killbot got it before it
> landed here at Nyx, or else something else happened.
>
> Could you email it to me?
> I'd apprectiate it very much.
>
>
Fill me in... what is a DePew binary killbot? Kills binary files on
all but ALT.Binary groups?

2045. Re: Marble Madness & Gunslinger

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-08 00:00:00 UTC
From: bryede@gate.net
Message-ID: <4ka9ob$1via@news.gate.net>
Source record: 84802

In article <4k3og5$3kp@nntpa.cb.att.com>, tpp@cbnews.cb.att.com says...
>
>In article <4k0je0$9ln@madeline.INS.CWRU.Edu>,
>Barry W. Cantin <aa852@cleveland.Freenet.Edu> wrote:
>>
>>In a previous article, tpp@cbnews.cb.att.com (Grue) says:
>>
>>>In article <4jpbtv$miv@madeline.INS.CWRU.Edu>,
>>>Barry W. Cantin <aa852@cleveland.Freenet.Edu> wrote:
>>>>
>>>>In a previous article, Lawrence@kwll.demon.co.uk (Lawrence Staveley) says:
>>>>
>>>Excuse me? EA put out Marble Madness for the 8-bit. I've still got the
>>>packaging, but I can't find the disk. B(
>>
>>What? Serious? What year was it released? (You're sure it was for the
>>*Atari* 8-bit?)
>
>Yes, indeedy. I'll have to dig up the package and see what it says on it.
>When I find it, I'll post.
>
>Tom

I'd _LOVE_ to see this one. I wonder if it played the music too...

-Bry

2046. FS: Misc Atari items

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-08 00:00:00 UTC
From: NEKU72A@prodigy.com
Message-ID: <4kaana$sa0@useneta1.news.prodigy.com>
Source record: 84803

I'm selling the following Atari items. POSTAGE IS EXTRA.

IMPORTANT: Everything is sold "as is". Any known defects are listed.

HARDWARE:
ATARI 1027 printer $2 defective. 1st 40 columns prints normal, 2nd 40
columns print scrambled text.

ATARI 810 disk drive defective $5 Spins, but doesn't read.

MPP-1150 Parallel Printer Interface $2
Connects Atari 400, 800, 600XL, 800XL to a parallel printer using the
36-pin Centronics standard. It also worked with my 130XE.

SOFTWARE:

ST SOFTWARE - All of the following software for $20.
Time Bandit, Bard's Tale 1, Arctic Fox, Boulderdash Construction Kit,
Night Hunter, Bubble Ghost, Populous, AD&D Hillsfar, AD&D Heroes of the
Lance, GFA BASIC 3.0 and approximately 30 disks of public domain software,
mostly from Bre Software and Accusoft.

ATARI 8-bit SOFTWARE - $5.00 for all
Ballblazer, Lords of Conquest, Guantlet, Micro League Baseball, and a
Galaxian cartridge with no box or manual.

MAGAZINES: 25c each

ST LOG
1988 May Jun Jul Aug Sep Oct Nov Dec
1989 Jan Feb Mar Apr May Jun Jul Aug Sep
ANALOG - Each issue includes a 32(?) page ST-LOG pullout magazine.
1986 Apr May Jun Jul Aug Sep Oct Nov Dec
START
1989 Sep Dec
1990 Mar Apr May Jun Dec
1991 Jan Feb Apr
ATARI INTERFACE Aug 1990, Feb Mar Jul 1991
ATARI EXPLORER Jul 1992
ST X-PRESS Oct 1989
ST FORMAT (British) Nov 1993

-
E-mail replys to:
BRIAN MUNROE NEKU72A@prodigy.com

2047. Re: ALTERNATE REALITY WEB SITE

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-08 00:00:00 UTC
From: Lawrence Staveley <Lawrence@kwll.demon.co.uk>
Message-ID: <799691552wnr@kwll.demon.co.uk>
Source record: 84804

> I've got Alternate Reality in XFD format and am trying (and failing) to
> convert these images to ATR. Has anyone done this already?

Yes, and here's how (if you have Xformer?)

1) Create a blank .ATR disk somehow.
2) Load XFormer with DOS in D1:, AR.XFD in D2: and the blank in D3:
3) Go to DOS
4) Use COPY DISK to copy D2: to D3:
5) Quit Xformer.

Your 'blank.atr' will now hold the contents of the .XFD file. Repeat this for all of them and you're done!

Hope this helps.....

"I can't see the solution - Through this state of confusion....."

Lawrence@kwll.demon.co.uk

2048. Re: Are you REALLY a stressed out student?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-08 00:00:00 UTC
From: mcglaughlin.4@postbox.acs.ohio-state.edu
Message-ID: <mcglaughlin.4-0804960741140001@se-590-samac.acs.ohio-state.edu>
Source record: 84805
Cross-posted to: comp.sys.ibm.pc.games.marketplace,comp.sys.cbm,comp.sys.ti,comp.sys.apple2,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.mac.games.marketplace,misc.forsale.computers.pc-specific.software,misc.forsale.computers.other.software,misc.forsale.computers.mac-specific.software

> You know, I've never been able to understand this. ANY competent
> instructor/teaacher/professor will instantly recognize when a student
> hasn't written his/her own paper. Styles don't change overnight.
> Students using these pre-written essays, even as a guide, are risking
> academic misconduct which is grounds for expulsion.
>
> Anything for buck.
>
>

I don't know where you go to school but when you've got 70,000 students teachers wouldn't notice if your girlfriend came in to class as you. If you think teachers actually notice the styles of their students (other than profs you've had a few times before) I think you've graded one too many papers. When you've got 200 papers to grade you won't notice.

Jeremy

2049. Re: Prelimenary Monty: Anyone heard of it?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-09 00:00:00 UTC
From: uglmiller@cc.memphis.edu
Message-ID: <1996Apr9.204737@msuvx2.memphis.edu>
Source record: 84606

In article <4j9h0g$jeb@uwm.edu>, krieg@miller.cs.uwm.edu (Andrew Krieg: Man or Android?) writes:
> In article <4j4nuc$fvl@panix3.panix.com> zakharov@panix.com (Vladimir Zakharov) writes:
>>NRG299 (nrg299@aol.com) wrote:
>>: Yeah..
>>
>>: I have this thing, when it loads up it says "Preliminary Monty 16K"..
>>: Never found an end to the game though!
>>
>>
>>I used to play this game. I think this was a "pre-release" of a complete
>>game called "Montezuma's (sp?) Revenge" - that's where the name came from.
>>I also believe it was inclomplete. It featured the same characters and the
>>same type of environment.
>>
>
> Just what is the history of this game? I have an official version on disk
> and it is definitely the 16K version. When you solve the game, it starts
> over, but the "blackout" levels begin one level earlier. I never made it
> through the game enough times to a blackout beginning at the first level. I
> don't know what would happen after that.
>
> Later on, I learned of a 32K version of this game. I have a "borrowed" copy
> but it's much harder than the 16K version, and I never solved it. I have
> heard something about a giant guardian of the treasure you must defeat/evade.
> The 16K version just had a bunch of chains you would jump to and fro on,
> collecting treasure. What exactly happens at the end of the game in the 32K
> version?
>
> Was the 32K version officially released as well as the 16K version? This is
> all very puzzling...
> --
> = o = Andrew Krieg - Software Engineering Consultant =
> = | = E-mail: krieg@allmalt.cs.uwm.edu or =
> = o / | \ o = krieg@ct.med.ge.com =
> = |-/ \-| = WWW: http://www.cs.uwm.edu/public/krieg/index.html =

MR was originally released on cartridge, with a disk version later... I
bought the disk version, cracked it, made various modifications to it, etc,
but there was no guardian. If the 32k version was released, I don't know
when or in what format...
--
If Superman can fly, why can't super models?

2050. AUCTION: Atari XEGS, 400 INITIAL POSTING

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-09 00:00:00 UTC
From: summers@flop.ENGR.ORST.EDU
Message-ID: <4keqsg$rn2@engr.orst.edu>
Source record: 84607
Cross-posted to: rec.games.video.classic,alt.games.video.classic,rec.games.video.marketplace,comp.sys.atari.8bit

4/9/96 16:00 PDT

Please read the rules at the end of the auction.

Atari 8-bit----------

Hardware:

Atari XE Game System: $25 <min>
Includes Atari Light Gun, one CX40 joystick,
keyboard, and power supply. A very nice
system and quite hard to find.

Atari 400 Computer: $10 <min>
Includes one CX40 joystick, power supply,
and built-in RF cable.

Auction Rules:

o The most recent auction update is now available on WWW at the
following address: http://www.cs.orst.edu/~summers/8bit

o In case of ties, the first bid received is the bid accepted.

o The first part of the auction will end on April 25th. After
that, highest bidder will be determined through a "going once, going
twice, gone" format, with each step in the process being a day long.

o Bids will be made in increments of $1.00 for items under $20 and
increments of $2.00 for items $20 and over.

o If you bid, you are expected to buy. BIDDERS FAILING TO FOLLOW
THROUGH ON A PURCHASE WILL HAVE THEIR NAMES POSTED TO THE NET AS A
WARNING TO OTHER SELLERS!

o The auction is open to buyers in the United States and Canada.

o Payment is by check or money order. No CODs please. Canadian orders
must be paid with a Canadian Postal money order in US dollars. Allow 10
business days for checks to clear.

o Shipping and handling is above and beyond the amount bid and will be
paid by the buyer and will be as follows (Continental US only): Smaller
items will be shipped with larger items if possible.

XE game system: $10 (UPS)
Atari 400: $10 (UPS)

o In the event of a sale not going through, the item will go to the next highest bidder.

o All items have been tested and are in working condition, except where noted.

--
___ ___ ___ Benjamin C Summers
//_>>// << E-mail: summersb@ucs.orst.edu
//_>>//_ __>> WWW: http://engr.orst.edu/~summers/
Telephone: (541) 258-5930

2051. Re: 8 bit in NYC

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-09 00:00:00 UTC
From: uglmiller@cc.memphis.edu
Message-ID: <1996Apr9.234530@msuvx1.memphis.edu>
Source record: 84608

```
In article <4jblke$dub@news.ios.com>, bbingham@haven.ios.com (Bingham) writes:
> glennb (glennb@interport.net) wrote:
> : Hello,
>
> : Does anyobdy know of any places in the New York City area where you can
> : buy new/used Atari 8bit hardware/software? Thanks.
>
> : Glennb
>
> Well not in the city propper.
>
> But there are 2 User's groups not to far from you.
> LIAUG (Long Island Atari User Group)
> JACG (Jersey Atari Computer Group)
>
> I'll get the addresses up here soon.
>

So does anyone know of any places in Memphis?
--
If Superman can fly, why can't super models?
```

2052. Re: "Thrifts... Just What're They Thinking About ?"

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-09 00:00:00 UTC
From: uglmiller@cc.memphis.edu
Message-ID: <1996Apr9.235143@msuvx1.memphis.edu>
Source record: 84609
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,rec.games.video.atari,comp.sys.atari.8bit

```
In article <4jcjm3$fdg@netnews.upenn.edu>, pdokko@mail1.sas.upenn.edu (Peter Dokko)
writes:
> Brian Morgan (brian.morgan@sdrc.com) wrote:
> : AlenSmithe wrote:
> : > If you go to a store that has really stupid people working there, you can
> : > get away with getting carts out of a package and taking price tags off
> : > something else and sticking them on the carts.
>
> : Gee, Alen -
> : This sounds like theft to me... I'm not sure I'd be as proud of
> : this as you are.
>
> hmm, this is scay...
>
> people in the blind pursuit of gratifying their video game needs will
> pilfer from stores that serve the destitute? incroyable! i wonder if this
> will happen to people who play "magic the gathering"...
>
> -peter

Yep, or so I here... (though personally I've moved on to better card games)
--
If Superman can fly, why can't super models?
```

2053. Help! I can't remember!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-09 00:00:00 UTC
From: Brian Burns <"brian_burns "@village.yvv.com>
Message-ID: <4ke7ql$nep@suburbs>
Source record: 84610

It's been 7 years since I plugged Atari 800XL back up. Now that I have been fully asimilated into the IBM clone world, I don't remeber much about the Atari except for the basics. I downloaded an Atari emulator, and decided to start messing around with the Atari again. I also downloaded some Atari DOS files from the internet, and uncompressed them, but all I have now are .DCM files. I have been able to copy them to the Atari with out any problems, but how do I convert these into the DOS.SYS and DUP.SYS files? If anyone can help, please send email to me at brian_burns@yvv.com

2054. Re: HOME FILING MANAGER - cracks.atr (0/1)

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-09 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <3169aa91.690220@news.superlink.net>
Source record: 84674

On 7 Apr 1996 18:49:35 GMT, kendrick@zippy.sonoma.edu (William
Kendrick) wrote:

>Yogi (scharles@superlink.net) wrote:
>: Here is Home Filing Manager in File format - sorry, it's an ATR
>: format, until I get the registered APE, I can't write individual files
>: directly for U/L. Also Caverns of Mars is on there too, I did that one
>: first because I hate boot disks, prefer individual files.
>: Enjoy, Yogi.
>
>(1) Don't post large binaries to MESSAGE newsgroups. Post them to
> BINARY newsgroups!
>(2) Tsk tsk for pirating.
>(3) If you want to extract files out of an ATR, just use "S2PC",
> "AtarIMG" or "ATR2Unix" (there's a version compiled for MSDOS, I believe)
>
>Sidenote: We need an ATR->DCM converter, darnit!
>
>
>-bill!
>kendrick@zippy.sonoma.edu
>http://zippy.sonoma.edu/~kendrick/
>http://zippy.sonoma.edu/~kendrick/beavis/ <-- Beavis Mac System icons!!!!!
>
Sorry Bill, but BINARIES aren't carried on my server. (Not any atari
ones anyway pleanty o porno).
Yogi

2055. Re: HOME FILING MANAGER - cracks.atr (0/1)

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-09 00:00:00 UTC
From: jlodoen@mega.megamed.com
Message-ID: <4kcc66$340@news.wco.com>
Source record: 84675

In article <3169aa91.690220@news.superlink.net>,
scharles@superlink.net (Yogi) wrote:
>On 7 Apr 1996 18:49:35 GMT, kendrick@zippy.sonoma.edu (William Kendrick) wrote:
>>(1) Don't post large binaries to MESSAGE newsgroups. Post them to
>> BINARY newsgroups!

>Sorry Bill, but BINARIES aren't carried on my server. (Not any atari
>ones anyway pleanty o porno).
>Yogi
>

There is alt.binaries.misc, and this is about as misc as it gets these
days.... :)

2056. Re: Hit parade of power !!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-09 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <4kcdug$m9b@news.tcd.net>
Source record: 84676

You had it right first time...

1..130XE 128k Ram

2..800XL 64k Ram and built in Basic.

3..1200XL 64k Ram but uses the Basic Cartridge

4..800 48k Ram uses Basic Cartridge

5..600XL, 16k Ram Built in Basic

6..400 16k Ram uses Basic Cartridge..

Guessing any modified (upgraded) computer would move it up a
notch on the chain.

Or if you can find a 1400XLD..that would be at the top of the
list due to the rarity of the beast..

Bob

2057. Re: Help with XE problem..

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-09 00:00:00 UTC
From: tdrake1@umbc.edu
Message-ID: <4kch77$i2f@news.umbc.edu>
Source record: 84677

James King (jeking@xmission.com) wrote:

: Help! I have a VERY modificed 130xe (576k ram, US+ OS, AC
: SuperVideo/Audio, 3 way switchable ROM (US+, MUX, standard), LED ramdisk
: activity light, etc..

: Lately, for some odd reason, the machine just kind of craps out and locks
: up. It's prefaced by the screen display just going bonkers (large
: characters, etc..) then it just locks up.

: Anybody have any clues they can provide me with - before I ship this
: machine off to Bob Puff?

James,

What are you using for a power supply? Did this problem just start all of
a sudden??

Tom

--
-=-
Thomas Drake |From an 80-column Atari 8-bit Home Computer...
tdrake1@umbc.edu | Through the telephone, off of the server,
Test First! Then Code! | over the T-1 backbone, nothing but 'Net!

2058. Re: Help with XE problem..

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-09 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <4kchk4$oi8@blackice.winternet.com>
Source record: 84678

> jeking@xmission.com (James King) writes:
> Help! I have a VERY modificed 130xe (576k ram, US+ OS, AC
> SuperVideo/Audio, 3 way switchable ROM (US+, MUX, standard), LED ramdisk
> activity light, etc..
>
> Lately, for some odd reason, the machine just kind of craps out and locks
> up. It's prefaced by the screen display just going bonkers (large
> characters, etc..) then it just locks up.
>
> Anybody have any clues they can provide me with - before I ship this
> machine off to Bob Puff?
>>>>
Have you tried swapping the CPU? With all the Modifications, 'Maybe'
someone put it on a Socket? Other than that, on CServe, there was a short aticle
by Bob Puff, 2 Mods that he recommends on machines running a Black Box or MIO
or highly modified memory. One has to do with the OS ROM.

Rich Mier

2059. Re: SpartaDOS on .xfd File?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-09 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <DpKpDo.Jxo@iglou.com>
Source record: 84679

You can get Spartados 3.3g from the archive site
ftp://amiga.archive.umich.edu . I believe it's in .DCM form.

--
Bill Marcum bmarcum@iglou.com
From the future home of the 270 Foot Jesus

2060. Re: Are you REALLY a stressed out student?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-09 00:00:00 UTC
From: ntagg@uoguelph.ca
Message-ID: <4kcj8s$o92@ccshst05.cs.uoguelph.ca>
Source record: 84680
Cross-posted to: comp.sys.ibm.pc.games.marketplace,comp.sys.cbm,comp.sys.ti,comp.sys.apple2,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.mac.games.marketplace,misc.forsale.computers.pc-specific.software,misc.forsale.computers.other.software,misc.forsale.computers.mac-specific.software

David Salvador Flores (dsf3g@faraday.clas.Virginia.EDU) wrote:
: In article <Pine.SOL.3.91.960403221602.8715D-100000@sunspot>,
: >> >THE EVIL HOUSE OF CHEAT!
: >> >
: >> >The www site to be, if you are a student, and want to freely download
: >> >essays written by other students. All essays are with descriptions and
: >> >the grade which was given. This new concept will expand. The database
: >> >of titles in all subjects is, every day.
: >
: >You know, I've never been able to understand this. ANY competent
: >instructor/teaacher/professor will instantly recognize when a student
: >hasn't written his/her own paper. Styles don't change overnight.
: >Students using these pre-written essays, even as a guide, are risking
: >academic misconduct which is grounds for expulsion.
: >
: >Anything for buck.

: Here's the best part: If I'm a prof. who suspects a student has
: turned in a piece of work that's not his own, it should be a
: relatively painless process to determine whether or not he's
: gotten the essay off this archive.

: -Dave

Essay-writing services and essay archives have been prolific for
years all over North America. Spotting plagurized essays is not
trivial.. especially with hundreds of essays to mark. Since this
repository is only one of dozens, there is no way for a prof to stay on
top of them all.
This kind of service is not laughable; it is a severe problem,
both in terms of equity and education. Anyone who makes use of it
ethically (and morally) reprehensible in my view.
---N

--
Nathaniel Tagg Physics grad student University of Guelph
"The chances of a neutrino actually hitting something as it
travels through all this howling emptiness are roughly comparable to that
of dropping a ball bearing at random from a cruising 747 and hitting,
say, an egg sandwich." -- Douglas Adams, _Mostly_Harmless_

2061. Re: Seagate question

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-09 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <4kchjj$37i@main.freenet.hamilton.on.ca>
Source record: 84681

Rich Mier (rbmier@winternet.com) wrote:
: > he110@cleveland.Freenet.Edu (Bill R. Core) writes:
: >
: > I have the opportunity to buy a Seagate ST-251 42M hard drive.
: > I have a 256K MIO and an Adaptek 4070 Host adapter. I also have
: > a Xebec host adapter lying around. My question is:
: > Can I use this Hard drive with these items, and if so, what is
: > the dip switch settings on the Adaptek and/or Xebec?
: > If possible, could someone give me a complete description of
: > all the dip switch settings on at least the Adaptek?
: >>>>
: The 4070 Adaptec board is a RLL controler. If you use it
: with the ST-251 it will try to format it to about 65 MEGs. Might work
: and might not, I have my doubts. The surface of the ST251 was not
: made to handle RLL data encoding.
: As to the jumpers, only worry about A-B, C-D, and E-F.
: These are the Controler's Address in which you don't want any
: installed (LUN 0). A-B is the Least Significant Bit.
: Hope this helps;

: Rich Mier

--
I recently formatted one of those drives using an RLL IBM controller, so
I suspect it WILL work. If not, use the Xebec.

^^ ^^^ ^^ System Reset! BBS ^^ ^^^ ^^
^^ ^^^ ^^ 160 Megs Online! ^^ ^^^ ^^
^^ ^^^ ^^ Running 24 Hours using ^^ ^^^ ^^
^^ ^^^ ^^ BBS Express! Professional ^^ ^^^ ^^
^^^ ^^^ ^^^ USF Net, IAN Net, Atari ST ^^^ ^^^ ^^
^^^ ^^^ ^^^ and 400/800/XL/XE ^^^ ^^^ ^^^
^^^^^ ^^^ ^^^^^ support!!!!!! ^^^^^ ^^^ ^^^^^
^^^^^^^ ^^^ ^^^^^^^ 905-544-6162 ^^^^^^^ ^^^ ^^^^^^^
^^^^^ ^^^ ^^^^^ 300-14.4 V32.bis ^^^^^ ^^^ ^^^^^^

2062. Re: Are you REALLY a stressed out student?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-09 00:00:00 UTC
From: dmoorman@csn.net
Message-ID: <4kctjt$ibv@news-2.csn.net>
Source record: 84682
Cross-posted to: comp.sys.ibm.pc.games.marketplace,comp.sys.cbm,comp.sys.ti,comp.sys.apple2,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.mac.games.marketplace,misc.forsale.computers.pc-specific.software,misc.forsale.computers.other.software,misc.forsale.computers.mac-specific.software

Nathaniel Tagg (ntagg@uoguelph.ca) wrote:
: David Salvador Flores (dsf3g@faraday.clas.Virginia.EDU) wrote:
: : In article <Pine.SOL.3.91.960403221602.8715D-100000@sunspot>,
: : >> >THE EVIL HOUSE OF CHEAT!
: : >> >
: : >> >The www site to be, if you are a student, and want to freely download
: : >> >essays written by other students. All essays are with descriptions and
: : >> >the grade which was given. This new concept will expand. The database
: : >> >of titles in all subjects is, every day.
: : >
: : >You know, I've never been able to understand this. ANY competent
: : >instructor/teaacher/professor will instantly recognize when a student
: : >hasn't written his/her own paper. Styles don't change overnight.
: : >Students using these pre-written essays, even as a guide, are risking
: : >academic misconduct which is grounds for expulsion.
: : >
: : >Anything for buck.

: : Here's the best part: If I'm a prof. who suspects a student has
: : turned in a piece of work that's not his own, it should be a
: : relatively painless process to determine whether or not he's
: : gotten the essay off this archive.

: : -Dave

: Essay-writing services and essay archives have been prolific for
: years all over North America. Spotting plagurized essays is not
: trivial.. especially with hundreds of essays to mark. Since this
: repository is only one of dozens, there is no way for a prof to stay on
: top of them all.
: This kind of service is not laughable; it is a severe problem,
: both in terms of equity and education. Anyone who makes use of it
: ethically (and morally) reprehensible in my view.
: ---N

: --
: Nathaniel Tagg Physics grad student University of Guelph
: "The chances of a neutrino actually hitting something as it
: travels through all this howling emptiness are roughly comparable to that
: of dropping a ball bearing at random from a cruising 747 and hitting,
: say, an egg sandwich." -- Douglas Adams, _Mostly_Harmless_

Actually, I made it a habit to offer my seminary profs a free steak dinner if they read a message to that effect in the exact center of my term papers. I never had to give a dinner.

Some graded by weight. Others by how close to the wall the paper fell when tossed over the shoulder. Others seemed to keep track of what I had said in class -- and that was the basis for grades.

I confess -- for one prof, I never dared a dinner. He circled misspelled words, typos, and grammatical goofs any chance he got. I'm not sure he READ the paper -- but boy did I ever learn to SPELL!!

Dave

2063. Re: 800XL Where to buy it???

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-09 00:00:00 UTC
From: dand1@azstarnet.com
Message-ID: <4kcvr7$71f@news.azstarnet.com>
Source record: 84683

Without warning thester@nyx.cs.du.edu (Uncle Fester) said

>>>My boss wants to buy an 800XL. We are in San Franc. Any suggestions???

I have a few for sale in my junk (URL below)

Other 8-bit software and hardware too
Enjoy

Thanks,
Dan ....
: @~:.DanDLyin.:~@ :
: Best Junk Store on the Web :
:URL http://www.hway.net/dandlyin :
: e-mail DanD1@azstarnet.com :
:.................................:

2064. User Group Meeting Notice

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-09 00:00:00 UTC
From: nickd@vpnet.chi.il.us
Message-ID: <1996Apr9.043708.28305@vpnet.chi.il.us>
Source record: 84684
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

The Suburban Chicago ATarians (SCAT) user group will hold its April meeting on Tues. April 16 at 7:30 PM at the College of DuPage, Room K 157 (the K building is on 22nd St. just West of Lambert Rd., in Glen Ellyn). There will be one or more demo(s) on the STe.

Everyone is welcome to attend. (Especially anyone who is thinking of joining SCAT! :-) Feel free to bring your family.

For more information, send me E-Mail at one of the addresses below. [If this article shows up outside the greater Chicago area, I apologize - the "chi" distribution may not work (at all sites) now. Say, if you're travelling to the Chicago area and will be free that evening, feel free to stop by!]

Nick DiMasi, SCAT President

dimasi@ssd.comm.mot.com (temp., read M-F except holidays & vacation)
nickd@vpnet.chi.il.us ('perm.', read once or twice/week)
TURBONICK@delphi.com (" " " " " ")

2065. Re: New Atari emulator XL-IT

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-09 00:00:00 UTC
From: uglmiller@cc.memphis.edu
Message-ID: <1996Apr9.033050@msuvx2.memphis.edu>
Source record: 84685

In article <4k1md2$o7g@news.microsoft.com>, a-scottf@microsoft.com (Scott Faulkner)
writes:
> In article <4juce4$362@news.microsoft.com>, a-scottf@microsoft.com says...
>>
>>In article <316137B7.4155@rcp.co.uk>, ivan@rcp.co.uk says...
>>>
>>>http://www.htw.uni-sb.de/people/mgietzen/atari/xl-it.html
>>>
>>>I have only had this for a few minutes but I am already
>>>excited as it currently (v 0.11) runs more software than
>>>software than PCXFormer!
>>
>>Can anyone tell me how to load the "Star Rider" demo?
>
> Never mind, I figured it out with the helpful Emulator FAQ! :)
>
> On my keyboard, I have to use the semi-colon key because the asterisk("*")
> doesn't work. Probably because of the German keyboard setup "Xl-it" is
> supposed to use. So far, this is a pretty cool program. When can we
> expect to run M.U.L.E? =)
>
> -Scott F.
>

The only thing that worries me is the speed... I assume sound, etc. will
be available in later releases... I fired up AR and noticed that the
graphics system seems to be VERY well emulated.
--
If Superman can fly, why can't super models?

2066. Re: great Atari game sound

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-09 00:00:00 UTC
From: uglmiller@cc.memphis.edu
Message-ID: <1996Apr9.034153@msuvx2.memphis.edu>
Source record: 84686

In article <31597C1B.6ABD@hitec.com>, sysop@hitec.com writes:
> James R. Lendino wrote:
>> Does anyone find the soundtracks for games like Ultima III as
>> incredibly kick ass as I do? I thought that was phenomenal. A
>> great port was released for the Mac last year that uses high-res
>> graphics and a stereo version of that beautiful soundtrack. Or
>> how about Gyruss? Nothing like 360 degree rotational movement,
>> accompanied by sped-up Bach, to keep you glued to the edge of your
>> seat.
>
> I couldn't possibly agree with you more. In those days, the music was truly
> amazing. It seems nowadays, there's just too much cheese ;)
>
> Let me tell you, the days of the ultima series - now there was a set of
> music. They had it down, and it made the adventure that much more intense.
> Another worth mentioning would be Alternate Reality...more terriffic music.
> You know, it's funny, but I'll sit in my office at night working on my pc
> (ugh!), and in the background will be the light glow of my atari 130xe,
> Ultima III main screen up, playing the soundtrack....
>
> Does this mean I have no life? ;)
>
> --Steve

221B Baker Street had great music, too... The digitized voice was horrible,
though.
--
If Superman can fly, why can't super models?

2067. Re: XL-IT question impression

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-09 00:00:00 UTC
From: uglmiller@cc.memphis.edu
Message-ID: <1996Apr9.041255@msuvx2.memphis.edu>
Source record: 84687

In article <4k4hdf$f4p@news.voicenet.com>, artem@voicenet.com (Virtual Matrix) writes:
> Hello !!
>
> I just dloaded XL-IT for DOS. Hmm.. I would say it
> is better than XFORMER !! but what really disappointed me is that
> fact that it does not support SOUND whatsoever :((Does anyone
> know the plans for it ? like when is it gonna be released with
> sound ? Also i am not hetting the whole ATARI screen on my screen,
> so why not to use SVGA VIDEO MODES ? 640x400x256 colors or
> 640x480x256 colors ?
>
>
> Artem
>

Is the bottom line sometimes off-screen? If so, I'm having the same
problem with it...
--
If Superman can fly, why can't super models?

2068. Re: Atari Game Sound

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-09 00:00:00 UTC
From: uglmiller@cc.memphis.edu
Message-ID: <1996Apr9.035137@msuvx2.memphis.edu>
Source record: 84688

In article <31603D46.5260@interport.net>, glennb <glennb@interport.net> writes:
>> I thought the music for Dimension X and Necromancer by Synapse were
>> pretty good too! You just can't find that kind of sound on a Nintendo
>> these days. . .
>
>
> Okay, got one for you: Allegedly the music for Necromancer is none other
> than the braintrust known as DEVO. (I had this years ago and loved it but
> can no longer find it. If anyone would be so kind as to help me get this I
> would be indebted)
>
> FACT: In 1988 they relaesed the album "Total Devo" which had the song "Some
> Things Never Change" (this I do have so maybe a swap?) that was originaly
> from a 'computer game'.
>
> Non-Fact: The game was supposedly Neuromancer (like the book; never read),
> which I never had or seen before. So, I think that they are one and the
> same.
>
> Anyone??

Neuromancer was Interplay's adaptation of the book... for the C64 only, as
I recall.
--
If Superman can fly, why can't super models?

2069. Re: is my DRIVE DEaD ? hELP ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-09 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <4kdh0u$r5v@news.tcd.net>
Source record: 84689

If the same disk you say you put into the Percom will in fact work on a 1050, then your Percom is perhaps out of alignment or has other problems.

You can replace the drive mech in the Percom with a standard IBM 360k type mech to check this out. If it still does the same with a different mech, then you have other problems with the Percom.

Bob

2070. Disk versions vs. Cart versions

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-09 00:00:00 UTC
From: krieg@earth.execpc.com
Message-ID: <4kdt8q$ppf@earth.alpha.net>
Source record: 84690

Does anyone have a list of games that had different versions?

I have heard that the disk version of Frogger has songs that play during gameplay, just like the arcade. Is this true? The cart does not do this.

What about Wizard of Wor? Did the disk version improve on the cart?

I would be interested in any known variations.

--
=__ __ __ _ __ _= Andrew Krieg - Software Engineering Consultant =
=_ __ _ __ _ _ __= E-mail: krieg@execpc.com =
=_ _ _ ___= WWW: http://www.cs.uwm.edu/public/krieg/index.html =
=_ __ _ __ _ __ _= Treguna Mekoides Trecorum Satis Dee - Astoroth =

2071. Limited Time Offer...

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-09 00:00:00 UTC
From: jim.mirous@prostar.com
Message-ID: <00000F1000000737@prostar.com>
Source record: 84691

Please send me the list of Atari stuff you have for sale.
Jim.Mirous@prostar.com

2072. XL-it. Mirrors?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-09 00:00:00 UTC
From: justin@mammoth.valleynet.com
Message-ID: <4kdvbn$flc@alpine.valleynet.com>
Source record: 84692

Is XL-it available from anywhere else but that web page? I can't seem
to connect with it (dns lookup failure).. Can someone up it to umich?

--
dlCSX$XVDlb dFXSDDb .dl$T' YP d7P "Hello Chum!" (toolong?TOOBAD!)
T lUl' lSl dY' lH d7' =------------------------------=
H L7' A7' ,4; 1$SPK. justin@valleynet.com
E $l CD AX lA Sb http://www.valleynet.com/~justin
dO CD Y7b AAb `Sb =------------------------------=
dXXb dCXXSDb `XZ$L. VVS dSb The Straylight Run (209)435-1439

2073. Re: bincancel:16 large binaries:AR281:@@NCM

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-09 00:00:00 UTC
From: red@redpoll.mrfs.oh.us
Message-ID: <ARMM-Report-281.a@redpoll.mrfs.oh.us>
Source record: 84693
Cross-posted to: alt.retromod,comp.lang.javascript,comp.music.midi,comp.sys.atari.8bit,rec.autos.4x4,rec.autos.market,rec.autos.marketplace,rec.autos.misc,rec.games.computer.doom.editing

Binary posts do not belong in unmoderated discussion groups.

I run a program that searchs for, and issues advisory cancels for,
large binaries in the akr, biz, comp, misc, news, rec, and sci
hierarchies.

I have issued 16 cancels for large binary files (average size 263,887
characters - total size 4,222,190 characters) posted to 8 different
unmoderated discussion groups in the comp and rec hierarchies as
follows:
7 rec.games.computer.doom.editing
2 rec.autos.4x4
rec.autos.marketplace
rec.autos.misc
2 comp.music.midi
2 comp.lang.javascript
1 rec.autos.misc
1 rec.autos.4x4
rec.autos.market
1 comp.sys.atari.8bit

This pointer is being posted to each affected group listed above.
Follow-ups are directed to news.admin.net-abuse.misc.

If you want to see exactly which file was deleted from a particular
group, read the full report in news.admin.net-abuse.announce. Look
for AR281 in the subject. The full report can also be found in
alt.nocem.misc and alt.retromod.

The criteria used to search for this batch of large binaries were:
NEWSGROUPS: Unmoderated akr, biz, comp, misc, news, rec, or sci
(except for comp.binaries.apple2 and rec.games.bolo)
BINARY: (base64, binhex, uuencode, and xbtoa encoded files, etc.)
SIZE: > 100,000 characters (size * number of parts, if multi-part)

If you must post a binary to Usenet, please post it *only* to an
appropriate binaries newsgroup such as alt.binaries.misc, and do *not*
crosspost it to non-binaries groups. This permits news administrators
and users to decide for themselves whether to receive binary files.

Please direct public feedback to news.admin.net-abuse.misc and private
feedback to red@redpoll.mrfs.oh.us. Thanks.

Best wishes,
Dick

--
Richard E. Depew, Munroe Falls, OH red@redpoll.mrfs.oh.us (home)
It's over, and can't be helped, and that's one consolation, as they
always say in Turkey, when they cut the wrong man's head off''
-- Charles Dickens

2074. Classic Atari OnLine

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-09 00:00:00 UTC
From: dschmud@heartland.bradley.edu
Message-ID: <4ke8tl$9ka@news-e2b.gnn.com>
Source record: 84694

```
Classic Atari OnLine - your NEW Atari source
This issue:
EDITORIAL
- What Classic Atari OnLine is about
REVIEWS HARDWARE
- Spider-Man (2600) - Novice Section (Chaining
drives)
- Secret Quest (2600) - HELP!!
- Spy Hunter (8-bit computers) - The 815 drive (PICTURE)
- Atari Writer (8-bit computers)

TIPS/TRICKS (They work!) DISGRACE TO PLASTIC
- One on One (7800) - Tax Avoiders

<-> Atari History ("He Created a Company Called Atari and It
Was Good.")
<-> Current News (Interview with Don Thomas)
<-> Voting (Whats your most wanted vaporware?)

And a wee bit more!!
04-96 (2nd Week)
_____________________________________________________
Yes, a new Atari magazine. Classic Atari OnLine is a magazine that
is designed to help Atari experts to Atari novices and prints every
2 months. To download it goto:

http://ourworld.compuserve.com/homepages/dschmud/dsatari.htm

any questions eMail me at: dschmud@heartland.bradley.edu
```

2075. Classic Atari OnLine

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-09 00:00:00 UTC
From: dschmud@heartland.bradley.edu
Message-ID: <4ke9vg$9to@news-e2b.gnn.com>
Source record: 84695

```
Classic Atari OnLine - your NEW Atari source
This issue:
EDITORIAL
- What Classic Atari OnLine is about
REVIEWS HARDWARE
- Spider-Man (2600) - Novice Section (Chaining
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http://ourworld.compuserve.com/homepages/dschmud/dsatari.htm

any questions eMail me at: dschmud@heartland.bradley.edu
```

2076. Re: Disk versions vs. Cart versions

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-09 00:00:00 UTC
From: MIS0160@mvs.udel.edu
Message-ID: <19960409112340MIS0160@mvs.udel.edu>
Source record: 84696

In article <4kdt8q$ppf@earth.alpha.net>,
krieg@earth.execpc.com (Andrew krieg) writes:

>Does anyone have a list of games that had different versions?
>
>I have heard that the disk version of Frogger has songs that play during
>gameplay, just like the arcade. Is this true? The cart does not do this.

Yes, I have both versions of Frogger and the disk version has very
catchy music. The disk version also records the highest scores .
Cartridge games were normally 8 or 16K, but the disk versions could be
32K or more allowing for additional features/screens/music/options.

2077. Classic Atari OnLine

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-09 00:00:00 UTC
From: dschmud@heartland.bradley.edu
Message-ID: <4kea34$9ut@news-e2b.gnn.com>
Source record: 84697

```
Classic Atari OnLine - your NEW Atari source
This issue:
EDITORIAL
- What Classic Atari OnLine is about
REVIEWS HARDWARE
- Spider-Man (2600) - Novice Section (Chaining
drives)
- Secret Quest (2600) - HELP!!
- Spy Hunter (8-bit computers) - The 815 drive (PICTURE)
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Was Good.")
<-> Current News (Interview with Don Thomas)
<-> Voting (Whats your most wanted vaporware?)

And a wee bit more!!
04-96 (2nd Week)
_______________________________________________
Yes, a new Atari magazine. This on-line magazine is designed to
help novices to experts every 2 months. It is a free publication
avilable at:

http://ourworld.compuserve.com/homepages/dschmud/dsatari.htm

Thanks and enjoy.

Classic Atari OnLine - 0496
```

2078. Classic Atari OnLine

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-09 00:00:00 UTC
From: dschmud@heartland.bradley.edu
Message-ID: <4kebl3$ace@news-e2b.gnn.com>
Source record: 84698

```
Classic Atari OnLine - your NEW Atari source
This issue:
EDITORIAL
- What Classic Atari OnLine is about
REVIEWS HARDWARE
- Spider-Man (2600) - Novice Section (Chaining
drives)
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Was Good.")
<-> Current News (Interview with Don Thomas)
<-> Voting (Whats your most wanted vaporware?)

And a wee bit more!!
04-96 (2nd Week)

------------------------------------------------------
Yes, a new Atari magazine. Classic Atari OnLine is a magazine that
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2 months. To download it goto:

http://ourworld.compuserve.com/homepages/dschmud/dsatari.htm

any questions eMail me at: dschmud@heartland.bradley.edu
```

2079. Classic Atari OnLine

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-09 00:00:00 UTC
From: dschmud@heartland.bradley.edu
Message-ID: <4kebln$ace@news-e2b.gnn.com>
Source record: 84699

```
Classic Atari OnLine - your NEW Atari source
This issue:
EDITORIAL
- What Classic Atari OnLine is about
REVIEWS HARDWARE
- Spider-Man (2600) - Novice Section (Chaining
drives)
- Secret Quest (2600) - HELP!!
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TIPS/TRICKS (They work!) DISGRACE TO PLASTIC
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<-> Atari History ("He Created a Company Called Atari and It
Was Good.")
<-> Current News (Interview with Don Thomas)
<-> Voting (Whats your most wanted vaporware?)

And a wee bit more!!
04-96 (2nd Week)

------------------------------------------------------------
Yes, a new Atari magazine. Classic Atari OnLine is a magazine that
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any questions eMail me at: dschmud@heartland.bradley.edu
```

2080. Re: What do I do with a .DCM file?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-09 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4kecv5$b0t@nuke.csu.net>
Source record: 84700

John Haberfellner (JOHN@atitech.mhs.compuserve.com) wrote:

: How do you take a .DCM file on your PC and convert it into a
: useable bootable floppy for your Atari? In particular I am trying
: to get SpartaDOS 3.2f working. I have the file "ftesd32f.dcm" on
: my PC and my PC has a an old 360K floppy installed. I have no
: bootable DOS disks for my Atari. Where do I go from here?

: I have the Atari 8 bit users FAQ and did not find it very helpful
: as what to do with .DCM files. :-(

Two words: "Get SIO2PC"

Also, read my "new user" FAQ:

http://zippy.sonoma.edu/~kendrick/nbs/new_and_emu.html (or ask me to
e-mail it to you)

As to what DCM's are, they're simply disk images. My FAQ goes over a lot of
this schtuff.

-bill!
kendrick@zippy.sonoma.edu ||| kendrick@vax.sonoma.edu
** New Breed Software ** / | \ ** William Kendrick **
http://zippy.sonoma.edu/~kendrick/ http://sterba.com/

2081. Re: HOME FILING MANAGER - cracks.atr (0/1)

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-09 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4kedac$b0t@nuke.csu.net>
Source record: 84701

Yogi (scharles@superlink.net) wrote:
: On 7 Apr 1996 18:49:35 GMT, kendrick@zippy.sonoma.edu (William
: Kendrick) wrote:

: >(1) Don't post large binaries to MESSAGE newsgroups. Post them to
: > BINARY newsgroups!

: Sorry Bill, but BINARIES aren't carried on my server. (Not any atari
: ones anyway pleanty o porno).

Yeah, but just because you have easy, quick access to 'comp.sys.atari.8bit'
doesn't mean everyone does. Imagine your 8-bit using brothers and sisters
who use an offline reader, so they have to download the WHOLE newsgroup
before they can read any of it. What if they had 2400 bps? What if they
were paying huge long distance charges (and that's the whole reasont hey
read offline)!?!

For SHAME, Yogi!

And esp. since when I ran "atr2unix" on the thing, only about 20K of that
92K disk image was file data! Since it was an ATR, you could have at LEAST
ZIPped it! :)

-bill!
kendrick@zippy.sonoma.edu ||| kendrick@vax.sonoma.edu
** New Breed Software ** / | \ ** William Kendrick **
http://zippy.sonoma.edu/~kendrick/ http://sterba.com/

2082. Interested in getting a Black Box

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-09 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4kedp2$b0t@nuke.csu.net>
Source record: 84702

Hello! Anyone know the latest prices for CSS Black Box setups? Or better yet, remind me of Bob's e-mail address (since I lost it >:^( ).

Hmm.. it'd be cool to have a document like the Vendors/Developers list, except have price lists as well.. Something to work on???

-bill! >:^)
kendrick@zippy.sonoma.edu ||| kendrick@vax.sonoma.edu
** New Breed Software ** / | \ ** William Kendrick **
http://zippy.sonoma.edu/~kendrick/ http://sterba.com/

2083. Re: Disk versions vs. Cart versions

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-09 00:00:00 UTC
From: jhardie@usa.pipeline.com
Message-ID: <4kejii$56c@news1.h1.usa.pipeline.com>
Source record: 84703
Cross-posted to: comp.sys.atari.8bit,

On Apr 09, 1996 09:46:50 in article <Disk versions vs. Cart versions>,
'krieg@earth.execpc.com (Andrew krieg)' wrote:

>Does anyone have a list of games that had different versions?
>
>I have heard that the disk version of Frogger has songs that play during
>gameplay, just like the arcade. Is this true? The cart does not do this.

>
>What about Wizard of Wor? Did the disk version improve on the cart?
>
>I would be interested in any known variations.
>--

If I remember correctly, the disk version of GORF saved your high scores
to disk.

John

2084. Joystick switch box

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-09 00:00:00 UTC
From: sydtech@skypoint.com
Message-ID: <4keo5d$k7k@stratus.skypoint.net>
Source record: 84704

Can anyone point in the right direction? I'm looking for an A/B (or even 3-way) switch box for the Atari joystick port. I'd like to be able to switch between my standard Atari joystick, paddle controllers, and my modified Sega Genesis controller without putting all the wear and tear on my machines' joystick ports.

If anyone knows where I can buy such an item, please let me know.

Thanks...
Scott

2085. Re: Prelimenary Monty: Anyone heard of it?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-09 00:00:00 UTC
From: uglmiller@cc.memphis.edu
Message-ID: <1996Apr9.203858@msuvx2.memphis.edu>
Source record: 84705

In article <4j7lrg$5ib@ixnews2.ix.netcom.com>, chelm@ix.netcom.com (Chris) writes:
> In article <4j28j5$nii@park.interport.net>, nil@interport.net says...
>>
>>7 years I used to play this game on my 800XL. It's a platform game, you
>>progress by finding the right color key and avoiding rolling sculls. I just
>>picked up a 130XE, and would love to play this game again. Thanks for any
>>info.
>
> I've got Montezuma's Revenge, which is a great game, I believe it's what
> you're talking about. I remember showing it to my cousin who had just
> purchased his Amiga at the time, and he stayed up all night playing with my
> 8-bit. If there was a site to u/l this stuff to, I'd gladly do it.
>

Yeah, I bought MR a looooonnnnng time ago... Still have it, but I don't have
sio2pc or a working floppy drive for the XE... Owell.
--
If Superman can fly, why can't super models?

2086. FREE Atari 2600/5200/7800/Lynx and 8-BIT Computer Catalog

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-10 00:00:00 UTC
From: ice@skypoint.com
Message-ID: <4kf34o$oec@stratus.skypoint.net>
Source record: 84611
Cross-posted to:
alt.atari,alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,comp.sys.atari.8bit,comp.binaries.atari.8bit,alt.binaries.warez.atari8bit

```
**************************************************************************
* Have you ever thought there was no place on earth to get hardware and *
* software for your 2600/5200/7800/Lynx and Atari 8-Bit computers? *
* *
* WELL LOOK NO FURTHER!!! *
* *
* *
* To receive a FREE catalog of all Atari 8-bit and game machine products, *
* email your full name and postal mailing address to: ice@skypoint.com *
**************************************************************************
```

2087. Re: Joystick switch box

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-10 00:00:00 UTC
From: bmarcum@iglou2.iglou.com
Message-ID: <DpMKnC.2HJ@iglou.com>
Source record: 84612

In article <4keo5d$k7k@stratus.skypoint.net>,
Scott Butler <sydtech@skypoint.com> wrote:
>Can anyone point in the right direction? I'm looking for an A/B (or even
>3-way) switch box for the Atari joystick port. I'd like to be able to
>switch between my standard Atari joystick, paddle controllers, and my
>modified Sega Genesis controller without putting all the wear and tear on
>my machines' joystick ports.
>
>If anyone knows where I can buy such an item, please let me know.
>
I don't know about a switch box, but there used to be Y connectors that
would let you plug two joysticks or other devices into a port at the same
time. Such a connector would not be difficult to make.

--
Bill Marcum bmarcum@iglou.com
From the future home of the 270 Foot Jesus

2088. Re: What do I do with a .DCM file?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-10 00:00:00 UTC
From: mcmahon@inil.com
Message-ID: <497cc$17a2b.31e@NEWS>
Source record: 84613

>John Haberfellner (JOHN@atitech.mhs.compuserve.com) wrote:

>: How do you take a .DCM file on your PC and convert it into a
>: useable bootable floppy for your Atari? In particular I am trying
>: to get SpartaDOS 3.2f working. I have the file "ftesd32f.dcm" on
>: my PC and my PC has a an old 360K floppy installed. I have no
>: bootable DOS disks for my Atari. Where do I go from here?

>: I have the Atari 8 bit users FAQ and did not find it very helpful
>: as what to do with .DCM files. :-(

You need three things:

1). Atari Peripheral Emulator (APE) version 1.07 available from
http://seka.nacs.net/~classic/ and register it...

2) An SIO2PC cable (instructions for construction are within the APE
documentation) costs about $25 to build, or are available from Steven
Tucker ($50, i think) at that same web page...

3) Diskcomm program for your atari 8 bit (available from most atari 8
bit BBS or umich.edu ftp/gopher site....

APE is a PC program (286+ & 200k free) DOS program that monitors the
SIO chain and uses the PC HD as storage by using ATR images (which is
similiar to the DCM you have (only different format). APE also
converts DCM to ATR files and at that point you should be able to
access the Sparta files.

The SIO2PC cable connects the SIO chain and the PC serial port by
making them electronically compatible...

An example setup is your Atari 8bit/TV is connected to an Atari 8 bit
drive which is connected to the SIO2PC cable which is connected to a
serial port on your PC setup. You can then transfer files from your PC
to your Atari and vice versa...

Hope this sheds a little light on your dilemma...

Rory McMahon
mcmahon@inil.com
,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,
* Rory McMahon Atari Fanatic by CHOICE! Falcon030/4/85/SyQuest EZ135 *
# mcmahon@inil.com 8 bits and above! Pentium 90 Xformer! #
'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'

2089. Wanted: Mail Order Monsters, others

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-10 00:00:00 UTC
From: sshifter@ophelia.waterloo.net
Message-ID: <4kff13$giv@ophelia.waterloo.net>
Source record: 84614

I'm looking for Mail Order Monsters, Racing Destruction Set, and AR:
The Dungeon. The first two because I wish to blatantly rip them off as
I'm not half as brilliant as the original programmers, and the last
because, well, I miss it. Please leave email.

--
Mike Pelletier
Promethean Dreams
sshifter@ophelia.waterloo.net

2090. Atari 800xl for sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-10 00:00:00 UTC
From: gkomatsu@Hawaii.Edu
Message-ID: <DpMJKL.HBn@news.hawaii.edu>
Source record: 84615

I have an Atari 800xl with power supply for sale.

There's a "mystery" switch installed in the back, it's use
I've never been able to determine. Sometimes the blue BASIC-programming
screen (there a proper name for this?) comes up black & white.
Otherwise the computer works fine.

Send offers.
--
ask me anything
gkomatsu@hawaii.edu

2091. Wanted - PC Interface for Portfolio

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-10 00:00:00 UTC
From: vkronenb@pcug.org.au
Message-ID: <316b13db.0@cheese.pcug.org.au>
Source record: 84616

Q1.- Is this the right newsgroup in which to post this request?
Q2. -I am looking for a "Smart Parallel Interface" for my [hand held]
Atari Portfolio. Does anybody know where I can get one?

2092. Re: Atari 600xl (modified) and 800 F.S.

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-10 00:00:00 UTC
From: uglmiller@cc.memphis.edu
Message-ID: <1996Apr10.005604@msuvx1.memphis.edu>
Source record: 84617

In article <4jil7l$hi3@nyx.cs.du.edu>, thester@nyx.cs.du.edu (Uncle Fester) writes:
>
>
> Oh, _please_ don't let the next 15 articles
> be Bill Somrak <cooncat@ncweb.com> trying
> to unload his Atari 800 and 600XL! :)

Maybe someone should buy them... Then again, that would make it 15
blank messages...

>
>
> Uncle Fester
>
> My 2 Cats (Milo and Snowball) say hello
> to Data and Geordi. They also say to
> quit spamming - they prefer tuna!
>
> --
> | SOCIOPATH n. - an aggressively antisocial psychopath taking |
> | no responsibility for his/her actions. See "INTERNET" for |
> | a collective of distinguishing characteristics - e.g., viz EFF. |
> | : *thester@nyx.cs.du.edu* : |
--
If Superman can fly, why can't super models?

2093. Re: CLASSIC GAMES AND SYSTEMS FOR SALE.

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-10 00:00:00 UTC
From: uglmiller@cc.memphis.edu
Message-ID: <1996Apr10.011033@msuvx1.memphis.edu>
Source record: 84618
Cross-posted to: alt.atari.2600vcs,alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.marketplace, rec.games.video.misc

```
In article <Dp5HDx.CI3@merk.com>, winston@merk.com (Winston Smith) writes:
>
> sat-3@interpath.com wrote:
>
> S> CLASSIC GAME SYSTEM SALE
> S>
> S> ALL SYSTEMS AND GAMES ARE CLEANED AND TESTED. CARTRIDGES
> S> MAY HAVE SOME COSMETIC DAMAGE TO THE LABELS. EVERYTHING IS
> S> GUARANTEED TO WORK. ALL ITEMS ARE USED, AND MAY HAVE COSMETIC
> S> BLEMISHES, NO MANUALS ARE INCLUDED. TOTALS ARE FOR SHIPPING
> S> IN THE US. OUT OF COUNTRY ORDERS MAY INCUR ADDITIONAL SHIPPING
> S> CHARGES.
>
> On Thursday, March 28, 1996 at 06:48:53 GMT (12:48:53 AM EST),
> csturdiv@evansville.net (Craig Sturdivant),
> of Evansville Online, wrote:
>
> CS> Hey do me a favor. Take a look at your keyboard. Look down at the
> CS> lower left hand corner. Do you see the Ctrl key? You do? Good.
> CS> Now look above it. See that key with the arrow pointing up, and
> CS> the words "Shift"? Now look above that key. Do you see the
> CS> Caps Lock key? You do? Good. Do me another favor.
> CS> PRESS THAT DAMN KEY!!!!
>
>
> HEY DO ME A FAVOR. TAKE A LOOK AT THE "SUBJECT:" OF THIS MESSAGE.
> DO YOU SEE WHERE IT SAYS, "RE: CLASSIC GAMES AND SYSTEMS FOR SALE." ?
> YOU DO? GOOD. NOW --THINK-- ABOUT WHAT "CLASSIC SYSTEM" --MEANS-- !
> GUESS WHAT? I CAN'T PRESS ANY "CAPS LOCK" KEY ON EITHER MY APPLE-1 OR ON
> MY OHIO-CHALLENGER-4P! WHY? BECAUSE THEY DON'T COME WITH LOWER CASE,
> THAT'S WHY! (OF COURSE, I WOULDN'T EXPECT YOU TO KNOW THAT....)
>
>
> P.S. WHAT ABOUT THE PEOPLE WITHOUT HANDS WHO USE MOUTHSTICKS AND OTHER
> DEVICES TO TYPE IN MESSAGES. (USENET NETNEWS IS AN INTERNATIONAL MESSAGE
> MEDIUM, AFTER ALL.) DO YOU EXPECT THEM TO TRY TO HOLD DOWN THE SHIFT KEY
> WITH THEIR NOSE WHILE THEY TYPE TEXT WITH THEIR TONGUE?
>
> P.P.S. TO JUDGE THE WORTH OF A SCIENTIST, ASK THEM WHAT THEY THINK ABOUT
> ASTROLOGY.... TO JUDGE THE WORTH OF A NET-USER, TYPE TO THEM USING ONLY
> UPPER CASE....
>
```

>

Actually, mouthsticks aren't inherently problematic--all lowercase is much
less offensive to net users than all uppercase. And you could consider
posting from a newer machine.
--
If Superman can fly, why can't super models?

2094. Re: WTB: redesigned 2600 or 7800

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-10 00:00:00 UTC
From: Pauldb@cris.com
Message-ID: <4kfkn9$ef0@tribune.concentric.net>
Source record: 84619
Cross-posted to:
rec.games.video.atari,comp.sys.atari.advocacy,rec.games.video.classic,rec.games.video.marketplace,comp.sys.atari.8bit

: Sorry for the crosspost but trying to reach an informed party.

: Where can a guy get one of those tiny redesigned 2600s - what were they
: called after the redesign???? Are there any problems with the redesign??

I think they were called 2600 jr's

: Will the 7800 really play all the old 2600 games?

Yes most of them

2095. RPG disk images

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-10 00:00:00 UTC
From: uglmiller@cc.memphis.edu
Message-ID: <1996Apr10.014501@msuvx1.memphis.edu>
Source record: 84620

Anyone have disk images for RPGs other than AR?

--
If Superman can fly, why can't super models?

2096. Re: CLASSIC GAMES AND SYSTEMS FOR SALE.

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-10 00:00:00 UTC
From: ranma@address.net
Message-ID: <316b6a9d.1766563@news.address.net>
Source record: 84621
Cross-posted to: alt.atari.2600vcs,alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.marketplace,
rec.games.video.misc

On 10 Apr 96 01:10:33 -0500, uglmiller@cc.memphis.edu wrote:

>In article <Dp5HDx.CI3@merk.com>, winston@merk.com (Winston Smith) writes:
>>
>> sat-3@interpath.com wrote:
>>
>> S> CLASSIC GAME SYSTEM SALE
>> S>
>> S> ALL SYSTEMS AND GAMES ARE CLEANED AND TESTED. CARTRIDGES
>> S> MAY HAVE SOME COSMETIC DAMAGE TO THE LABELS. EVERYTHING IS
>> S> GUARANTEED TO WORK. ALL ITEMS ARE USED, AND MAY HAVE COSMETIC
>> S> BLEMISHES, NO MANUALS ARE INCLUDED. TOTALS ARE FOR SHIPPING
>> S> IN THE US. OUT OF COUNTRY ORDERS MAY INCUR ADDITIONAL SHIPPING
>> S> CHARGES.
>>
>> On Thursday, March 28, 1996 at 06:48:53 GMT (12:48:53 AM EST),
>> csturdiv@evansville.net (Craig Sturdivant),
>> of Evansville Online, wrote:
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>> CS> Now look above it. See that key with the arrow pointing up, and
>> CS> the words "Shift"? Now look above that key. Do you see the
>> CS> Caps Lock key? You do? Good. Do me another favor.
>> CS> PRESS THAT DAMN KEY!!!!
>>
>>
>> HEY DO ME A FAVOR. TAKE A LOOK AT THE "SUBJECT:" OF THIS MESSAGE.
>> DO YOU SEE WHERE IT SAYS, "RE: CLASSIC GAMES AND SYSTEMS FOR SALE." ?
>> YOU DO? GOOD. NOW --THINK-- ABOUT WHAT "CLASSIC SYSTEM" --MEANS-- !
>> GUESS WHAT? I CAN'T PRESS ANY "CAPS LOCK" KEY ON EITHER MY APPLE-1 OR ON
>> MY OHIO-CHALLENGER-4P! WHY? BECAUSE THEY DON'T COME WITH LOWER CASE,
>> THAT'S WHY! (OF COURSE, I WOULDN'T EXPECT YOU TO KNOW THAT....)
>>
>>
>> P.S. WHAT ABOUT THE PEOPLE WITHOUT HANDS WHO USE MOUTHSTICKS AND OTHER
>> DEVICES TO TYPE IN MESSAGES. (USENET NETNEWS IS AN INTERNATIONAL MESSAGE
>> MEDIUM, AFTER ALL.) DO YOU EXPECT THEM TO TRY TO HOLD DOWN THE SHIFT KEY
>> WITH THEIR NOSE WHILE THEY TYPE TEXT WITH THEIR TONGUE?
>>
>> P.P.S. TO JUDGE THE WORTH OF A SCIENTIST, ASK THEM WHAT THEY THINK ABOUT
>> ASTROLOGY.... TO JUDGE THE WORTH OF A NET-USER, TYPE TO THEM USING ONLY
>> UPPER CASE....

>>
>>
>
>Actually, mouthsticks aren't inherently problematic--all lowercase is much
>less offensive to net users than all uppercase. And you could consider
>posting from a newer machine.
>--

Excuse me... But can anyone explain to me as to why upper cased
characters are considered offensive?
Thanks in advance.

2097. Re: What do I do with a .DCM file?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-10 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <4kfgiu$aop@main.freenet.hamilton.on.ca>
Source record: 84622

John Haberfellner (JOHN@atitech.mhs.compuserve.com) wrote:
: Hi,

: I am new to the Atari 8 bit community having just recently acquired
: an old Atari 800, so I apologize if this is a dumb question.

: How do you take a .DCM file on your PC and convert it into a
: useable bootable floppy for your Atari? In particular I am trying
: to get SpartaDOS 3.2f working. I have the file "ftesd32f.dcm" on
: my PC and my PC has a an old 360K floppy installed. I have no
: bootable DOS disks for my Atari. Where do I go from here?

: I have the Atari 8 bit users FAQ and did not find it very helpful
: as what to do with .DCM files. :-(

: John Haberfellner

Perhaps this may clear it up.

The Hamilton, Burlington, Oakville, Atari Users Group Presents

The Beginners Guide to the Atari 800XL

Version .1

Transferring Files Between Computers

Transferring programs and data between computers can be very confusing
to new
users of the Atari 8-bit computers. When a person wants to send a
program or
file, this is refered to as "UPLOADING". When a person wants to receive a
program or file, this is referred to as "DOWNLOADING". To make sure one
receives
the entire file, with no errors, a programming device called a "protocol" was
developed. The first protocol used was called Xmodem. There are other
protocols
in use today such as Ymodem, SeaLink, Lmodem and Zmodem. Every online service
should have, as a basic minimum, Xmodem protocol. Zmodem has become very
popular for the MS-Dos world, but is currently not supported by the Atari
8-bit
computer. Many programs located on an online service can not be run "as is",
because they have been compressed.

An "ARC" file, or archive file, has an extender .ARC. This file has been
archived in a standard manner which was common to the MS-Dos world before
it was
replaced by PkZip. The reason a file is archived is to make the file shorter,

so it takes up less space on your disk, and it takes less time to transfer between computers. Another advantage is that an ARC file can contain a group of files, not just one. The Atari 8-bit programs required to ARC and UNARC files
are SuperUnarc version 2.3 and SuperArc version 2.0 by Robert Puff. There is also an excellent ARC program resident in the Sparta X cart by Fine Tooned Engineering. there are compatible versions of ARC for the Atari ST and MD-Dos computers.

What about .DCM files, you may ask? A .dcm extended file is a format unique to
the 8-bit Atari, which is used to convert entire disk images into files. To work with a .dcm file, you will need Discommunicator 3.2 by Robert Puff. The advantages to working with Discommunicator is that previously, there was no way
to transfer a file in non standard format. A program which used its own format
such as some games, could not be transferred over a modem. With Discommunicator,
this limitation has been overcome.

Files on a BBS with an .LZH or .ZIP extender cannot be dealt with by an Atari 8-bit computer at this time.

So, we see by the above that one must get the DCM file to the 8 bit Atari before one can Un Discomm it......get Discomm first, get the file and unpack it.

Hope this helps.

Willy

2098. Re: 8 bit in NYC

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-10 00:00:00 UTC
From: wweiss2@norfolk.infi.net
Message-ID: <316ba478.3823329@allnews.norfolk.infi.net>
Source record: 84623

In comp.sys.atari.8bit uglmiller@cc.memphis.edu wrote:

:>In article <4jblke$dub@news.ios.com>, bbingham@haven.ios.com (Bingham) writes:
:>> glennb (glennb@interport.net) wrote:
:>> : Hello,
:>>
:>> : Does anyobdy know of any places in the New York City area where you can
:>> : buy new/used Atari 8bit hardware/software? Thanks.
:>>
:>> : Glennb
:>>
:>> Well not in the city propper.
:>>
:>> But there are 2 User's groups not to far from you.
:>> LIAUG (Long Island Atari User Group)
:>> JACG (Jersey Atari Computer Group)
:>>
:>> I'll get the addresses up here soon.
:>>
:>
:>So does anyone know of any places in Memphis?
:>--

To the best of my knowledge, the only Atari store in the Memphis area
closed about 3 years ago. Try the MASH BBS at 901-278-1032. I think
they have merged with a SciFi board, but they still support the
32/16/8 bit Atari lines.
Warren W. Weiss
[WWeiss2@norfolk.infi.net]

---- lovin' music - kids - computers - a really dry red ----

2099. XFD to ATR program

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-10 00:00:00 UTC
From: Ivan Mackintosh <ivan@rcp.co.uk>
Message-ID: <316B7179.4358@rcp.co.uk>
Source record: 84624

XFD2ATR.EXE

I wrote this program a while ago - if I
remember correctly it only works on SD and ED
images. If anyone wants it (including source
in C) email me and I will send it (7Kb)

Ivan

--
e-mail: ivan@rcp.co.uk
dodger's official web page:
http://www.netlink.co.uk/users/helix/dodger/

2100. Temple of Apshai?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-10 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.829143373@gmi.edu>
Source record: 84625

I'm trying to remember what this game was about. Was it a text adventure or action arcade adventure? What was the basic premise of the game?

Thanks.

/Kevin

2101. Re: Temple of Apshai?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-10 00:00:00 UTC
From: mgfrank@acsu.buffalo.edu
Message-ID: <4kgrf2$idh@azure.acsu.buffalo.edu>
Source record: 84626

Kevin Haley (khaley@nova.gmi.edu) asks about Temple of Apshai.

Temple of Apshai (by Automated Simulations/Epyx) is an overhead-view RPG in which you control a single character that wanders through an area killing monsters and collecting treasure. It's keyboard-controlled. You have a number of commands available to you, such as move 0 to 9 feet, turn left, turn right, turn around, attack, parry, thrust, shoot an arrow, shoot a magic arrow, talk to monsters, get treasure, apply a healing salve, and so on.

You have the usual stats (strength, intelligence, constitution etc.) and can choose from a small variety of swords and armor. In play, the stats you're most concerned with are hit points, fatigue, and weight carried; fighting for long periods, running, and carrying large loads make you tired.

The games using this basic engine were called the Dunjonquest games, and consisted of Temple of Apshai and its expansion modules Upper Reaches of Apshai and Curse of Ra, Hellfire Warrior (with an improved engine) and its expansion modules Danger in Drindisti and The Keys of Acheron, and the smaller, introductory-level games Datestones of Ryn and Morloc's Tower. (There was a similar Starquest series with a sci-fi theme, including Star Warrior and Rescue at Rigel.)

The game came with a few pages of backplot in the manual. The short version is that in the area in which the game took place there were two gods, Geb (good guy) and the insect god Apshai (bad guy). The Gebites and the Apshaians warred for a while. The Gebites won, and drove off the followers of Apshai. The Apshaians wandered around looking for a place to settle. A small boy fell into a hole and was injured, but was rescued by an insect servant of Apshai (or perhaps Apshai himself), who showed him an underground complex in which the Apshaians could live. The Apshaians built a thriving underground society. Eventually, they opened trade relations with the Gebites. The Gebite priests, over the years, grew fat and lazy and contented. The power of Apshai grew, and the Gebites came upon hard times. The Gebite priests ignored their pleas for help, satisfied with the tribute the Apshaians paid them. Years later, no doubt by the power of Geb, an earthquake destroyed the entrance to the underground dwelling of the Apshaians. The Gebite people grew prosperous once again. Eventually, the Gebites began to excavate the Apshaian temple in search of the riches of the Apshaians. Soon, however, work parties began disappearing. The power of Apshai was once again felt in the land as Gebite influence waned.

While all that doesn't have much to do with actual gameplay, it certainly sets the scene very nicely. :-)

The player explores the four levels of the Apshaian complex: the gardens, shops, mines, and finally the level holding the temple itself. The monsters include your usual undead baddies like ghouls, skeletons, and zombies, as well as the insect minions of Apshai, such as giant beetles, ants, mosquitos, the antmen, and so on.

Rather than including descriptions of the rooms within the game, as in a text adventure, each room was numbered. The player would look up the room number in the manual to get the description.

Example, level 2, room 9: The stone in the east wall only shows signs of workmanship. Racks of motheaten robes, wadmal grey in color, fill the interior of the room. Against the north wall stands a locked cedar cabinet and rack hung with the remains of more elaborate black and green robes. A pungent odor fills the air and the dust of the floor is undisturbed.

The game itself plays wonderfully. A minor annoyance is that you have to tote up the values of the treasures you collect yourself, based on a table in the manual, and enter how much money you have each time you play. The Hellfire Warrior (and, I believe, ToA Trilogy) engine rectified this and made it automatic. Next to Alternate Reality, the Temple of Apshai series is my favorite RPG. It's fun to play and has great atmosphere. It's certainly a game worth tracking down.

The graphics are schematic--it's like looking at an archaeological plan of a site with the player, monsters, and treasure chests superimposed. The sound effects are minimal but effective: the player's steps, the swish-thunk of a successful sword attack, the creaking of doors, and a dead-monster sound.

There were a few releases of the game. I have 32k and 48k versions which are basically the same, except the 48k version has more sound effects. I have a version in the older Epyx box: it's sturdy, and the top comes off completely ; i.e., you can actually store your disks, manual, and reference card in it. The cover has a nifty illustration of a man fighting two ants or antmen in rainbow colors. It was also released in the later, thinner style of Epyx box which opens from the top and which is quite useless for storage. The illustration on this box is much less attractive, and depicts a man fighting a dragon in a sort of "glowing lines" style.

Temple of Apshai, Upper Reaches of Apshai, and Curse of Ra were later released in a single package called the Temple of Apshai Trilogy. I don't have it in my collection now, but if I recall it had enhanced graphics and sound and kept track of your money automatically. Gateway to Apshai is a cartridge-based action-oriented game set in the Apshai universe.

The game was designed and written by Jeff Johnson, Jon Freeman, and J.W. Connelley.

That's probably way more than you wanted to know. :-)

--
Marc G. Frank / mgfrank@acsu.buffalo.edu
Visit the Timmy the Tooth homepage at http://www.mca.com/home/playroom/timmy

2102. AUCTION: Atari XEGS, 400 UPDATE

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-10 00:00:00 UTC
From: summers@flop.ENGR.ORST.EDU
Message-ID: <4kgko6$cf6@engr.orst.edu>
Source record: 84627
Cross-posted to: rec.games.video.classic,alt.games.video.classic,rec.games.video.marketplace,comp.sys.atari.8bit

4/10/96 8:30 PDT

Please read the rules at the end of the auction.

Atari 8-bit----------

Hardware:

Atari XE Game System: $25 <min>
Includes Atari Light Gun, one CX40 joystick,
keyboard, and power supply. A very nice
system and quite hard to find.

Atari 400 Computer: $10 <min>
Includes one CX40 joystick, power supply,
and built-in RF cable.

Auction Rules:

o The most recent auction update is now available on WWW at the
following address: http://www.cs.orst.edu/~summers/8bit

o In case of ties, the first bid received is the bid accepted.

o The first part of the auction will end on April 25th. After
that, highest bidder will be determined through a "going once, going
twice, gone" format, with each step in the process being a day long.

o Bids will be made in increments of $1.00 for items under $20 and
increments of $2.00 for items $20 and over.

o If you bid, you are expected to buy. BIDDERS FAILING TO FOLLOW
THROUGH ON A PURCHASE WILL HAVE THEIR NAMES POSTED TO THE NET AS A
WARNING TO OTHER SELLERS!

o The auction is open to buyers in the United States and Canada.

o Payment is by check or money order. No CODs please. Canadian orders
must be paid with a Canadian Postal money order in US dollars. Allow 10
business days for checks to clear.

o Shipping and handling is above and beyond the amount bid and will be
paid by the buyer and will be as follows (Continental US only): Smaller
items will be shipped with larger items if possible.

XE game system: $10 (UPS)
Atari 400: $10 (UPS)

o In the event of a sale not going through, the item will go to the next highest bidder.

o All items have been tested and are in working condition, except where noted.

--
___ ___ ___ Benjamin C Summers
//_>>// << E-mail: summersb@ucs.orst.edu
//_>>//_ __>> WWW: http://www.engr.orst.edu/~summers/
Telephone: (541) 258-5930

2103. XF551 drive cases

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-10 00:00:00 UTC
From: halliwee@ts436.dyess.af.mil
Message-ID: <316BF612@syrinx.dyess.af.mil>
Source record: 84628

I'm trying to find an empty XF551 drive case to stick my soon-
to-arrive CSS 3.5" drive into. BEST doesn't seem to have them.
Any suggestions? Will this thing fit in a 1050 case?

--
Clay Halliwell | ATARI XL/XE DO + THE
halliwee@ts436.dyess.af.mil | 8 - B I T S --------
e.halliwell@genie.com | /////////// M A T H

2104. CPU testroutines

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-10 00:00:00 UTC
From: magi@stud.uni-sb.de
Message-ID: <4kgv6o$9l5@hades.rz.uni-sb.de>
Source record: 84629

Are there any cpu-test programs for the Atari out ?

For my emulator (XL-it!) I need a program which makes a
cpu-test. I mean: using all instructions, all addressing-modes
and all flags.
At the end it should say: ok or not ok.

Thanks for any information,

Markus

2105. Re: What do I do with a .DCM file?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-10 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4kh63a$kis@nuke.csu.net>
Source record: 84630

William Moeller (af332@freenet.hamilton.on.ca) wrote:

: The Hamilton, Burlington, Oakville, Atari Users Group Presents

: The Beginners Guide to the Atari 800XL

Cool! Competition for the Newusers / Emulator Help FAQ, eh? ;^)

: in use today such as Ymodem, SeaLink, Lmodem and Zmodem. Every online service
: should have, as a basic minimum, Xmodem protocol. Zmodem has become very
: popular for the MS-Dos world, but is currently not supported by the Atari
: 8-bit
: computer. Many programs located on an online service can not be run "as is",
: because they have been compressed.

Tsk tsk! Ice-T v.2.7 has z-modem download (and recovery) built right in!
And if you can't or don't want to use Ice-T 2.7 (it's a 128K program) then
you can use Atar-Z-Modem, a stand-alone Z-modem download program for the
Atari 8-bit!

: Files on a BBS with an .LZH or .ZIP extender cannot be dealt with by an Atari
: 8-bit computer at this time.

There's an "LZH" (or at least "LHA") uncompressor floating around (it wasn't
supposed to be though) which was being written by Bob Puff.

And there is an UnZIP program for the Atari 8-bit. I think it's just
called "unzip". It's been a while. :) One thing, it doesn't handle (last
I saw) the latest PKZIP style of zipping (which is like "2.0" or something).
There was an unzipper on this Unix machine with the same problem. Thankfully
it's been upgraded. :)

: So, we see by the above that one must get the DCM file to the 8 bit Atari
: before one can Un Discomm it......get Discomm first, get the file and
: unpack it.

Not if you have an SIO2PC setup. Or if you can easily extract the files
from within the disk image. Follow these steps:

dcm -> atr
atr -> separate files (if disk is Atari DOS 2.0 compatible)

There are three ways to convert a DCM to an ATR disk image, and about four
ways to extract files from within ATR disk images.

"dcm2atr" (pc/unix)
"dcm2dsk" (pc)
"ape"'s built-in conversion (pc)

and

"atr2unix" (pc/unix)
"s2pc" (pc)
"atarimg" (pc)
"atari vd editor" (mac)

:)

I BELIEVE http://zippy.sonoma.edu/~kendrick/nbs/new_and_emu.html explains
most of this. I might not have all of it. :)

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/~kendrick/
http://www.sterba.com/

2106. Re: HOME FILING MANAGER - cracks.atr (0/1)

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-10 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <316c34d1.657076@news.superlink.net>
Source record: 84631

Oops, sorry. Didnt think of it that way, Bill.
Believe it or not, I've only been internet-online for about 2 months now, so I just didn't realize how thatt worked. I will avoid that in the future.

2107. Directory and Extract AtariDos files

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-10 00:00:00 UTC
From: Ivan Mackintosh <ivan@rcp.co.uk>
Message-ID: <316BDE83.262B@rcp.co.uk>
Source record: 84632

I have written a program called ADIR for MSDOS.

It will directory the contents including sectors etc
for AtariDos and MyDos disks in SD and ED and will
even extract an individual file for you.

I can email it to anyone interested (inc source if
wished) 8Kb.

Ivan
--
e-mail: ivan@rcp.co.uk
dodger's official web page:
http://www.netlink.co.uk/users/helix/dodger/

2108. FS: Books

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-10 00:00:00 UTC
From: ducky@enterprise.america.com
Message-ID: <4khc0u$82n@enterprise.america.com>
Source record: 84633

I have the following books for sale:

Mapping the Atari by Ian Chadwick (revised edition)
Machine Language for Beginners by Richard Mansfield
First Book of Atari Graphics
-the above are spiral bound Compute! books
Atari BASIC: A Self-Teaching Guide

Make me an offer...

REPLY VIA E-MAIL ONLY!

--
~~~~~~
| "The Cash Cow chews cud bigger than you!"...S.Taylor |
|____|
| Ducky (america.com) |
~~~~~~

2109. Re: CLASSIC GAMES AND SYSTEMS FOR SALE.

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-10 00:00:00 UTC
From: Roger Coggburn <coskona@aloha.net>
Message-ID: <316CBEDE.1CCF@aloha.net>
Source record: 84634
Cross-posted to: alt.atari.2600vcs,alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.marketplace,
rec.games.video.misc

```
>
> Excuse me... But can anyone explain to me as to why upper cased
> characters are considered offensive?
> Thanks in advance.
```

because its like screaming . Plus it doesnt look very mature . I used to do this
but I learned thanks to complaints of other users . Lets put it this way its like
putting your elbows on the table .

2110. Re: Disk versions vs. Cart versions

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-10 00:00:00 UTC
From: Mariano Dominguez Molina <mariano@macuilli.fciencias.unam.mx>
Message-ID: <316C31F3.41C6@macuilli.fciencias.unam.mx>
Source record: 84635

Andrew krieg wrote:
>
> Does anyone have a list of games that had different versions?
>
> I have heard that the disk version of Frogger has songs that play during
> gameplay,

Yes, it does, I have it.

> I would be interested in any known variations.

seems that the disk version of lode runner don't let you skip levels,
and the disk version of rescue on fractalus don't have the presentation
sequence.

greetins.
Mariano

2111. autorun.sys in MyDOS , a question.

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-10 00:00:00 UTC
From: Mariano Dominguez Molina <mariano@macuilli.fciencias.unam.mx>
Message-ID: <316C3433.167E@macuilli.fciencias.unam.mx>
Source record: 84636

I recently transfer my ED disks containing binary files to DD with MYdos (latest version) and it not run automatically the autorun.sys file, is it a bug?

MyDOS 3.07 works well, but i don't want to use this version.

2112. WTB: The Creative Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-10 00:00:00 UTC
From: alexc@3rdplanet.com
Message-ID: <alexc-1004961119360001@ppp-dialup1.3rdplanet.com>
Source record: 84637

Anyone have the book _The Creative Atari_, a collection of Atari-related articles from the old Creative Computing magazine? I'll pay... oh, I don't know, how about $10 including shipping (Portland, Oregon).

Thanks,
Alex

--
Alex Chamberlain --- alexc@3rdplanet.com

2113. Re: New Atari emulator XL-IT

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-10 00:00:00 UTC
From: lamcw@aston.ac.uk
Message-ID: <DpnB2o.3L4@aston.ac.uk>
Source record: 84638

aa852@cleveland.Freenet.Edu (Barry W. Cantin) wrote:

;>I tried Joyride with Rainbow. The music was kinda messed up, and Rainbow
;>doesn't support volume-only mode, but other than that, AND the "no further
;>than the first part" problem, it worked very well on Rainbow, too!
;>
;>I think the load problem is because of their special disk I/O routines
;>(which allow for music and 3D animation while loading (cool!!)). I'll bet
;>ANY emulator which doesn't fully emulate SIO would die on this too.

;I played Phantasie I and II on Rainbow, and both those games have music
;(can't remember if animation, I don't think so) while the disk loads, and
;it worked great. %^) I can't speak for Chris, but I thought after seeing
;these run properly that he *did* fully emulate SIO.

Yep, you're right Barry, Rainbow emulates the SIO fully AFAIK ;)

Was the 'disk noise' on when loading Joyride? The disk noise overrides
any stuff going into sound channel 3.

Chris Lam,
Rainbow Keeper.

2114. Justin Day

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-11 00:00:00 UTC
From: Ivan Mackintosh <ivan@rcp.co.uk>
Message-ID: <316D253B.578D@rcp.co.uk>
Source record: 84506

Justin,

Have you got a problem with your web server?
I cannot connect to either your web page or ftp site.

I tried sending you mail but it bounced!

--
e-mail: ivan@rcp.co.uk
dodger's official web page:
http://www.netlink.co.uk/users/helix/dodger/

2115. Re: WTB: redesigned 2600 or 7800

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-11 00:00:00 UTC
From: alexc@3rdplanet.com
Message-ID: <alexc-1104961249310001@news.3rdplanet.com>
Source record: 84507
Cross-posted to:
rec.games.video.atari,comp.sys.atari.advocacy,rec.games.video.classic,rec.games.video.marketplace,comp.sys.atari.8bit

In article <4kfkn9$ef0@tribune.concentric.net>, Pauldb@cris.com (Paul) wrote:

> : Sorry for the crosspost but trying to reach an informed party.
>
> : Where can a guy get one of those tiny redesigned 2600s - what were they
> : called after the redesign???? Are there any problems with the redesign??
>
> I think they were called 2600 jr's

B&C Computervisions had 2600 Jr's new in the box when I was there last
week--don't remember the exact price, but it was <= $40. Their number is
(408)986-9960.

--
Alex Chamberlain --- alexc@3rdplanet.com

2116. Re: S: XL/XE SPIELE! / W: XL/XE games

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-11 00:00:00 UTC
From: Thomas_Kusch@herbie.fido.de
Message-ID: <MSGID_242=3A1002=2F130.1_c351c898@Fido.DE>
Source record: 84508

Hallo Thomas!!
Am _05.04.96_ hat Dein Zufallsgenerator folgendes ausgewuerfelt:

p> ich suche einige seltene Atari 400/800/600XL/800XL/800XE/130XE
p> Computerspiele :

HEY! Endlich mal auch ein Deutscher Atari-Freak!

p> Ballblazer
hab ich!
p> Mercenary (Diskversion)
hab ich!
p> Kick Off
hab ich!
p> Silent Service
das auch!
p> Solo Flight II
AFAIK nie auf Atari erschienen :-(

p> Spy vs. Spy II
das habe ich auch!
p> Colossus Chess
hehe... ver.3 und 4!!

Aber sorry... bin selber Fan.. verkaufe diese Dinger nicht!
p> ===
p> = 6502 inside ! ||| Intel Outside! | peter@noname.dontpanic.sub.org
p> (MEGA) 8-Bit / | \ 130 XE 256kB |
p> peter@paradise.soemtron.sb.sub.de
p> --- FIDOGATE 3.9.6
p> * Origin: Fido.DE domain gateway (242:4900/99.0)

BTW: gibbet es noch Atari-Clubs in DE?? Oder Fidoboxen, oder so??
Tschau!!
Thomas.
Fido: 2:246/8013.11 Twi: 180:1871/320.2 Ger: 21:492/2450.11
InterNet: ThK@p1.herbie.fido.de SWF3: 155:4976/465.2 PRG: 236:402/1070.11

2117. Spartados Disk Cache

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-11 00:00:00 UTC
From: classics@nacs.net
Message-ID: <4l3la1$g4v@wariat.wariat.org>
Source record: 84509

Is there any program to turn off the internal SpartaDos disk cache?

I am working w/ the new Spartados PC Mirror and I wont be able
to implement native subdirectory or file support unless I can
turn off its disk caching.

Steve

2118. Re: Temple of Apshai?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-11 00:00:00 UTC
From: mbrown@freenet.edmonton.ab.ca
Message-ID: <4khn5g$eb0@news.sas.ab.ca>
Source record: 84639

Kevin Haley (khaley@nova.gmi.edu) wrote:
: I'm trying to remember what this game was about. Was it a text
: adventure or action arcade adventure? What was the basic
: premise of the game?

Temple of Apshai is a 'Rogue' like game. Basically AD&D in a more arcade type atmosphere. But it is not arcade-like in the sense of 'Gauntlet'. It is a little more relaxed. You must solve puzzles and collect objects and wealth. I can't recall if the levels changed every time, or if they were predetermined with random monsters. It's been awhile since I've seen it in action. Epyx released it as 'Temple of Apshai Trilogy'. I've got the disk version but can't say I've ever completed even the first part.

/\/\/\

2119. Re: Are you REALLY a stressed out student?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-11 00:00:00 UTC
From: gpauley <gpauley@ridgecrest.ca.us>
Message-ID: <316C4C80.932@ridgecrest.ca.us>
Source record: 84640
Cross-posted to: comp.sys.ibm.pc.games.marketplace,comp.sys.cbm,comp.sys.ti,comp.sys.apple2,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.mac.games.marketplace,misc.forsale.computers.pc-specific.software,misc.forsale.computers.other.software,misc.forsale.computers.mac-specific.software

Nathaniel Tagg wrote:

>The www site to be, if you are a student, and want to freely download
>essays written by other students. All essays are with descriptions and
>the grade which was given. This new concept will expand. The database
>of titles in all subjects is, every day.

>You know, I've never been able to understand this. ANY competent
>instructor/teaacher/professor will instantly recognize when a student
>hasn't written his/her own paper. Styles don't change overnight.
>Students using these pre-written essays, even as a guide, are risking
>academic misconduct which is grounds for expulsion.

>Here's the best part: If I'm a prof. who suspects a student has
>turned in a piece of work that's not his own, it should be a
>relatively painless process to determine whether or not he's
>gotten the essay off this archive.

> Essay-writing services and essay archives have been prolific for
> years all over North America. Spotting plagurized essays is not
> trivial.. especially with hundreds of essays to mark. Since this
> repository is only one of dozens, there is no way for a prof to stay
> on top of them all.
> This kind of service is not laughable; it is a severe problem,
> both in terms of equity and education. Anyone who makes use of it
> ethically (and morally) reprehensible in my view.

I've been monitoring this (off topic) conversation for a while now. I
AM a college professor (at least an adjunct professor) and I wouldn't
even bother trying to catch the plagurizers. My philosophy has always
been that I'll catch the cheater types on the exam. If they can buy
papers and copy homework and still pass my exams, then they've probably
already mastered the subject and are just in my class because their
degree requires it.

2120. Re: Are you REALLY a stressed out student?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-11 00:00:00 UTC
From: gbyshenk@prairienet.org
Message-ID: <4ki1ul$627@vixen.cso.uiuc.edu>
Source record: 84641
Cross-posted to: comp.sys.ibm.pc.games.marketplace,comp.sys.cbm,comp.sys.ti,comp.sys.apple2,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.mac.games.marketplace,misc.forsale.computers.pc-specific.software,misc.forsale.computers.other.software,misc.forsale.computers.mac-specific.software

Folks, look at the Newsgroups line. So far as I can tell, this
discussion is off-topic for _all_ of the groups listed.

Newsgroups: comp.sys.ibm.pc.games.marketplace
comp.sys.cbm
comp.sys.ti
comp.sys.apple2
comp.sys.apple2.marketplace
comp.sys.atari.8bit
comp.sys.mac.games.marketplace
misc.forsale.computers.pc-specific.software
misc.forsale.computers.other.software
misc.forsale.computers.mac-specific.software

soc.college (if it still exists) might be appropriate, these
groups are not.

[Followups set to alt.flame, so don't, unless you really want
to rant about this. Consider yourself warned.]

--
gregory byshenk prairienet has policies - I have opinions -
gbyshenk@prairienet.org any resemblance between the two is but happy
gbyshenk@soltec.com coincidence. soltec, too.
urbana, illinois, usa

2121. Re: Disk versions vs. Cart versions

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-11 00:00:00 UTC
From: "Jack H. Lee" <102337.2577@CompuServe.COM>
Message-ID: <4ki6hm$479$1@mhadg.production.compuserve.com>
Source record: 84642

I'm not sure about this, but I think some of the games Atari re-released for use on the XEGS had some slight differences from their original disk counterpart, like maybe improved graphics or additional features. "One-on-One," for example, had a slow motion option (which made the game too painfully slow!).

The original (and best) version of "Frogger" was John Harris' disk version from Sierra On-Line. The Parker Bros. version seemed somewhat watered down in a few areas, plus it lacked one of the best features -- the background music.

2122. Re: Help! I can't remember!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-11 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <Dpoo5y.J5D@iglou.com>
Source record: 84643

To extract DCM files, you need the Diskcomm program, which should be at
the same site where you found the files.

--
Bill Marcum bmarcum@iglou.com
From the future home of the 270 Foot Jesus

2123. Re: Directory and Extract AtariDos files

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-11 00:00:00 UTC
From: bbingham@haven.ios.com
Message-ID: <4kj8ou$84u@news.ios.com>
Source record: 84644

Ivan Mackintosh (ivan@rcp.co.uk) wrote:
: I have written a program called ADIR for MSDOS.

: It will directory the contents including sectors etc
: for AtariDos and MyDos disks in SD and ED and will
: even extract an individual file for you.

: I can email it to anyone interested (inc source if
: wished) 8Kb.

: Ivan
: --
: e-mail: ivan@rcp.co.uk
: dodger's official web page:
: http://www.netlink.co.uk/users/helix/dodger/

I've written a similiar program to extract Sparta Dos images to
MSDOS directories. I'll send it your way so maybe we can keep them together.
<g>

Bill
bbingham@haven.ios.com

2124. Re: CLASSIC GAMES AND SYSTEMS FOR SALE.

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-11 00:00:00 UTC
From: uglmiller@cc.memphis.edu
Message-ID: <1996Apr11.153105@msuvx2.memphis.edu>
Source record: 84645
Cross-posted to: alt.atari.2600vcs,alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.marketplace, rec.games.video.misc

```
In article <316b6a9d.1766563@news.address.net>, ranma@address.net (Ranma) writes:
> On 10 Apr 96 01:10:33 -0500, uglmiller@cc.memphis.edu wrote:
>
>>In article <Dp5HDx.CI3@merk.com>, winston@merk.com (Winston Smith) writes:
>>>
>>> sat-3@interpath.com wrote:
>>>
>>> S> CLASSIC GAME SYSTEM SALE
>>> S>
>>> S> ALL SYSTEMS AND GAMES ARE CLEANED AND TESTED. CARTRIDGES
>>> S> MAY HAVE SOME COSMETIC DAMAGE TO THE LABELS. EVERYTHING IS
>>> S> GUARANTEED TO WORK. ALL ITEMS ARE USED, AND MAY HAVE COSMETIC
>>> S> BLEMISHES, NO MANUALS ARE INCLUDED. TOTALS ARE FOR SHIPPING
>>> S> IN THE US. OUT OF COUNTRY ORDERS MAY INCUR ADDITIONAL SHIPPING
>>> S> CHARGES.
>>>
>>> On Thursday, March 28, 1996 at 06:48:53 GMT (12:48:53 AM EST),
>>> csturdiv@evansville.net (Craig Sturdivant),
>>> of Evansville Online, wrote:
>>>
>>> CS> Hey do me a favor. Take a look at your keyboard. Look down at the
>>> CS> lower left hand corner. Do you see the Ctrl key? You do? Good.
>>> CS> Now look above it. See that key with the arrow pointing up, and
>>> CS> the words "Shift"? Now look above that key. Do you see the
>>> CS> Caps Lock key? You do? Good. Do me another favor.
>>> CS> PRESS THAT DAMN KEY!!!!
>>>
>>>
>>> HEY DO ME A FAVOR. TAKE A LOOK AT THE "SUBJECT:" OF THIS MESSAGE.
>>> DO YOU SEE WHERE IT SAYS, "RE: CLASSIC GAMES AND SYSTEMS FOR SALE." ?
>>> YOU DO? GOOD. NOW --THINK-- ABOUT WHAT "CLASSIC SYSTEM" --MEANS-- !
>>> GUESS WHAT? I CAN'T PRESS ANY "CAPS LOCK" KEY ON EITHER MY APPLE-1 OR ON
>>> MY OHIO-CHALLENGER-4P! WHY? BECAUSE THEY DON'T COME WITH LOWER CASE,
>>> THAT'S WHY! (OF COURSE, I WOULDN'T EXPECT YOU TO KNOW THAT....)
>>>
>>>
>>> P.S. WHAT ABOUT THE PEOPLE WITHOUT HANDS WHO USE MOUTHSTICKS AND OTHER
>>> DEVICES TO TYPE IN MESSAGES. (USENET NETNEWS IS AN INTERNATIONAL MESSAGE
>>> MEDIUM, AFTER ALL.) DO YOU EXPECT THEM TO TRY TO HOLD DOWN THE SHIFT KEY
>>> WITH THEIR NOSE WHILE THEY TYPE TEXT WITH THEIR TONGUE?
>>>
>>> P.P.S. TO JUDGE THE WORTH OF A SCIENTIST, ASK THEM WHAT THEY THINK ABOUT
```

>>> ASTROLOGY.... TO JUDGE THE WORTH OF A NET-USER, TYPE TO THEM USING ONLY
>>> UPPER CASE....
>>>
>>>
>>
>>Actually, mouthsticks aren't inherently problematic--all lowercase is much
>>less offensive to net users than all uppercase. And you could consider
>>posting from a newer machine.
>>--
>
> Excuse me... But can anyone explain to me as to why upper cased
> characters are considered offensive?
> Thanks in advance.
>

It's sort of the equivalent to shouting... The larger, tightly packed
capitals are irritating to most readers.
--
If Superman can fly, why can't super models?

2125. AR: The Remakes

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-11 00:00:00 UTC
From: uglmiller@cc.memphis.edu
Message-ID: <1996Apr11.153330@msuvx2.memphis.edu>
Source record: 84646

Some friends and I have been working for a few months on a first-person 3D RPG for the PC. After seeing how well AR (my all-time favorite game) has maintained its popularity, and with the frequent requests for copies of the original, remakes, etc, we decided to try to track down the authors and get permission to do a PC remake. Can anyone put me in touch with Phil or anyone else related to the originals?
--
If Superman can fly, why can't super models?

2126. Re: XL-it. Mirrors?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-11 00:00:00 UTC
From: magi@stud.uni-sb.de
Message-ID: <4kjrqu$ds9@hades.rz.uni-sb.de>
Source record: 84647

Justin Day - User (justin@mammoth.valleynet.com) wrote:
: Is XL-it available from anywhere else but that web page? I can't seem
: to connect with it (dns lookup failure).. Can someone up it to umich?

I don't know if it's mirrored but are you sure that you haven't made
a typo ?

The server is www.htw.uni-sb.de

But the idea of a mirror is good: I got some mails that the link to
my web-page is very slow. Any volunteers ?

Bye,
Markus

2127. AUCTION: Atari XEGS, 400 UPDATE

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-11 00:00:00 UTC
From: summers@flop.ENGR.ORST.EDU
Message-ID: <4kjuga$kds@engr.orst.edu>
Source record: 84648
Cross-posted to: rec.games.video.classic,alt.games.video.classic,rec.games.video.marketplace,comp.sys.atari.8bit

4/11/96 14:30 PDT

Please read the rules at the end of the auction.

Atari 8-bit----------

Hardware:

Atari XE Game System: $25 gozar
Includes Atari Light Gun, one CX40 joystick,
keyboard, and power supply. A very nice
system and quite hard to find.

Atari 400 Computer: $10 <min>
Includes one CX40 joystick, power supply,
and built-in RF cable.

Auction Rules:

o The most recent auction update is now available on WWW at the
following address: http://www.cs.orst.edu/~summers/8bit

o In case of ties, the first bid received is the bid accepted.

o The first part of the auction will end on April 25th. After
that, highest bidder will be determined through a "going once, going
twice, gone" format, with each step in the process being a day long.

o Bids will be made in increments of $1.00 for items under $20 and
increments of $2.00 for items $20 and over.

o If you bid, you are expected to buy. BIDDERS FAILING TO FOLLOW
THROUGH ON A PURCHASE WILL HAVE THEIR NAMES POSTED TO THE NET AS A
WARNING TO OTHER SELLERS!

o The auction is open to buyers in the United States and Canada.

o Payment is by check or money order. No CODs please. Canadian orders
must be paid with a Canadian Postal money order in US dollars. Allow 10
business days for checks to clear.

o Shipping and handling is above and beyond the amount bid and will be
paid by the buyer and will be as follows (Continental US only): Smaller
items will be shipped with larger items if possible.

XE game system: $10 (UPS)
Atari 400: $10 (UPS)

o In the event of a sale not going through, the item will go to the next highest bidder.

o All items have been tested and are in working condition, except where noted.

--
___ ___ ___ Benjamin C Summers
//_>>// << E-mail: summersb@ucs.orst.edu
//_>>//_ __>> WWW: http://www.engr.orst.edu/~summers/
Telephone: (541) 258-5930

2128. Re: ASM/ED CART

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-11 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <4kjqip$kjl@news.tcd.net>
Source record: 84649

I may have one in a stored box, with documentation..let me look
but if not will see what I can come up with..maybe even an Action
or M/65 with docs??

bob

2129. Re: Help! I can't remember!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-11 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <4kjqqu$kjl@news.tcd.net>
Source record: 84650

You need a version of Discom.com, that was used to compress the disk. Some of the older versions will not uncompress on the latest versions of Diskcom..

You may have to call a 8-bit BBS and download the files...you can call mine and after validation get what you need..801-967-8738 the Repair Shop BBS..

Bob

2130. Re: Help with Atari 1050 Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-11 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <4kjr0g$kjl@news.tcd.net>
Source record: 84651

He bought the drive from me and I thought for sure, I left a test disk in the drive with Smart Dos on it..perhaps not..

If he can't find one locally then he can reply here and I will mail him out what he needs..

Bob

2131. Disk Based Software

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-11 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <4kjrit$kjl@news.tcd.net>
Source record: 84652

Just uncovered a couple pieces of software still in shrink wrap

F-15 Strike Eagle by microprose price still on the label $34.95

Spy vs Spy III, by Atari Antics..last label price $23.96..

Also, Wishbringer, has been opened possibly played by Infocon

All require at least 48k or more..If anyone can use or wants them
make an offer, including shipping..of $3.00 2nd day U.S.Postal,
as small parcial is about .05 cents cheaper...

Bob

2132. Atari 8-Bit Hardware

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-11 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <4kjrpk$kjl@news.tcd.net>
Source record: 84653

If you happen to run across an old post of mine that lists
hardware at a low price, don't feel you have been left out
because you find the article a month later.

I come across Atari 8-bit items all the time as I do repair work
and those old price listings are still in effect..drop me a line
stating what you want and at what price you saw it at
last..lowest is fine..will do what I can to fill your order..

Bob

2133. Re: CLASSIC GAMES AND SYSTEMS FOR SALE.

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-11 00:00:00 UTC
From: schrock kevin james <kschrock@sparc40.cs.uiuc.edu>
Message-ID: <Pine.SOL.3.91.960411221315.5900B-100000@sparc40.cs.uiuc.edu>
Source record: 84654
Cross-posted to: alt.atari.2600vcs,alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.marketplace, rec.games.video.misc

On Wed, 10 Apr 1996, Roger Coggburn wrote:

> >
> > Excuse me... But can anyone explain to me as to why upper cased
> > characters are considered offensive?
> > Thanks in advance.
>
>
> because its like screaming . Plus it doesnt look very mature . I used to do this
> but I learned thanks to complaints of other users . Lets put it this way its like
> putting your elbows on the table .
>
>
Excuse me, but was this waste of bandwidth REALLY NECESSARY ?

Kevin

2134. Re: Marble Madness & Gunslinger

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-11 00:00:00 UTC
From: Ivan Mackintosh <ivan@rcp.co.uk>
Message-ID: <316D2439.543C@rcp.co.uk>
Source record: 84655

Lawrence Staveley wrote:
>
> > 2) Don't know about MM for the Atari 8-bit, but if you're merely looking for
> > pushing-a-marble-through-tricky-mazes play-action, you've just simply GOT
> > to get a copy of SpinDizzy. IMHO it's even a bit BETTER than MM because
> > it contains a lot more variety. Excellent piece of work, though I don't
> > remember offhand by WHOM. Can anyone here give Lawrence a pointer to a
> > copy of SpinDizzy?
>
> Thanks, but I've already got Spindizzy. Yup, sure was excellent.

I have a program called Mad Marbles from a German company. It is a lot
more like marble madness than spindizzy!
--
e-mail: ivan@rcp.co.uk
dodger's official web page: http://www.netlink.co.uk/users/helix/dodger/

2135. Re: AUCTION: Atari XEGS, 400 UPDATE

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-12 00:00:00 UTC
From: produnl2@teleport.com
Message-ID: <4kkcta$9e1@nadine.teleport.com>
Source record: 84510
Cross-posted to: rec.games.video.classic,alt.games.video.classic,rec.games.video.marketplace,comp.sys.atari.8bit

Benjamin Summers (summers@flop.ENGR.ORST.EDU) wrote:
: 4/10/96 8:30 PDT

: Please read the rules at the end of the auction.

: Atari 8-bit----------

: Hardware:
: --------

: Atari XE Game System: $25 <min>
: Includes Atari Light Gun, one CX40 joystick,
: keyboard, and power supply. A very nice
: system and quite hard to find.

: Atari 400 Computer: $10 <min>
: Includes one CX40 joystick, power supply,
: and built-in RF cable.

My bid is for the Atari XEGS system for $35

e-mail to: produnl2@teleport.com

Thanks,

David P. Loewen
Productions Unlimited
Salem, Or USA
produnl2@teleport.com
http://www.teleport.com/~produnl2

2136. Re: 850 Interface Module

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-12 00:00:00 UTC
From: newton@kalvi.nacto.lkg.dec.com
Message-ID: <4kkehq$45n@nntpd.lkg.dec.com>
Source record: 84511

In article <4k3nej$bdp@news.tiac.net> Jason <Jaybird@tiac.net> writes:
>Hello,
>Fellow Atari fans.
>I recently downloaded "Rainbow" (400/800) emulator for the mac and I
>can't seem to find out information about the 850 module. Does anyone
>know of a schematic or outfit to buy this?
>
>Jason

If you are running an emulator, I am not sure why you would need a hardware schematic. Anyway, an 850 was a device that connected to the Atari SIO bus and that provided several serial ports (4?) and a Centronics parallel port.

The 850 had a clever method of getting its device driver loaded. It would sit on the bus listening to the Atari's attempts to boot from the floppy - and if it heard several failures, it would say "I'm a disk! Boot me!" and install its drivers. The downside of this was that if you had a disk, you had to install a special AUTORUN.SYS program on your boot floppy. You can imagine the fun involved if you planned to use AUTORUN.SYS for other uses. Fortunately, the bootstrap code was fairly short and easy to disassemble.

If your emulator provides you with access to Macintosh printers and to the Macintosh serial ports, you already have most of the functions that an 850 was used for.

Thomas Newton
--- speaking for myself, not Digital ---

2137. Trade

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-12 00:00:00 UTC
From: vazquezr@physics.ucla.edu
Message-ID: <4kkhu4$ivc@saba.info.ucla.edu>
Source record: 84512

I have a few XFD files anyone out there want to trade??

Rick

2138. Re: 850 Interface Module

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-12 00:00:00 UTC
From: newton@nactoc.nacto.lkg.dec.com
Message-ID: <4kl10q$dj6@nntpd.lkg.dec.com>
Source record: 84513

I just grabbed a copy of the Rainbow emulator from AOL, and realized why you are looking for an 850 schematic. All of the software you want to run is on your 8-bit Atari hardware, and you need something like an 850 interface or a SIO2PC cable in order to transfer it to the Mac.

The documentation for one of the PC Atari 800 emulators says that the SIO2PC cable "has been around for 4 years and is fairly well known in the Atari 8-bit community". This same emulator also includes the operating system image and BASIC image files that the Rainbow emulator requires.

The "more rainbow instructions" file says that you can get a copy of the PC emulator XFormer 2.5 at

http://wuarchive.wustl.edu/systems/atari/umich.edu/8bit/Xf2/xf25.zip

Then it says to

1. Rename ATARIOSB.ROM to OP_SYSTEM
2. Rename ATARIBAS.ROM to OP_BASIC
3. Move these two files, plus DOS25.XFD and DEMOS1.XFD, into the Rainbow Demos folder.

I don't know why it's OK for the XFormer emulator to include the images when the Rainbow emulator leaves them out "due to copyright restrictions". Maybe it's because XFormer is freeware and Rainbow is shareware/commercial?

In any case, I have two Atari CPUs sitting in my closet, so I've contributed twice to the cost of OS, DOS, and BASIC development.

Good luck. At this late date, your chances of finding a new 850 are more or less NIL. Your best bet is probably to either (a) watch ads and garage sales for a used 850, or (b) acquire a SIO2PC cable and a DB25-to-Mac cable.

Thomas Newton
--- speaking for myself, not Digital ---

2139. Re: Help! I can't remember!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-12 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4kl2gd$6lo@nuke.csu.net>
Source record: 84514

Brian Burns ("brian_burns"@village.yvv.com) wrote:
: It's been 7 years since I plugged Atari 800XL back up. Now that I have been
: fully asimilated into the IBM clone world, I don't remeber much about the
: Atari except for the basics.

<shudder> I'm sorry! :) I'm on a PC right now. Wish I weren't though! :)
(Anyone selling a Black Box and/or Amiga setup!? :))

: I downloaded an Atari emulator, and decided to start messing around with the
: Atari again. I also downloaded some Atari DOS files from the internet, and
: uncompressed them, but all I have now are .DCM files. I have been able to
: copy them to the Atari with out any problems, but how do I convert these
: into the DOS.SYS and DUP.SYS files?

Other folks have answered your question (get "DiskCommunicator"), but...

What you may want to do is get an SIO2PC setup. Are you familiar with it?
Since you're using the emulator some also, you can convert DCM disk images
into SIO2PC/APE/Xformer/etc.-compatible ATR disk images and use them on both
the emulator and the Atari (via SIO2PC or APE).

Good luck!

Check out my New User / Emulator Help FAQ:

http://zippy.sonoma.edu/~kendrick/nbs/new_and_emu.html

or e-mail me asking for a text copy.

-bill!
kendrick@zippy.sonoma.edu ||| kendrick@vax.sonoma.edu
** New Breed Software ** / | \ ** William Kendrick **
http://zippy.sonoma.edu/~kendrick/ http://sterba.com/

2140. Re: XL-it. Mirrors?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-12 00:00:00 UTC
From: RCAD40A@prodigy.com
Message-ID: <4klgjq$1jl8@usenetp1.news.prodigy.com>
Source record: 84515

Greetings,
I was able to download the XL-IT011.ZIP file but it took a looooong time.

I will be glad to upload it to a "mirror" site or to umich.edu. Can someone tell me, step-by-step, how to do that?

Thanks for your help.

2141. Floppy Drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-12 00:00:00 UTC
From: glennb <glennb@interport.net>
Message-ID: <316E9F49.2B7B@interport.net>
Source record: 84516

I am about to attempt to get the necessary h/w (SIO2PC cable) to connect my good ol' Atari 800 to my IBM PC. I thought I saw in this newsgroup a few weeks ago about an advantage of having a 360k, 5.25" floppy drive attached to my PC for something; what exactly I can't recall. Can somebody offer some information as to why it would be a worthwhile investment to add to my PC as far as the Atari is concerned.

Thanks a lot, please email me or post to newsgroup.

-Glenn
email: glennb@interport.net

2142. Modem help: Atari <> IBM

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-12 00:00:00 UTC
From: glennb <glennb@interport.net>
Message-ID: <316EA9D7.1984@interport.net>
Source record: 84517

From The Unofficial Atari 8-bit New User, Emulator Help FAQ

>-- Getting Atari files to an IBM: --
>
> 1.How can I read Atari disks on my IBM?
> MyDOS-compatible SIO2PC disk images!
>
> You can use two modems (one on your PC and one on your Atari) to download files
> from your Atari 8-bit.
>

Can somebody please elaborate on this. I have an both an Atari with a
modem and an IBM with a modem. Thanks.

Glenn
email: glennb@interport.net

2143. Re: Wanted: Mail Order Monsters, others

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-12 00:00:00 UTC
From: uglmiller@cc.memphis.edu
Message-ID: <1996Apr12.110214@msuvx2.memphis.edu>
Source record: 84518

In article <4kff13$giv@ophelia.waterloo.net>, sshifter@ophelia.waterloo.net (Mike Pelletier) writes:
> I'm looking for Mail Order Monsters, Racing Destruction Set, and AR:
> The Dungeon. The first two because I wish to blatantly rip them off as
> I'm not half as brilliant as the original programmers, and the last
> because, well, I miss it. Please leave email.
>
> --
> Mike Pelletier
> Promethean Dreams
> sshifter@ophelia.waterloo.net

AR web page: http://www.ksk.sala.se/~sp93rob

--
If Superman can fly, why can't super models?

2144. Re: Temple of Apshai?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-12 00:00:00 UTC
From: uglmiller@cc.memphis.edu
Message-ID: <1996Apr12.110627@msuvx2.memphis.edu>
Source record: 84519

In article <4khn5g$eb0@news.sas.ab.ca>, mbrown@freenet.edmonton.ab.ca () writes:
> Kevin Haley (khaley@nova.gmi.edu) wrote:
> : I'm trying to remember what this game was about. Was it a text
> : adventure or action arcade adventure? What was the basic
> : premise of the game?
>
> Temple of Apshai is a 'Rogue' like game. Basically AD&D in a more arcade
> type atmosphere. But it is not arcade-like in the sense of 'Gauntlet'. It
> is a little more relaxed. You must solve puzzles and collect objects and
> wealth. I can't recall if the levels changed every time, or if they were
> predetermined with random monsters. It's been awhile since I've seen it
> in action. Epyx released it as 'Temple of Apshai Trilogy'. I've got the
> disk version but can't say I've ever completed even the first part.
>
> /\
> Michael 'Amra' Brown |==| To all the Smegheads, Metaldogs
> mbrown@freenet.edmonton.ab.ca []-ww-[] and Hyboreans: Up The Irons!
>

I did, some time ago--I'd offer it to be people, but my 1050 doesn't work
anymore, and the copy protection was rather difficult.

--
If Superman can fly, why can't super models?

2145. Re: Disk versions vs. Cart versions

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-12 00:00:00 UTC
From: krieg@earth.execpc.com
Message-ID: <4km4g6$ftl@earth.alpha.net>
Source record: 84520

In article <316C31F3.41C6@macuilli.fciencias.unam.mx>,
Mariano Dominguez Molina <mariano@macuilli.fciencias.unam.mx> wrote:
>
>seems that the disk version of lode runner don't let you skip levels,
>and the disk version of rescue on fractalus don't have the presentation
>sequence.

I have the disk version of RoF and it has the introduction graphics, if that
is what you mean by presentation sequence.

Here is the small list generated so far. Keep posting any variations found!

Title Disk Enhancements Cart Enhancements
--- --- ---
Frogger background music
Gorf save score feature
Lode Runner ability to skip levels
One-On-One slow motion feature

Does the cartridge version of Lode Runner let you build your own levels like
the disk version?
--
=__ __ __ _ __ _= Andrew Krieg - Software Engineering Consultant =
=_ __ _ __ _ _ __= E-mail: krieg@execpc.com =
=_ _ _ ___= WWW: http://www.cs.uwm.edu/public/krieg/index.html =
=_ __ _ __ _ __ _= Treguna Mekoides Trecorum Satis Dee - Astoroth =

2146. Atari 800/XL/XE Cartridge List update

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-12 00:00:00 UTC
From: krieg@earth.execpc.com
Message-ID: <4km53m$ij9@earth.alpha.net>
Source record: 84521

Keep those updates coming! A lot of stock numbers and release dates have
been added since last time. Boulderdash and other First Star carts have been
verified! Please take the time to check your collection and fill in any
holes! Also, more feedback on the rarity ratings is requested.

Classic Atari Cartridges for the 400/800/XL/XE computer

NR = Never Released
?xx = year not known for certain
kbo = keyboard overlay
<none>= no catalog # on cartridge or manual, box may have had a # on it

```
Rar-
Manufacturer Catalog # Yr Title ity [O][M][B]
-------------- --------- -- ---------------------------------- --- - - -
Activision Beamrider U [ ][ ][ ]
Activision CC-008-04 83 Decathlon C [ ][ ][ ]
Activision Designer's Pencil, The U [ ][ ][ ]
Activision CZ-005-04 84 Dreadnought Factor, The C [ ][ ][ ]
Activision CZ-007-04 84 H.E.R.O. U [ ][ ][ ]
Activision CZ-002-04 83 Kaboom! C [ ][ ][ ]
Activision CZ-006-04 84 Keystone Kapers U [ ][ ][ ]
Activision CZ-003-04 83 MegaMania U [ ][ ][ ]
Activision Pastfinder R [ ][ ][ ]
Activision CZ-004-04 84 Pitfall! U [ ][ ][ ]
Activision CA-011-04 84 Pitfall II C [ ][ ][ ]
Activision CZ-001-04 83 River Raid C [ ][ ][ ]
Activision CA-012-04 83 Space Shuttle C [ ][ ][ ]
Activision CZ-010-04 84 Zenji C [ ][ ][ ]
Activision CC-101-04 84 Zone Ranger U [ ][ ][ ]
Adventure Intl Rally X Speedway R [ ][ ][ ]
Atari CXL4010 ?79 3-D Tic-Tac-Toe U [ ][ ][ ]
Atari 400/800 SALT Diagnostic cartridge ER [ ][ ][ ]
Atari RX8099 88 Ace of Aces (by Accolade) C [ ][ ][ ]
Atari RX8109 Airball U [ ][ ][ ]
Atari RX8092 87 Archon (by Electronic Arts) C [ ][ ][ ]
Atari CXL4003 79 Assembler Editor Computing Language U [ ][ ][ ]
Atari CXL4013 81 Asteroids C [ ][ ][ ]
Atari RX8053 83 Atari Artist (w/ CX77 Touch Tablet) U [ ][ ][ ]
Atari RX8054 83 Atari Graphics (w/ CX75 Light Pen) R [ ][ ][ ]
Atari RX8032 83 Atari LOGO Computing Language U [ ][ ][ ]
Atari AED80013 83 AtariLab: Light Module U [ ][ ][ ]
Atari AED80014 84 AtariLab: Temperature Module U [ ][ ][ ]
Atari RX8036 82 AtariWriter (version A, brown) C [ ][ ][ ]
Atari RX8036 84 AtariWriter (version C, silver) U [ ][ ][ ]
```

Atari RX8064 ballblazer (by Lucasfilm) C [ ][ ][ ]
Atari RX8086 87 Barnyard Blaster (uses lightgun) U [ ][ ][ ]
Atari CXL4002 ?79 BASIC Computing Language (ver. A) C [ ][ ][ ]
Atari BASIC Computing Language (ver. B) ER [ ][ ][ ]
Atari CXL4002C ?83 BASIC Computing Language (ver. C) R [ ][ ][ ]
Atari CXL4004 79 Basketball C [ ][ ][ ]
Atari RX8077 87 Battlezone U [ ][ ][ ]
Atari Berzerk (prototype) ER [ ][ ][ ]
Atari Blast 'Em NR [ ][ ][ ]
Atari RX8081 ?87 Blue Max (by Synapse) U [ ][ ][ ]
Atari RX8087 87 Bug Hunt (uses lightgun) U [ ][ ][ ]
Atari RX8021 87 Caverns of Mars C [ ][ ][ ]
Atari CXL4020 82 Centipede C [ ][ ][ ]
Atari RX8096 Choplifter! (by Br0derbund) U [ ][ ][ ]
Atari RX8094 Commando R [ ][ ][ ]
Atari CXL4009 79 Computer Chess U [ ][ ][ ]
Atari RX8104 88 Crime Buster (uses lightgun) U [ ][ ][ ]
Atari RX8088 87 Crossbow (uses lightgun) U [ ][ ][ ]
Atari RX8102 ?88 Crystal Castles U [ ][ ][ ]
Atari RX8101 88 Dark Chambers U [ ][ ][ ]
Atari RX8083 87 David's Midnight Magic(by Br0derbund) U [ ][ ][ ]
Atari CXL4025 82 Defender C [ ][ ][ ]
Atari RX8??? Deflektor R [ ][ ][ ]
Atari RX8089 88 Desert Falcon U [ ][ ][ ]
Atari RX8026 83 Dig Dug C [ ][ ][ ]
Atari RX8031 83 Donkey Kong C [ ][ ][ ]
Atari RX8040 83 Donkey Kong Jr. C [ ][ ][ ]
Atari RX8039 83 Eastern Front (by APX) C [ ][ ][ ]
Atari CXL4001 79 Educational System Master Cartridge U [ ][ ][ ]
Atari RX8030 83 E.T. Phone Home! C [ ][ ][ ]
Atari RX8085 ?87 Fight Night (by Accolade) U [ ][ ][ ]
Atari RX8067 84 Final Legacy C [ ][ ][ ]
Atari RX8091 ?87 Flight Simulator II (by subLogic) C [ ][ ][ ]
Atari RX8079 87 Food Fight C [ ][ ][ ]
Atari CXL4024 82 Galaxian C [ ][ ][ ]
Atari RX8090 ?87 Gato U [ ][ ][ ]
Atari RX8084 87 Hardball (by Accolade) U [ ][ ][ ]
Atari RX8114 88 Into the Eagle's Nest (by Pandora) U [ ][ ][ ]
Atari RX8044 83 Joust C [ ][ ][ ]
Atari RX8049 83 Jungle Hunt C [ ][ ][ ]
Atari Kangaroo (prototype) ER [ ][ ][ ]
Atari RX8095 Karateka (by Br0derbund) U [ ][ ][ ]
Atari Letter Tutor (prototype) ER [ ][ ][ ]
Atari RX8082 87 Lode Runner (by Br0derbund) U [ ][ ][ ]
Atari Macro Assembler ?NR [ ][ ][ ]
Atari CXL4014 Mailing List R [ ][ ][ ]
Atari RX8103 88 Mario Bros. U [ ][ ][ ]
Atari AX2025 ?83 Microsoft BASIC II Computing Language U [ ][ ][ ]
Atari RX8124 MidiMaze ?NR [ ][ ][ ]
Atari RX8048 84 Millipede C [ ][ ][ ]

Atari CXL4012 81 Missile Command C [ ][ ][ ]
Atari RX8052 87 Moon Patrol C [ ][ ][ ]
Atari RX8043 83 Ms. Pac-Man C [ ][ ][ ]
Atari CXL4007 80 Music Composer C [ ][ ][ ]
Atari RX8108 88 Necromancer (by Synapse) U [ ][ ][ ]
Atari RX8093 ?87 One-on-One Basketball (by Elec. Arts) U [ ][ ][ ]
Atari CXL4022 82 Pac-Man C [ ][ ][ ]
Atari RX8045 Pengo U [ ][ ][ ]
Atari CXL4018 80 Pilot Computing Language C [ ][ ][ ]
Atari RX8080 85 PLATO Learning Phone R [ ][ ][ ]
Atari RX8034 83 Pole Position C [ ][ ][ ]
Atari CXL4027 82 Qix C [ ][ ][ ]
Atari RX8029 83 RealSports Football C [ ][ ][ ]
Atari RX8028 RealSports Soccer ?NR [ ][ ][ ]
Atari RX8063 Rescue on Fractalus (by Lucasfilm) U [ ][ ][ ]
Atari RX8033 83 Robotron: 2084 C [ ][ ][ ]
Atari SALT II Diagnostic Cartridge ER [ ][ ][ ]
Atari RX8059 Skywriter (Educational) U [ ][ ][ ]
Atari CXL4008 81 Space Invaders C [ ][ ][ ]
Atari CXL4011 80 Star Raiders C [ ][ ][ ]
Atari RX8078 Star Raiders II U [ ][ ][ ]
Atari RX8037 Star Trux (prototype?) ?NR [ ][ ][ ]
Atari CXL4019 Store Demo R [ ][ ][ ]
Atari RX8098 Summer Games (by Epyx) U [ ][ ][ ]
Atari CXL4006 79 Super Breakout C [ ][ ][ ]
Atari RX8120 Super Football U [ ][ ][ ]
Atari CB101931 Super Pac-Man (prototype) ER [ ][ ][ ]
Atari Superman III (prototype) ER [ ][ ][ ]
Atari SuperPILOT NR [ ][ ][ ]
Atari CXL4015 80 Telelink I C [ ][ ][ ]
Atari CXL4016 Telelink II U [ ][ ][ ]
Atari RX8042 83 Tennis C [ ][ ][ ]
Atari RX8113 88 Thunderfox U [ ][ ][ ]
Atari RX8111 Tower Toppler R [ ][ ][ ]
Atari RX8069 Track and Field U [ ][ ][ ]
Atari RX8057 Typo Attack (by APX) U [ ][ ][ ]
Atari CXL4005 79 Video Easel U [ ][ ][ ]
Atari CA400201 XE Demo Cartridge (4 games) ER [ ][ ][ ]
Atari RX8118 ?89 Xenophobe R [ ][ ][ ]
Atari Xevious ?NR [ ][ ][ ]
Beaumont PUP (Primary Utility Pack) ER [ ][ ][ ]
Big Five <none> ?85 Bounty Bob Strikes Back R [ ][ ][ ]
Big Five <none> 83 Miner 2049er C [ ][ ][ ]
Br0derbund 82 Choplifter! U [ ][ ][ ]
Br0derbund Sea Fox U [ ][ ][ ]
Br0derbund ATCART190 82 Serpentine C [ ][ ][ ]
Chalkboard Inc. Leo's Lectric Paintbrush (Powerpad) ER [ ][ ][ ]
Chalkboard Inc. Leo's Links (uses Powerpad tablet) ER [ ][ ][ ]
Chalkboard Inc. Micro Maestro (uses Powerpad tablet) ER [ ][ ][ ]
CBS Software 75350 84 Astro-Grover (w/ kbo) C [ ][ ][ ]

CBS Software Big Bird's Egg Catch ?NR [ ][ ][ ]
CBS Software 84 Big Bird's Funhouse C [ ][ ][ ]
CBS Software 84 Big Bird's Special Delivery C [ ][ ][ ]
CBS Software Blue Print U [ ][ ][ ]
CBS Software Boulders & Bombs U [ ][ ][ ]
CBS Software 84 Coconotes U [ ][ ][ ]
CBS Software Domino Man R [ ][ ][ ]
CBS Software 4L9889 84 Ducks Ahoy! C [ ][ ][ ]
CBS Software 84 Ernie's Magic Shapes C [ ][ ][ ]
CBS Software 84 Halftime Battlin' Bands U [ ][ ][ ]
CBS Software M8786 82 K-razy Antiks (by K-Byte) C [ ][ ][ ]
CBS Software M8788 82 K-razy Kritters C [ ][ ][ ]
CBS Software M8784 82 K-razy Shoot-Out (by K-Byte) C [ ][ ][ ]
CBS Software M8790 82 K-star Patrol C [ ][ ][ ]
CBS Software Madden's Football R [ ][ ][ ]
CBS Software 75010 84 Math Mileage U [ ][ ][ ]
CBS Software 4L2541 83 Mountain King (by K-Byte) C [ ][ ][ ]
CBS Software 84 Movie Musical Madness U [ ][ ][ ]
CBS Software Omega Race R [ ][ ][ ]
CBS Software 84 Peanut Butter Panic U [ ][ ][ ]
CBS Software Satan's Hollow U [ ][ ][ ]
CBS Software 84 Sea Horse Hide'n Seek U [ ][ ][ ]
CBS Software 75370 84 Sesame Street Letter-Go-Round(w/ kbo) C [ ][ ][ ]
CBS Software Solar Fox U [ ][ ][ ]
CBS Software Time Bound C [ ][ ][ ]
CBS Software Time Trials R [ ][ ][ ]
CBS Software 84 Webster: The Word Game U [ ][ ][ ]
CBS Software Wings R [ ][ ][ ]
CPS 1200xl Diagnostic Cartridge R [ ][ ][ ]
Dana <none> 83 Alien Ambush U [ ][ ][ ]
Dana <none> 83 Cloudburst R [ ][ ][ ]
Datasoft Letter Wizard C [ ][ ][ ]
Eastern House KISS (right slot only cart) R [ ][ ][ ]
Eastern House Monkey Wrench (right slot only cart) U [ ][ ][ ]
Eastern House 83 Monkey Wrench II (right slot only) R [ ][ ][ ]
Elcomp Atext-1 (word processor) ER [ ][ ][ ]
Elcomp Atmas (macro assembler) ER [ ][ ][ ]
Elcomp Atmona-1 (machine language monitor) ER [ ][ ][ ]
Epyx 54 82 Alien Garden U [ ][ ][ ]
Epyx <none> Fun with Art C [ ][ ][ ]
Epyx <none> Fun with Music U [ ][ ][ ]
Epyx 614R 83 Gateway to Apshai C [ ][ ][ ]
Epyx <none> 83 Jumpman Junior C [ ][ ][ ]
Epyx <none> Lunar Outpost U [ ][ ][ ]
Epyx <none> 82 Monster Maze U [ ][ ][ ]
Epyx 604R 83 Pitstop C [ ][ ][ ]
Epyx 55 82 Plattermania U [ ][ ][ ]
Epyx 664R 83 Silicon Warrior C [ ][ ][ ]
Epyx <none> SWAT Rescue R [ ][ ][ ]
Exidy Demo Cartridge ER [ ][ ][ ]

First Star Astrochase ER [ ][ ][ ]
First Star <none> 83 Bristles ER [ ][ ][ ]
First Star <none> 84 Boulder Dash ER [ ][ ][ ]
First Star <none> 83 Flip and Flop ER [ ][ ][ ]
Fisher Price DCF-AT 84 Dance Fantasy U [ ][ ][ ]
Fisher Price LNL-AT 84 Linking Logic C [ ][ ][ ]
Fisher Price LLV-AT 84 Logic Levels U [ ][ ][ ]
Fisher Price MMA-AT 84 Memory Manor C [ ][ ][ ]
Gebelli Doc Goodlode's Cavern ER [ ][ ][ ]
Gebelli Embargo ER [ ][ ][ ]
Gebelli Firebird ER [ ][ ][ ]
GeminiSoft Magic Dump (right slot only cart) R [ ][ ][ ]
HES 83 Gridrunner R [ ][ ][ ]
Hsu Software Math Encounter R [ ][ ][ ]
ICD R-Time 8 (clock cartridge) U [ ][ ][ ]
ICD SpartaDOS X (OS) U [ ][ ][ ]
IDSI ID-200? 81 Pool 400 U [ ][ ][ ]
IDSI ID-200? Speedway Blast R [ ][ ][ ]
IDSI ID-200? Survival of the Fittest R [ ][ ][ ]
Imagic 720125-1A 83 Atlantis C [ ][ ][ ]
Imagic 720149-1A 82 Demon Attack C [ ][ ][ ]
InHome Baseball R [ ][ ][ ]
K-Byte 81 K-razy Antiks R [ ][ ][ ]
K-Byte ATR 1000 81 K-razy Shoot-Out R [ ][ ][ ]
K-Byte 83 Mountain King R [ ][ ][ ]
Koala AT00315-1 83 KoalaPainter (uses lightpen) U [ ][ ][ ]
LJK Data Perfect (80 column) R [ ][ ][ ]
LJK Edit 6502 R [ ][ ][ ]
LJK Letter Perfect (40 column) U [ ][ ][ ]
LJK Letter Perfect (80 column) R [ ][ ][ ]
MPP Assault Force 3-D R [ ][ ][ ]
MPP Microfiler (database) R [ ][ ][ ]
MPP Smart Terminal R [ ][ ][ ]
MPP 85 Supercharger (BBS software) U [ ][ ][ ]
OrionMicro Express! R [ ][ ][ ]
O.S.S. <none> 84 Action! C [ ][ ][ ]
O.S.S. <none> 85 Basic XE U [ ][ ][ ]
O.S.S. <none> Basic XL C [ ][ ][ ]
O.S.S. <none> 84 Mac/65 U [ ][ ][ ]
O.S.S. <none> Writer's Tool, The U [ ][ ][ ]
Pandora <none> 85 Powerstar ER [ ][ ][ ]
Parker Bros. Astrochase (by First Star Software) U [ ][ ][ ]
Parker Bros. Chess U [ ][ ][ ]
Parker Bros. PB1110 83 Frogger C [ ][ ][ ]
Parker Bros. Frogger II: Threedeep U [ ][ ][ ]
Parker Bros. PB1280 84 Gyruss U [ ][ ][ ]
Parker Bros. 84 James Bond 007 U [ ][ ][ ]
Parker Bros. Montezuma's Revenge ?NR [ ][ ][ ]
Parker Bros. <none> 83 Popeye C [ ][ ][ ]
Parker Bros. <none> 83 Q*Bert C [ ][ ][ ]

Parker Bros. Risk R [ ][ ][ ]
Parker Bros. 83 Star Wars: The Arcade Game C [ ][ ][ ]
Parker Bros. PB101303 Star Wars: RotJ-Death Star Battle U [ ][ ][ ]
Parker Bros. PB1140 83 Super Cobra U [ ][ ][ ]
Parker Bros. Tutankham U [ ][ ][ ]
Rantom Trust R [ ][ ][ ]
Reevesoft Diamond GOS 1.0 R [ ][ ][ ]
Reevesoft Diamond GOS 2.0 R [ ][ ][ ]
Reston Movie Maker R [ ][ ][ ]
Roklan Anti-Sub Patrol ?NR [ ][ ][ ]
Roklan <none> Deluxe Invaders C [ ][ ][ ]
Roklan 09-01131 83 Diamond Mine U [ ][ ][ ]
Roklan 09-01102 83 Gorf C [ ][ ][ ]
Roklan 09-01124 83 Journey to the Planets C [ ][ ][ ]
Roklan Lifespan R [ ][ ][ ]
Roklan Rack Em Up R [ ][ ][ ]
Roklan 09-01116 83 Space Journey U [ ][ ][ ]
Roklan <none> 81 Wizard of Wor C [ ][ ][ ]
Romox Ant Eater U [ ][ ][ ]
Romox Attack at EP-CYG-4 (by BRAM) R [ ][ ][ ]
Romox Flapper R [ ][ ][ ]
Romox Fortune Hunter R [ ][ ][ ]
Romox Princess and the Frog R [ ][ ][ ]
Romox Sea Chase R [ ][ ][ ]
Romox Spark Bugs R [ ][ ][ ]
Romox Starion R [ ][ ][ ]
Romox Typo R [ ][ ][ ]
Romox Whiz Kid R [ ][ ][ ]
Scarborough MasterType U [ ][ ][ ]
Sega 005-03 83 Buck Rogers: Planet of Zoom C [ ][ ][ ]
Sega 006-03 83 Congo Bongo C [ ][ ][ ]
Sega 83 Spy Hunter U [ ][ ][ ]
Sega 004-03 83 Star Trek C [ ][ ][ ]
Sega 012-03 84 Super Zaxxon U [ ][ ][ ]
Sega Tac-Scan U [ ][ ][ ]
Sega Tapper C [ ][ ][ ]
Sega Up N Down U [ ][ ][ ]
Sega 008-03 84 Zaxxon C [ ][ ][ ]
Sierra On-Line 83 BC's Quest for Tires U [ ][ ][ ]
Sierra On-Line Creepy Corridors U [ ][ ][ ]
Sierra On-Line ORM-001 81 Crossfire U [ ][ ][ ]
Sierra On-Line Jawbreaker U [ ][ ][ ]
Sierra On-Line Jawbreaker II U [ ][ ][ ]
Sierra On-Line Learning with Leeper U [ ][ ][ ]
Sierra On-Line Maurauder R [ ][ ][ ]
Sierra On-Line 83 Mr. Cool U [ ][ ][ ]
Sierra On-Line Sammy Lightfoot R [ ][ ][ ]
Sirius Alpha Shield U [ ][ ][ ]
Sirius Capture the Flag R [ ][ ][ ]
Sirius 82 Fantastic Voyage(by 20th Century Fox) U [ ][ ][ ]

Sirius Fast Eddie R [ ][ ][ ]
Sirius <none> 83 Final Orbit R [ ][ ][ ]
Sirius <none> 83 Spider City U [ ][ ][ ]
Sirius 83 Squish 'Em R [ ][ ][ ]
Sirius 82 Turmoil (by 20th Century Fox) U [ ][ ][ ]
Sirius Worm War I R [ ][ ][ ]
SoftCountry Chessmaster 2000 ER [ ][ ][ ]
Softmark 86 ESP Mindlock BBS ER [ ][ ][ ]
Spinnaker ADV-AT 84 Adventure Creator C [ ][ ][ ]
Spinnaker Aegean Voyage U [ ][ ][ ]
Spinnaker ALF-AT Alf in the Color Caves U [ ][ ][ ]
Spinnaker ABZ-AT Alphabet Zoo C [ ][ ][ ]
Spinnaker Cosmic Life U [ ][ ][ ]
Spinnaker DLD-AT Delta Drawing Learning Program C [ ][ ][ ]
Spinnaker Delta Music U [ ][ ][ ]
Spinnaker FMK-AT Facemaker C [ ][ ][ ]
Spinnaker FRF-AT Fraction Fever C [ ][ ][ ]
Spinnaker Kid Writer U [ ][ ][ ]
Spinnaker KOK-AT Kids on Keys C [ ][ ][ ]
Spinnaker KDC-AT Kindercomp C [ ][ ][ ]
Spinnaker Ranch R [ ][ ][ ]
Spinnaker SMC-AT 83 Story Machine U [ ][ ][ ]
Spinnaker Up for Grabs U [ ][ ][ ]
Synapse <none> 82 Chicken U [ ][ ][ ]
Synapse <none> 82 Claim Jumper U [ ][ ][ ]
Synapse Drelbs U [ ][ ][ ]
Synapse File Manager U [ ][ ][ ]
Synapse Fort Apocalypse U [ ][ ][ ]
Synapse Nautilus U [ ][ ][ ]
Synapse Necromancer U [ ][ ][ ]
Synapse Pharaoh's Curse, The U [ ][ ][ ]
Synapse 82 Picnic Paranoia U [ ][ ][ ]
Synapse 82 Protector II U [ ][ ][ ]
Synapse Shadow World U [ ][ ][ ]
Synapse <none> 82 Shamus C [ ][ ][ ]
Synapse <none> 82 Slime C [ ][ ][ ]
Synapse Survivor U [ ][ ][ ]
Synapse Synassembler R [ ][ ][ ]
Tech-Sketch Paint-N-Sketch Level I(uses lightpen) ER [ ][ ][ ]
Tech-Sketch Paint-N-Sketch Level II(uses lightpen)ER [ ][ ][ ]
TG Software <none> 83 Abracadabra U [ ][ ][ ]
TG Software <none> 83 Droids R [ ][ ][ ]
TG Software <none> 83 Nightstrike R [ ][ ][ ]
TG Software <none> Ozzy's Orchard U [ ][ ][ ]
Thompson Elec. Proburner R [ ][ ][ ]
Thorn EMI THA12010 83 Computer War U [ ][ ][ ]
Thorn EMI THA12002 82 Jumbo Jet Pilot U [ ][ ][ ]
Thorn EMI THB12004 82 Kickback C [ ][ ][ ]
Thorn EMI THB12009 83 Major League Hockey U [ ][ ][ ]
Thorn EMI ORC Attack U [ ][ ][ ]

Thorn EMI THB12005 83 River Rescue U [ ][ ][ ]
Thorn EMI THB12003N 82 Soccer U [ ][ ][ ]
Thorn EMI THA12001 82 Submarine Commander C [ ][ ][ ]
Thorn EMI Tank Commander U [ ][ ][ ]
TigerVision 84 MatterHorn R [ ][ ][ ]
TigerVision 83 Springer R [ ][ ][ ]
Walling Co. AProm ER [ ][ ][ ]
Walling Co. AProm XL ER [ ][ ][ ]
Walling Co. Six Pack I ER [ ][ ][ ]
Walling Co. Six Pack II ER [ ][ ][ ]
??? Bumper Bash ER [ ][ ][ ]
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=__ __ __ _ __ _= Andrew Krieg - Software Engineering Consultant =
=_ __ _ __ _ _ __= E-mail: krieg@execpc.com =
=_ _ _ ___= WWW: http://www.cs.uwm.edu/public/krieg/index.html =
=_ __ _ __ _ __ _= Treguna Mekoides Trecorum Satis Dee - Astoroth =

2147. Re: autorun.sys in MyDOS , a question.

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-12 00:00:00 UTC
From: bmarcum@iglou2.iglou.com
Message-ID: <DprG1J.E8H@iglou.com>
Source record: 84522

In article <316C3433.167E@macuilli.fciencias.unam.mx>,
Mariano Dominguez Molina <mariano@macuilli.fciencias.unam.mx> wrote:
>I recently transfer my ED disks containing binary files to DD with MYdos
>(latest version) and it not run automatically the autorun.sys file, is
>it a bug?
>
>MyDOS 3.07 works well, but i don't want to use this version.

In later versions of Mydos, instead of AUTORUN.SYS the dos looks for
*.AR0, then *.AR1 ... *.AR9 (a disk should have no more than one file with
each number). This has two advantages: 1- you can automatically run up to
10 programs when the computer starts up; 2- you don't have to guess what
is the AUTORUN.SYS file on a particular disk.
--
Bill Marcum bmarcum@iglou.com
From the future home of the 270 Foot Jesus

2148. Re: 850 Interface Module

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-12 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <4km6fb$291s@usenetw1.news.prodigy.com>
Source record: 84523

You CAN buy an 850 interface from B&C Computervisions as well as the PR connection, a substitute for the 850. The PR connection has only 1 or 2 serial ports though, which is as many as most people need. B&C's phone number is (408)986-9960. They still support the Atari 8bit quite well.

2149. Re: Floppy Drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-12 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <4km6rf$214s@usenetw1.news.prodigy.com>
Source record: 84524

The advatage of having a true double density drive like the XF551 is that
software exists that allows a PC to read these disks in a PC drive. I
like the SIO2PC cable though the most.
Later.
Bob Stone

2150. Re: 850 Interface Module

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-12 00:00:00 UTC
From: bmarcum@iglou2.iglou.com
Message-ID: <DprGHI.EIq@iglou.com>
Source record: 84525

In article <4kl10q$dj6@nntpd.lkg.dec.com>,
Tom Newton <newton@nactoc.nacto.lkg.dec.com> wrote:
>I don't know why it's OK for the XFormer emulator to include the images when
>the Rainbow emulator leaves them out "due to copyright restrictions". Maybe
>it's because XFormer is freeware and Rainbow is shareware/commercial?
>
The current version of Xformer is shareware. The older versions used the
Atari 800 rom images, which Atari released to the public in the translator
disks. I don't remember all the details, but there was some legal
brouhaha in which it was decided that the 400/800 rom images were okay,
but the XL roms were still protected by copyright. I think Darek Mihocka
wrote his own OS for later versions of the Xformer.

--
Bill Marcum bmarcum@iglou.com
From the future home of the 270 Foot Jesus

2151. Re: Modem help: Atari <> IBM

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-12 00:00:00 UTC
From: bmarcum@iglou2.iglou.com
Message-ID: <DprGqx.EoM@iglou.com>
Source record: 84526

In article <316EA9D7.1984@interport.net>, glennb <glennb@interport.net> wrote:
>Can somebody please elaborate on this. I have an both an Atari with a
>modem and an IBM with a modem. Thanks.
>
If the Atari has an RS-232 interface, you can use a null-modem cable
(remember that Atari 9-pin != IBM 9-pin). Or you could connect a phone
cable between the two modems (some modems won't work unless there is
voltage on the phone line).

--
Bill Marcum bmarcum@iglou.com
From the future home of the 270 Foot Jesus

2152. Re: Floppy Drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-12 00:00:00 UTC
From: bmarcum@iglou2.iglou.com
Message-ID: <DprGwA.FGE@iglou.com>
Source record: 84527

In article <316E9F49.2B7B@interport.net>, glennb <glennb@interport.net> wrote:
>I am about to attempt to get the necessary h/w (SIO2PC cable) to connect
>my good ol' Atari 800 to my IBM PC. I thought I saw in this newsgroup a
>few weeks ago about an advantage of having a 360k, 5.25" floppy drive
>attached to my PC for something; what exactly I can't recall. Can
To read and write Atari floppy disks (double density). I don't have a
working IBM PC system yet, so I'm not clear on all the details.

--
Bill Marcum bmarcum@iglou.com
From the future home of the 270 Foot Jesus

2153. Re: autorun.sys in MyDOS , a question.

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-12 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4km8qi$dpa@nuke.csu.net>
Source record: 84528

Mariano Dominguez Molina (mariano@macuilli.fciencias.unam.mx) wrote:
: I recently transfer my ED disks containing binary files to DD with MYdos
: (latest version) and it not run automatically the autorun.sys file, is
: it a bug?

Nope. Newer versionso of MyDOS support MULTIPLE 'autorun' files. You
simply give them the extender ".ARx" (where `x' is 0, 1, 2, etc.)

If you want to, say, run an RS232 handler, then screen handler enhancer
(like HYPER E:), then a BBS program you could name the files:

RS232.AR0
HYPERE.AR1
BBSLOGIN.AR2

rather than copying RS232.COM, HYPERE.COM and BBSLOGIN.COM all into one
big file (with the "/A"ppend option of the DOS [C]opy command).

That way, if you ever change your modem connection, you can use a different
RS232.COM file but not have to recomibe all three files.

Cool, huh!? Anyway, always start with "AR0" and get progressively bigger.
That gives you up to 10 programs to run before the DUP.SYS (or cartridge)
gets activated.

-bill!
kendrick@zippy.sonoma.edu ||| kendrick@vax.sonoma.edu
** New Breed Software ** / | \ ** William Kendrick **
http://zippy.sonoma.edu/~kendrick/ http://sterba.com/

2154. XL Emulator:DOS Survey

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-12 00:00:00 UTC
From: Paul Weinhold <pwein@umich.edu>
Message-ID: <316EDA83.2073@umich.edu>
Source record: 84529

I just tried all three Atari 800 XL Emulators with three different DOS images on my PC. On my system (486-66), I could not get XL-IT011 or XF33DEMO to use MYD45D.ATR or SpartaDOS 32 ATR image files. The older XF25 emulator does read the MYD45D.ATR image file, but not a SpartaDOS image file.

Does anyone disagree with these results OR have any suggestions?

I will be interested to see your comments.

2155. Re: XL-it. Mirrors?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-12 00:00:00 UTC
From: gozar@kenton.com
Message-ID: <ixvbxMezG+VA088yn@kenton.com>
Source record: 84530

In article <4kjrqu$ds9@hades.rz.uni-sb.de>,
magi@stud.uni-sb.de (Markus Gietzen) wrote:
>Justin Day - User (justin@mammoth.valleynet.com) wrote:
>: Is XL-it available from anywhere else but that web page? I can't seem
>: to connect with it (dns lookup failure).. Can someone up it to umich?
>
>I don't know if it's mirrored but are you sure that you haven't made
>a typo ?
>
>The server is www.htw.uni-sb.de
>
>But the idea of a mirror is good: I got some mails that the link to
>my web-page is very slow. Any volunteers ?

If you want, I can do it for you.

Let me know!!

--

Ryan 'Gozar' Collins gozar@kenton.com
"You can count on others, but its better to use your own fingers and toes"
http://www.kenton.com/users/gozar/index.htm

2156. Re: Disk versions vs. Cart versions

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-12 00:00:00 UTC
From: thester@nyx10.cs.du.edu
Message-ID: <4kmhj5$kra@nyx10.cs.du.edu>
Source record: 84531

In article <316C31F3.41C6@macuilli.fciencias.unam.mx>,
Mariano Dominguez Molina <mariano@macuilli.fciencias.unam.mx> wrote:
<snip>

>and the disk version of rescue on fractalus don't have the presentation
>sequence.

By "presentation sequence," do you mean the space station
that ejects landers?

My disk version has it.
And it's not a pirate version either. ;-)
It's a really nice GTIA mode sreen.

Uncle Fester
* It's the Ace! *

--
| SOCIOPATH n. - an aggressively antisocial psychopath taking |
| no responsibility for his/her actions. See "INTERNET" for |
| a collective of distinguishing characteristics - e.g., viz EFF. |
| : *thester@nyx.cs.du.edu* : |

2157. Re: What do I do with a .DCM file?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-12 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <4km3gp$s51@main.freenet.hamilton.on.ca>
Source record: 84532

William Kendrick (kendrick@zippy.sonoma.edu) wrote:
: William Moeller (af332@freenet.hamilton.on.ca) wrote:

: : The Hamilton, Burlington, Oakville, Atari Users Group Presents

: : The Beginners Guide to the Atari 800XL

: Cool! Competition for the Newusers / Emulator Help FAQ, eh? ;^)

Ya, it just started.....it is more of a group of articles than answering questions per se.

: : in use today such as Ymodem, SeaLink, Lmodem and Zmodem. Every online service : : should have, as a basic minimum, Xmodem protocol. Zmodem has become very : : popular for the MS-Dos world, but is currently not supported by the Atari : : 8-bit : : computer. Many programs located on an online service can not be run "as is", : : because they have been compressed.

: Tsk tsk! Ice-T v.2.7 has z-modem download (and recovery) built right in!
: And if you can't or don't want to use Ice-T 2.7 (it's a 128K program) then
: you can use Atar-Z-Modem, a stand-alone Z-modem download program for the
: Atari 8-bit!

Well, I have to try it!

: : Files on a BBS with an .LZH or .ZIP extender cannot be dealt with by an Atari : : 8-bit computer at this time.

: There's an "LZH" (or at least "LHA") uncompressor floating around (it wasn't
: supposed to be though) which was being written by Bob Puff.

I have seen that thing.....very early attempt.....it sorta works....it is better to tell new users that they just cant do it rather than try to go through all the contortions of trying to tell them when and how and why pertaining to how it is sorta possible!...<grin>

: And there is an UnZIP program for the Atari 8-bit. I think it's just
: called "unzip". It's been a while. :) One thing, it doesn't handle (last
: I saw) the latest PKZIP style of zipping (which is like "2.0" or something).
: There was an unzipper on this Unix machine with the same problem. Thankfully
: it's been upgraded. :)

It doesnt do all unzipping.....ie it cant handle the latest style of zipping which is what is in use today. Don't want to confuse the sheep in my users group.

Willy

2158. Web Page: Bravo's Atari Store: On-Line Catalogs. Check this out!

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-12 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <4kmr24$k81@julie.teleport.com>
Source record: 84533
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,fr.comp.sys.atari,de.comp.sys.st,fido.ger.atari,ger.atari,ka.comp.sys.atari

Check out my Web Page for Bravo Sierra Computers. Where you can find Both
Classic Atari 8 Bit & Atari ST. HardWare, SoftWare, Books & Accessories. My
Web Address is below. On-Line Catalogs that you can View and Contact me via
my Web Page! Or Request Catalogs in E-Mail. Specify Classic 8 Bit or ST.
E-Mail: bensmith@teleport.com

http://www.teleport.com/~bensmith/bscomputers.shtml
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. Mon - Thurs 3
PM - Midnight. Friday 3 PM - 6 PM PST Call above # these Hours.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Catalogs are FREE & updated monthly. Reply in E-Mail to bensmith@teleport.com
http://www.teleport.com/~bensmith/bscomputers.shtml Bravo Sierra Atari Store

2159. WANTED: Dealers for SwapMeet: Pacific NorthWest!

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-12 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <4kmuer$qbn@julie.teleport.com>
Source record: 84534
Cross-posted to: alt.forsale,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.mac.wanted,comp.sys.tandy,comp.sys.ti,or.forsale

The next SwapMeet is Monday, May 6th, 1996.

WANTED: Dealers to sell at Upcoming Swap Meets. Dealerships sought fall into such Categories as Computer Dealers, all kinds. All kinds of Computer HardWare, SoftWare, Peripherals & Accessories for ALL Computer Makes and Types.

Also Sought are Dealers in Video Gaming Equipment, such as Video Game Consoles, Cartidges, Video Game CD Players and Video Game CDs. ALL Video Game Makes and Types. ALL Video Game Consoles, Cartridges, CDs, Peripherals & Accessories.

On the May 6th SwapMeet, we will be Raffling off a Panasonic Printer! Anyone showing up can win. Just be their for the Drawing. The first Ticket is ***FREE***! Additional Tickets are a Dollar each. This is One of Many good reasons to come to Our SwapMeets.

Recruiting New Dealers with Membership for Dealer Value. You could setup at a full year of swapmeets, 12 Monthly swapmeets at $10 a Meet, for $120 a year, or join our group and setup ***FREE*** for a year for ONLY $50! Greater than a 50% Savings!

Also Wanted are Dealers in ALL Types of Electronics.

WANTED are Dealers in Ham Radio, CB Radio, Music CDs and other Recorded Music. Stereo Equipment also Wanted.

Also Wanted are VCR's, Video Tapes, TVs and Satelite Gear.

This is an ALL Computers, Game Machine and Electronics Swap Meet!!

Small Businesses, and Dealers Welcome and Wanted!!

NO ADMISSION CHARGE!!! PLENTY OF FREE PARKING!!! NO ADMISSION CHARGE!!!

TABLES $10! TABLES, FIRST COME, FIRST SERVE!

Swap Meet Location in Portland, Oregon. USA. At 1819 N.W. Everett St. at the NorthWest Service Center On the First Monday of each Month.

To find out about more about the Swap Meet call our 24 Hour Recorded info line at (503)650-7196 or for Live info, call from 3 PM - Midnight, Monday - Thursday, Friday 3 PM - 6 PM. Please call, especially dealers at: (503)256-9974 (VOICE/VOICE MESSAGING), leave your home number if Ben is not answering!

Reply in E-Mail to bensmith@teleport.com. Or Call Ben Anytime at

Please Direct all replies to bensmith@teleport.com in E-Mail or Call
Our 24 Hour Recorded Info Line at (503)650-7196

The next SwapMeet is Monday, May 6th, 1996.
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. Mon - Thurs 3 PM - Midnight. Friday 3 PM - 6 PM PST Call above # these Hours.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Catalogs are FREE & updated monthly. Reply in E-Mail to bensmith@teleport.com
http://www.teleport.com/~bensmith/bscomputers.shtml Bravo Sierra Atari Store

2160. ALL Computer & Electronics SwapMeet & Raffle: Pacific NorthWest!

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-12 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <4kmv2c$r7t@julie.teleport.com>
Source record: 84535
Cross-posted to: alt.forsale,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.mac.wanted,comp.sys.tandy,comp.sys.ti,or.forsale

The next SwapMeet is Monday, May 6th, 1996.

ACE of America, an All Computers and Electronics User Group, with a special emphasis on Atari. At ACE Swap Meets you might find Atari, Apple, Macintosh, Commodore, Amiga, IBM & Clones, Nintendo, SNES, Sega Genesis, Jaguar, Game Boy, Game Gear and Lynx. You could also find the following items to go with your system, such as Printers, MoDeMs, Monitors, Hard Drives, Disk Drives, Power Supplies, MIDI Devices, Mice, Joysticks, CD Roms, Cables, supplies and Accessories.

ALL COMPUTERS, GAME MACHINES AND ELECTRONICS ARE WELCOME!!

ACE Is currently holding Monthly Swap Meets on the First Monday of each Month from 7 PM, except on certain Holidays that we must reschedule due to our facility being closed. Swap Meets are Held at 1819 NW Everett at the NW Service Center 3 Blocks North of the corner of 18th and W Burnside in Portland, Oregon. USA! Table space is $10. Tables provided as long as they last. Show up early to get a good table, like 6:30 PM.

FREE ADMISSIONFREE ADMISSION**FREE ADMISSION**FREE ADMISSION**

On the May 6th SwapMeet, we will be Raffling off a Panasonic Printer! Anyone showing up can win. Just be their for the Drawing. The first Ticket is ***FREE***! Additional Tickets are a Dollar each. This is One of Many good reasons to come to Our SwapMeets.

PLENTY OF FREE PARKINGEVERYONE WELCOME**PLENTY OF FREE PARKING**

FOR INFO CALL OUR SWAPMEET HOTLINE WITH 24 HOUR RECORDED INFO, CALL: (503)650-7196 OR FOR FURTHER INFO FROM BEN, INCLUDING TABLES: CALL FROM 3 PM - MIDNIGHT / MON-THU, FRI 3 PM - 6 PM: CALL BEN AT (503)256-9974!! IF BEN IS AWAY FROM THE PHONE, PLEASE LEAVE YOUR HOME NUMBER AND HE'LL TRY TO RETURN YOUR MESSAGE! THESE SWAP MEET SPONSORED BY ACE OF AMERICA!!

This Message is distributed throughout the Pacific NorthWest, everyone reading and their Brother is welcome to come and Attend!!

Please Direct all Replies to bensmith@teleport.com in E-Mail or call (503)650-7196 anytime.

The next SwapMeet is Monday, May 6th, 1996.
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. Mon - Thurs 3 PM - Midnight. Friday 3 PM - 6 PM PST Call above # these Hours.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.

Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Catalogs are FREE & updated monthly. Reply in E-Mail to bensmith@teleport.com
http://www.teleport.com/~bensmith/bscomputers.shtml Bravo Sierra Atari Store

2161. Lokking for M.M.S

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-12 00:00:00 UTC
From: nirdary@pacificnet.net
Message-ID: <316EF170.CA2@pacificnet.net>
Source record: 84536

does anyone have 'Midi Music System' program from Hybird?

Nir.

2162. Xf551 problem

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-12 00:00:00 UTC
From: nirdary@pacificnet.net
Message-ID: <316EF131.10D8@pacificnet.net>
Source record: 84537

Does anyone knows how to make an Ntsc XF551 disk drive work with a Pal computer.
does it got to do with the drive O.S

2163. AUCTION: Atari XEGS, 400 UPDATE

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-12 00:00:00 UTC
From: Benjamin Summers <summers@flop.ENGR.ORST.EDU>
Message-ID: <Pine.SUN.3.91.960412203838.8220D-100000@flop.ENGR.ORST.EDU>
Source record: 84538
Cross-posted to: rec.games.video.classic,alt.games.video.classic,rec.games.video.marketplace,comp.sys.atari.8bit

4/12/96 21:30 PDT

Please read the rules at the end of the auction.

Atari 8-bit----------

Hardware:

Atari XE Game System: $35 produnl2
Includes Atari Light Gun, one CX40 joystick,
keyboard, and power supply. A very nice
system and quite hard to find.

Atari 400 Computer: $10 <min>
Includes one CX40 joystick, power supply,
and built-in RF cable.

Auction Rules:

o The most recent auction update is now available on WWW at the
following address: http://www.cs.orst.edu/~summers/8bit

o In case of ties, the first bid received is the bid accepted.

o The first part of the auction will end on April 25th. After
that, highest bidder will be determined through a "going once, going
twice, gone" format, with each step in the process being a day long.

o Bids will be made in increments of $1.00 for items under $20 and
increments of $2.00 for items $20 and over.

o If you bid, you are expected to buy. BIDDERS FAILING TO FOLLOW
THROUGH ON A PURCHASE WILL HAVE THEIR NAMES POSTED TO THE NET AS A
WARNING TO OTHER SELLERS!

o The auction is open to buyers in the United States and Canada.

o Payment is by check or money order. No CODs please. Canadian orders
must be paid with a Canadian Postal money order in US dollars. Allow 10
business days for checks to clear.

o Shipping and handling is above and beyond the amount bid and will be
paid by the buyer and will be as follows (Continental US only): Smaller
items will be shipped with larger items if possible.

XE game system: $10 (UPS)
Atari 400: $10 (UPS)

o In the event of a sale not going through, the item will go to the next highest bidder.

o All items have been tested and are in working condition, except where noted.

___ ___ ___ Benjamin C Summers
//_>>// << E-mail: summersb@ucs.orst.edu
//_>>//_ __>> WWW: http://www.engr.orst.edu/~summers/
Telephone: (541) 258-5930

2164. Re: AUCTION: Atari XEGS, 400 UPDATE

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-13 00:00:00 UTC
From: sibeling@u.washington.edu
Message-ID: <sibeling-1304962330500001@cs112-6.u.washington.edu>
Source record: 84456
Cross-posted to: rec.games.video.classic,alt.games.video.classic,rec.games.video.marketplace,comp.sys.atari.8bit

```
>
> Atari XE Game System: $35 produnl2
> Includes Atari Light Gun, one CX40 joystick,
> keyboard, and power supply. A very nice
> system and quite hard to find.
>

Toad Computers has these listed new for $59 BTW...

-Matt

--
Matthew Martin Systems Manager/Online Editor
sibeling@u.washington.edu The Daily Student Newspaper
http://www.thedaily.washington.edu
```

2165. Help with MSDOS Atari 800 XL Emulators

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-13 00:00:00 UTC
From: tamarsha@ionet.net
Message-ID: <4krbns$n61@ionews.ionet.net>
Source record: 84457

I was just wondering if anyone has seen a good Atari 800/XL emulator for MSDOS or Win 95. I've seen several good ones for the C64 and Apple. I had alot of fun with an Atari 800XL ages ago and was wanting to find some of my old stuff. Thanks.

Trey Marshall

2Lt. Trey Marshall, USA, Field Artillery

Murphy's Laws in the Field Artillery:
1) Friendly fire - isn't
2) If you are forward of your position, your artillery will always fall short
3) No Fireplan ever survives initial contact
4) The only thing more accurate than incoming enemy fire is incoming friendly fire
#1 Rule - The purpose of maneuver is to advance the forward observers/FIST teams

2166. Re: Xf551 problem

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-13 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <4kn3pn$j83@blackice.winternet.com>
Source record: 84539

> nirdary@pacificnet.net writes:
> Does anyone knows how to make an Ntsc XF551 disk drive work with a Pal
> computer.
> does it got to do with the drive O.S
>
>>>>
?? There is nothing special in any XF551, it should work on any Atari]
8Bit computer. There are problems with older copy protected software that relied
on Disk timming for part of the protection. The XF551 runs, spins at 300 rpm verus
288 for the older 810 and 1050's. Off hand, I don't know which programs these are
but I think they are all games.

Rich Mier

2167. Re: "Thrifts... Just What're They Thinking out ?"

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-13 00:00:00 UTC
From: Jeff Rothkopf <JeffGamer@ipof.fla.net>
Message-ID: <4kna1b$dhd@ipof1.fla.net>
Source record: 84540
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,rec.games.video.atari,comp.sys.atari.8bit

littaum@unm.edu (Mike Littau) wrote:
>In article <DpH4o2.3qo@iglou.com>, Larry Scott Ii <metallik@iglou.com> wrote:
>>You're pretty good at putting it in "black or white" terms, however, what
>>about this situation: A Goodwill has a 2600 system with PS, controllers
>>and 8 games for $25. They also have a box full of other loose games.
>>Would it be wrong to swap the games included with the 2600 for different
>>loose games (all the games were marked the same $2 price.. it looked like
>>they randomly threw 8 in with the system)
>
>You should have probably asked the store manager or someone else in
>charge if you could do substitutions.

I agree. I tried to push myself to do this once or twice. Latest time was at the Goodwill. They had a TI99 system with a cart sticking out of the mouth of it. The cart was one I didn't have yet, but they wanted to sell the whole system together with the cart. Elsewhere in the store, they had eight other cart for the TI, no doubt carts that came in with the whole TI system and they no doubt randomly selected one to include with the system. I TRIED to convince myself it would be okay to take the cart and just buy IT at the same 25-cent price that Goodwill tended to charge, but I couldn't bring myself to do it. I brought it up to the counter and spelled it out for them...I wanted the cart, it was sticking in the mouth of the system, can I buy it for the price of the loose ones? They said no. I walked out bummed, but felt much clearer about it than if I'd kept my mouth shut. Today, I went into a DIFFERENT Goodwill and found a loose Spy Hunter laying about. The cart said "$5 for set" on it, but there was only one other cart next to it! However, twenty seconds of searching led me to another case full of pretty common games, all of them with the same "$5 for set" written on them. Elsewhere in the store, yet ANOTHER one was lying around from this "set". ARRRGH! They've never tried to sell them apart before. Anyway, I went up to the counter and asked how much it would be as a solo cart, and they agreed to sell it separately despite the fact that they saw the "set" label clearly on the cart. So, sometimes it works out okay for honesty, sometimes doesn't. But the hobby should never become SO obsessive that we're willing to bend our own set of scruples.

At the same time, I think scruples are very subjective. That's the whole reason why these games of "Scruples" are popular and fun...because people WILL react in different ways to different situations and think it's fine, and who's to say what the ultimate definition of morality is? Many people would think nothing of switching the cartridges, and in truth, probably nobody is harmed in the situation. Perhaps it doesn't feel right to _me_, but that doesn't mean that, in the cosmic scheme of things, it isn't "right". And I'm sure there are lines _I_ cross that other people would thumb their noses at too. What is right and wrong? If you give the McDonald's clerk $5 and they give you change for a ten, will you correct them? If you win a regular labeled Space Invaders cartridge in an auction and someone sends you the silver or red label version instead, will you tell them they sent you a more valuable version, or keep your mouth shut? Or apply the same question to

winning Tetris for $3 and receiving the Tengen version from a guy who doesn't know any better. And how about this one: finding Crazy Climber at a garage sale for fifty cents. Is it moral to take it from the guy knowing how much it goes for in certain circles? I know that this is certainly a line _I_ cross. But others might think it's immoral to buy a game that I know is worth far more.

I've got lots of packing up of items to do right now, but I always find these morality discussions to be real interesting, and I had to jump in. Bottom line is, I wouldn't cross the line mentioned in the situation above...I agree with Mike that I'd ask someone at the store for permission to buy it. But though that's _my_ personal code, I don't think Larry is so totally out in left field that I can judge his move as right or wrong, nor would I think it fair for someone to tell me I'm morally decrepit for buying cartridges at cheap prices at garage sales when I can find them.

Just my thoughts. Now, back to my regularly-scheduled e-mail catch-up and our regularly scheduled auction-postings...!

2168. Re: Floppy Drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-13 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1996Apr13.004519.10349@wariat.UUCP>
Source record: 84541

(glenn talks about reading that a 360k floppy is advantageous on a pc
and also had some question about modem to modem transfers, pc<=>atari.
)
Glenn. I think the advantage of the 360k drive has to do with using
'util' or other read/write atari disks on pc programs. I don't think
there is any advantage to a 360k floppy using sio2pc/APE.
Second. The modem to modem transfers in the newbie FAQ. I think that
is simply a use two phone lines way. Also, if you leave your phone off
the hook for a while, the line goes dead. You can then possibly be
able to have one computer do a ata and the other a ato and get a
connection, just using the wires in your house. Don't use 850 Express
on the atari side, it won't allow a 'null' type connection. BobTerm is
suggested. And for pc to atari, atarzmodem is really great. And I
haven't tried Ice-T 2.7 yet, but it has zmodem also, at least one way.
Finally, in the other FAQ, the regular FAQ by M. Current, there is a
section on null modeming.
All the atari<->pc above is sorta moot as you seem to have decided on
doing sio2pc.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

2169. Re: "Thrifts... Just What're They Thinking About ?"

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-13 00:00:00 UTC
From: Josh Spatz <mjkv57c@prodigy.com>
Message-ID: <316FA7E8.10D7@prodigy.com>
Source record: 84542
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,rec.games.video.atari,comp.sys.atari.8bit

I dont know what you people are talking about. I once walked into a
Salvation army thrift store and got all of the following for $50:

TRS-80 Model 4
Apple //e enhanced w/Printer card and mouse card and 64K of Ram
Apple Duodisk dual floppy Drive
Apple //e Color Monitor
IBM PC Jr.
Tandy 1000 XE
Tandy Ext. Floppy drive for 1000 XE
AT&T PC 6300
AT&T Monochrome Monitor
About 8 or so composite monitors
3 Daisywheel Printers
Several Keyboards

2170. Award Winners Auction #1

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-13 00:00:00 UTC
From: David Wyn Davies <101502.651@CompuServe.COM>
Message-ID: <4kob72cbb1@mhadf.production.compuserve.com>
Source record: 84543
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

Here's a list of items available by auction.

Rules of this auction.

1. The auction will be open until midnight GMT on Sunday 28th April.
2. Buyer pays postage.
3. Goods will only be sent to the highest bidders once payment has been received.
4. Each bid should be in increments of 25p (50 cents).
5. All items have a minimum bid of 50p unless otherwise stated.
6. Payments should be made by cheques, bankers draft, International Money Order or cash. Careful with cash, though.
7. For cheque payments, please allow up to 7 days for clearance. Cheques only acceptable if drawn on UK bank accounts.
8. Sorry, but US collectors need to add $5 to the order value if sending cash to cover our own conversion costs. Other foreign nationals need to do something similar - please ask for rates.

Due to account problems with Compuserve, this is a re-running of a previous auction. The original bids placed still stand.

Current highest bids are at the right of each entry

Atari 2600 Cartridges

Adventure
Air-Sea Battle
Asteroids
Basic Programming & Keypads - boxed with inst. (min. bid £7.50)
Berzerk
Berzerk - not working.
Breakout (boxed with inst)
Centipede
Circus Atari (boxed with inst)
Combat
Commando
Cosmic Ark
Dodge 'Em
E.T.
Fishing Derby
Freeway
Gorf
Indy 500 & Driving Controllers (min. bid £6)
Kangeroo
Kung-Fu Master 50p (nmp20)

Kung-Fu Master (plain white label. Boxed with inst)
Laser Blast 50p (nmp20)
Megamania 75p (nmp20)
Millipede 50p (nmp20)
Miniature Golf 50p (nmp20)
Missile Command
Outlaw
Pac-Man
Pele's Soccer
Pele's Soccer (tatty box with manual)
Pitfall (plain white label. Boxed with inst) 1UKP (nmp20)
Phoenix
Reactor 50p (nmp20)
Realsports Volleyball
Robot Tank 50p (nmp20)
Skate Boardin (plain white label. Boxed with inst) 1UKP (nmp20)
Skiing
Space Invaders
Space War
Super Breakout
Warlords
Warlords (boxed with inst)
Wizard of Wor 50p (nmp20)
Yar's Revenge

```
Intellivision
---------------
NASL Soccer 50p (nmp20)
Space Battle 50p (nmp20)
Star Strike 50p (nmp20)

Colecovision
------------------
Donkey Kong Junior
Space Fury
```

Atari 8-bit (all cassettes unless otherwise specified. Can be tested prior to finalising deal)

Atari 800XL Computer. One key not working (weird).
Atari XC12 Tape Deck. No lid. Untested.
Atari 822 Thermal Printer - no PSU (min. bid £10)
Donkey Kong cart 1UKP (nmp20)
MidiMaster
180
An Invitation to Programming
Atari Computing cassette-based mag issue 9
Bubble Trouble
Colony
Dizzy Dice
Draconus

EMI Soccer
Gridrunner
Hacker
IQ
Jocky Wilson's Darts
LA Swat
League Challenge
Milk Race
Molecule Man
Plastron
Power Down
Preppie
Red Max
Slinky
Spiky Harold
Storm8
Submarine Commander
Tanium
Transmuter
Universal Hero

Commodore 16 cassettes

An Introduction to Basic - Part 1 (2 tapes)
Mr Puniverse
Rockman
Rolf Harris Picture Builder/Chess
Squirm

Other Bits'n'Pieces

40Mb IDE Hard Disk (Conner)
360K 5.25" Drive Mechanism. Untested.
Atari 520ST-FM (Upgraded to 1Mb. Min. bid - £40)
Atari ST Internals Book (Min. bid. £4)
First Steps in 68000 Assembly Language Programming Book (Min. Bid £4)
STOS Basic (Complete. Min Bid £5)
STOS Compiler (Complete. Min Bid £5)
STOS Game Maker's Manual (Book. Min Bid £5)
VESA Multi I/O Card. Not working properly.

--
David Wyn Davies
The Atari Classic Programmer's Club
Gamdda Wen, LLanerchymedd
Anglesey. LL71 4AG WALES

2171. Re: Xf551 problem

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-13 00:00:00 UTC
From: nirdary@pacificnet.net
Message-ID: <316FD9CD.430F@pacificnet.net>
Source record: 84544

Rich Mier wrote:
>
> > nirdary@pacificnet.net writes:
> > Does anyone knows how to make an Ntsc XF551 disk drive work with a Pal
> > computer.
> > does it got to do with the drive O.S
> >
> >>>>
> ?? There is nothing special in any XF551, it should work on any Atari]
> 8Bit computer. There are problems with older copy protected software that relied
> on Disk timming for part of the protection. The XF551 runs, spins at 300 rpm verus
> 288 for the older 810 and 1050's. Off hand, I don't know which programs these are
> but I think they are all games.
>
> Rich MierTrust me: i have both 130XE pal and 130XE ntsc, the Xf551 that i bought here works only with the 130XE ntsc one. with the pal computer it doesn't work.

my 1050 disk drive work with both computer.

i didn't tried to run any protected software on the xf551 drive!

2172. Re: "Thrifts... Just What're They Thinking About ?"

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-13 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <Dpt9BM.7sr@iglou.com>
Source record: 84545
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,rec.games.video.atari,comp.sys.atari.8bit

In article <316FA7E8.10D7@prodigy.com>,
Josh Spatz <mjkv57c@prodigy.com> wrote:
>I dont know what you people are talking about. I once walked into a
>Salvation army thrift store and got all of the following for $50:
>
[list of old computers deleted]
It just goes to show how widely the prices can vqry at thrift stores.
The places where I shop would usually charge $50 or more for any one of
those items, but if an item sits around unsold for a length of time they
might lower the price until someone buys it.

--
Bill Marcum bmarcum@iglou.com
From the future home of the 270 Foot Jesus

2173. Re: 850 Interface Module

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-13 00:00:00 UTC
From: uglmiller@cc.memphis.edu
Message-ID: <1996Apr13.124942@msuvx1.memphis.edu>
Source record: 84546

In article <4kl10q$dj6@nntpd.lkg.dec.com>, newton@nactoc.nacto.lkg.dec.com (Tom Newton) writes:
> I just grabbed a copy of the Rainbow emulator from AOL, and realized why you
> are looking for an 850 schematic. All of the software you want to run is on
> your 8-bit Atari hardware, and you need something like an 850 interface or a
> SIO2PC cable in order to transfer it to the Mac.
>
> The documentation for one of the PC Atari 800 emulators says that the SIO2PC
> cable "has been around for 4 years and is fairly well known in the Atari 8-
> bit community". This same emulator also includes the operating system image
> and BASIC image files that the Rainbow emulator requires.
>
> The "more rainbow instructions" file says that you can get a copy of the PC
> emulator XFormer 2.5 at
>
> http://wuarchive.wustl.edu/systems/atari/umich.edu/8bit/Xf2/xf25.zip
>
> Then it says to
>
> 1. Rename ATARIOSB.ROM to OP_SYSTEM
> 2. Rename ATARIBAS.ROM to OP_BASIC
> 3. Move these two files, plus DOS25.XFD and DEMOS1.XFD, into the Rainbow
> Demos folder.
>
> I don't know why it's OK for the XFormer emulator to include the images when
> the Rainbow emulator leaves them out "due to copyright restrictions". Maybe
> it's because XFormer is freeware and Rainbow is shareware/commercial?
>
> In any case, I have two Atari CPUs sitting in my closet, so I've contributed
> twice to the cost of OS, DOS, and BASIC development.
>
> Good luck. At this late date, your chances of finding a new 850 are more or
> less NIL. Your best bet is probably to either (a) watch ads and garage sales
> for a used 850, or (b) acquire a SIO2PC cable and a DB25-to-Mac cable.
>
> Thomas Newton
> --- speaking for myself, not Digital ---

The author of Xformer asked Atari for permission to distribute ROMs. I guess the Rainbow author didn't want to, given the easy availability of ROMs.
--
If Superman can fly, why can't super models?

2174. Re: Modem help: Atari <> IBM

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-13 00:00:00 UTC
From: uglmiller@cc.memphis.edu
Message-ID: <1996Apr13.125259@msuvx1.memphis.edu>
Source record: 84547

In article <316EA9D7.1984@interport.net>, glennb <glennb@interport.net> writes:
> From The Unofficial Atari 8-bit New User, Emulator Help FAQ
>
>>-- Getting Atari files to an IBM: --
>>
>> 1.How can I read Atari disks on my IBM?
>> MyDOS-compatible SIO2PC disk images!
>>
>> You can use two modems (one on your PC and one on your Atari) to download files
>> from your Atari 8-bit.
>>
>
> Can somebody please elaborate on this. I have an both an Atari with a
> modem and an IBM with a modem. Thanks.
>
> Glenn
> email: glennb@interport.net

Basically, you need to connect them to different phone lines, and have one
call the other and do an ordinary file transfer. Alternatively, you could
use a standard null modem cable and an 850 to do it without the phone lines.
--
If Superman can fly, why can't super models?

2175. Re: XL Emulator:DOS Survey

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-13 00:00:00 UTC
From: uglmiller@cc.memphis.edu
Message-ID: <1996Apr13.130751@msuvx1.memphis.edu>
Source record: 84548

In article <316EDA83.2073@umich.edu>, Paul Weinhold <pwein@umich.edu> writes:
> I just tried all three Atari 800 XL Emulators with three different DOS
> images on my PC. On my system (486-66), I could not get XL-IT011 or
> XF33DEMO to use MYD45D.ATR or SpartaDOS 32 ATR image files. The older
> XF25 emulator does read the MYD45D.ATR image file, but not a SpartaDOS
> image file.
>
> Does anyone disagree with these results OR have any suggestions?
>
> I will be interested to see your comments.

I have no trouble using MyDOS with any version of xl-it or xformer--haven't
been able to run Sparta on any of them, tho.
--
If Superman can fly, why can't super models?

2176. Atari Emulator Help

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-13 00:00:00 UTC
From: rascal <rascal@pixi.com>
Message-ID: <31701A83.2AA9@pixi.com>
Source record: 84549

Hi, folks. I was wondering if anyone could help me out. I'm REALLY interested in playing some old Atari 8Bit
games on my PC. And you guessed it: I need an emulator. First of all, I'd like to get a GOOD emulator but if
I can find one that won't cost me money, that's ideal. However, if I have to pay a little money for one
that's good, I'll do it. But first thing's first: I want to do this without spending dollars if at all
possible. I've tried searching the Web and I came across PC Xformer but I'm going to hold off on that unless
it comes down to having to order (i.e. pay) for the program.

I'm very excited to play Alternate Reality: The City ... I remember staying up LONG hours to play this one
back in, what, 1985 or 86? I'm getting starry eyed just thinking about it ...

Thanks.

2177. Re: Xf551 problem

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-13 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <4kpdbi$l55@blackice.winternet.com>
Source record: 84550

> nirdary@pacificnet.net writes:
> Rich Mier wrote:
> >
> > > nirdary@pacificnet.net writes:
> > > Does anyone knows how to make an Ntsc XF551 disk drive work with a Pal
> > > computer.
> > > does it got to do with the drive O.S
> > >
> > >>>>
> > ?? There is nothing special in any XF551, it should work on any Atari]
> > 8Bit computer. There are problems with older copy protected software that relied
> > on Disk timming for part of the protection. The XF551 runs, spins at 300 rpm verus
> > 288 for the older 810 and 1050's. Off hand, I don't know which programs these are
> > but I think they are all games.
> >
> > Rich MierTrust me: i have both 130XE pal and 130XE ntsc, the Xf551 that i bought
> here works only with the 130XE ntsc one. with the pal computer it doesn't
> work.
>
> my 1050 disk drive work with both computer.
>
> i didn't tried to run any protected software on the xf551 drive!
>
>>>>
Then I would suggest you talk to Bob Puff or Bob Woodly(sc). They both have
taken the UCode apart and made patches to it (720K, 3.5" upgrades). But, I must
confess, I can not think of anything that would need to be different from a Hardware
point of view.
If you find something I would appreciate the information. Personnaly, I'd be
changing the POKEY or PIA as they drive the SIO directly. The interface Drivers and
Receivers are different between the 1050 and the XF551.
This is going to 'Bug' me for weeks;

Rich Mier

2178. Wanted: History of Atari Book

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-13 00:00:00 UTC
From: qmnmaren@dingo.cc.uq.oz.au
Message-ID: <4kpags$icm@hobyah.cc.uq.oz.au>
Source record: 84551

Does anyone (preferably in Australia) have the book "ZAP! The Rise and Fall of Atari"? or any other book that details the history of the Atari Computers and Video games machines?

Nickolas Marentes. Queensland Museum, AUSTRALIA

2179. Re: Atari Emulator Help

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-13 00:00:00 UTC
From: uglmiller@cc.memphis.edu
Message-ID: <1996Apr13.183547@msuvx2.memphis.edu>
Source record: 84552

In article <31701A83.2AA9@pixi.com>, rascal <rascal@pixi.com> writes:
> Hi, folks. I was wondering if anyone could help me out. I'm REALLY interested in playing some old Atari 8Bit
> games on my PC. And you guessed it: I need an emulator. First of all, I'd like to get a GOOD emulator but if
> I can find one that won't cost me money, that's ideal. However, if I have to pay a little money for one
> that's good, I'll do it. But first thing's first: I want to do this without spending dollars if at all
> possible. I've tried searching the Web and I came across PC Xformer but I'm going to hold off on that unless
> it comes down to having to order (i.e. pay) for the program.
>
> I'm very excited to play Alternate Reality: The City ... I remember staying up LONG hours to play this one
> back in, what, 1985 or 86? I'm getting starry eyed just thinking about it ...
>
> Thanks.

AR will run on XL-it when v0.12 is released. It doesn't run on the Xformer.

--
If Superman can fly, why can't super models?

2180. AUCTION: Atari XEGS, 400 UPDATE

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-13 00:00:00 UTC
From: Benjamin Summers <summers@flop.ENGR.ORST.EDU>
Message-ID: <Pine.SUN.3.91.960413203451.646K-100000@flop.ENGR.ORST.EDU>
Source record: 84553
Cross-posted to:
rec.games.video.marketplace,alt.games.video.classic,rec.games.video.classic,rec.games.video.atari,comp.sys.atari.8bit

4/13/96 20:30 PDT

Please read the rules at the end of the auction.

Atari 8-bit----------

Hardware:

Atari XE Game System: $35 produnl2
Includes Atari Light Gun, one CX40 joystick,
keyboard, and power supply. A very nice
system and quite hard to find.

Atari 400 Computer: $10 <min>
Includes one CX40 joystick, power supply,
and built-in RF cable.

Auction Rules:

o The most recent auction update is now available on WWW at the
following address: http://www.cs.orst.edu/~summers/8bit

o In case of ties, the first bid received is the bid accepted.

o The first part of the auction will end on April 25th. After
that, highest bidder will be determined through a "going once, going
twice, gone" format, with each step in the process being a day long.

o Bids will be made in increments of $1.00 for items under $20 and
increments of $2.00 for items $20 and over.

o If you bid, you are expected to buy. BIDDERS FAILING TO FOLLOW
THROUGH ON A PURCHASE WILL HAVE THEIR NAMES POSTED TO THE NET AS A
WARNING TO OTHER SELLERS!

o The auction is open to buyers in the United States and Canada.

o Payment is by check or money order. No CODs please. Canadian orders
must be paid with a Canadian Postal money order in US dollars. Allow 10
business days for checks to clear.

o Shipping and handling is above and beyond the amount bid and will be
paid by the buyer and will be as follows (Continental US only): Smaller
items will be shipped with larger items if possible.

XE game system: $10 (UPS)
Atari 400: $10 (UPS)

o In the event of a sale not going through, the item will go to the next highest bidder.

o All items have been tested and are in working condition, except where noted.

___ ___ ___ Benjamin C Summers
//_>>// << E-mail: summersb@ucs.orst.edu
//_>>//_ __>> WWW: http://www.engr.orst.edu/~summers/
Telephone: (541) 258-5930

2181. Pepper's Cartridge Auction

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-13 00:00:00 UTC
From: pepper@freenet.edmonton.ab.ca
Message-ID: <Pine.A32.3.91.960413221828.63640C-100000@fn1.freenet.edmonton.ab.ca>
Source record: 84554

```
MINIMUM BID IS $2 unless stated otherwise and Increaseaments
OF $1 thereafter. Payments is done in US Funds (cheques or money orders).
All Payments must be received within 10 days followin the auction
Shipping is Extra
Updates will be done by E-Mail .......Other Rules follows the auction.

Codes:
SW -- Shrink Wrapped (Never opened)
C -- Cart
I -- Instructions
B -- Box
O -- Overlays
=============================================================================
Atari 400/600XL/800/800XL/1200XL/1400XL Disks, Carts - Untested -
(Mainly for 400/800 computers)
=============================================================================
Pac-Man (Cart)
Star Raiders (Cart)
Track & Field (Cart) +2.00 MOR
---- Disks below ----

Bishop's Square/Maxwell's Demon (Disk & Box) DataSoft
Bug Off (SW) Adventure Inter
Caverns of Mars (SW) Atari
Cohen's Towers (complete) DataMost
Compu-Math Decimals Disk and Inst Edu-Ware
Gorf (SW) Roklan
Hellcat Ace (Complete) Microprose Soft
Jeepers Creepers (SW) QS
Jumpman Disk only Epyx
Nato Commander (Complete) Microprose Soft
Rebel Chare at Chickamauga (SW) SSI
Serpentine Disk & Box Broderbund Soft
Snake O nyms & Word Flip (SW) EduFun
Sneakers (complete) Sirius Soft
Space Eggs (complete) Sirius Soft
Supersort (complete) Atari Program Ex.
Survivor (complete) Infocom
Suspended (2 Disks) Disks only Infocom
Tax Dodge (complete) Island Graphics
Threshold (SW) Sierravision +2.00 ghunter
Witness (the) Box and Disk Infocom
=============================================================================
Atari 400/800 Cassettes - Untested -
=============================================================================
```

Aliencounter & Face Flash (SW) Edufun
Anti-Sub Patrol (complete) Roklan Software
Arena 3000 (complete) ScreenPlay
Black 'Em (complete) Atari Program Exchange
Black Jack Tutor (complete) Atari Program Exchange
British Heritage Jigsaw Puzzles Vol. 1 Thorn Emi Video
Bumper Ball (complete) London Software
Frenzy & Flip Flop (complete) EduFun
Intruder (complete) Inhome Software
Jumpman (complete) Epyx
The Jar Game & Chaos Box & Disk EduFun

Dust Cover - FOR Atari 400 computers - NEW -

Rules!!

After Auction end date a once, twice, Sold Format will occur
(to ensure fairness to all bidders) Auction Ends April 26/96
There will be no guarantee, No warranty and no refunds on anything
purchased from this auction. I reserve the right to refuse bids or
withdraw items from the auction.

TRADES: Send me your trade list Or ask me my Want lists.
Send E-Mail's to pepper@freenet.edmonton.ab.ca

thanks

2182. WTB: Atari 130 XE

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-13 00:00:00 UTC
From: sibeling@u.washington.edu
Message-ID: <sibeling-1304962332030001@cs112-6.u.washington.edu>
Source record: 84555

Wanted to buy: Atari 130XE... must be in excellent condition with power supply/RF... box and docs preferred!

Thanks!

-Matt
sibeling@u.washington.edu

--
Matthew Martin Systems Manager/Online Editor
sibeling@u.washington.edu The Daily Student Newspaper
http://www.thedaily.washington.edu

2183. Re: XL-it. Mirrors?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-14 00:00:00 UTC
From: magi@stud.uni-sb.de
Message-ID: <4kpifo$kg2@hades.rz.uni-sb.de>
Source record: 84458

Ryan 'Gozar' Collins (gozar@kenton.com) wrote:
: >The server is www.htw.uni-sb.de
: >
: >But the idea of a mirror is good: I got some mails that the link to
: >my web-page is very slow. Any volunteers ?

: If you want, I can do it for you.

This would be good. I'll put the next version (probably 16. April) onto
the www-server. For a faster link I will use another place to store the
".zip" (2 MBit connection). I hope that his helps a bit.

Bye,
Markus

PS: Our WWW-server is down for this weekend.

2184. Lord of Karma

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-14 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <4kq0t4$lic@main.freenet.hamilton.on.ca>
Source record: 84459

Greetings! I was hoping someone here could help me out. I used to play a game on the Pet 2001 computer called Lord of Karma, a text adventure by Avalon Hill Micro Computer Games. I always wanted to play it when I eventually bought my own Atari computer in September 1982, but could never find it. I understand it was made for the 8 bit Atari. If someone here has a copy, I would be willing to mail a program in exchange for this game.

Please let me know.

Willy

--

2185. Atari 800 emulator

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-14 00:00:00 UTC
From: meislerj@charm.net
Message-ID: <4kq8sq$963@canton.charm.net>
Source record: 84460

I was wondering if there were any Atari 800 emulators out there, or if there are any "emulator FAQs" out there. If so, could someone please e-mail me the information at meislerj@charm.net. Thanks.

Jan

2186. Re: autorun.sys in MyDOS , a question.

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-14 00:00:00 UTC
From: winston@merk.com
Message-ID: <DpuMDC.Mzr@merk.com>
Source record: 84461

On Wednesday, April 10, 1996 at 15:20:35 -0700 (10:20pm GMT ?),
Mariano Dominguez Molina <mariano@macuilli.fciencias.unam.mx> wrote:

MM> I recently transfer my ED disks containing binary files to DD with
MM> MYdos (latest version) and it not run automatically the autorun.sys
MM> file, is it a bug?
MM>
MM> MyDOS 3.07 works well, but I don't want to use this version.

I believe that the "latest" version of MYDOS follows the "multi-mate" or "run-mate" or "auto-mate" format of MYDOS. MYDOS has recently been modified so that AUTORUN files would have an extender of <dot> 'A' 'R' <digit>, e.g. AUTORUN.AR1, AUTORUN.AR4. All of these "digit" autorun files are loaded "in sequence", so that you may have up to ten autoloading files. Just change the ".SYS" extender to ".AR0" or ".AR1" and everything will be fine. (I don't remember which versions use AUTORUN.SYS or AUTORUN.AR1 and whether or not an AUTOMATE.SYS file has to be present on the disk.) It was put there so that people need not append an "R:" modem handler and a RAMdisk handler and then decide at some later point that they need one but not the other. Keeping the load modules separate simplified the bookkeeping.

P.S. Weren't there any ".doc" files with your DOS ?

2187. Re: Xf551 problem

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-14 00:00:00 UTC
From: winston@merk.com
Message-ID: <DpuMuD.1n@merk.com>
Source record: 84462

On Friday, April 12, 1996 17:11:29 -0700,
nirdary@pacificnet.net wrote:

N> Does anyone knows how to make an Ntsc XF551 disk drive work with a Pal
N> computer.
N> Does it got to do with the drive O.S

Well, I have never done it, but usually these things aren't any more
difficult than exchanging a 60 HZ power supply for a 50 HZ power supply and
then flipping a hardware switch somewhere on the unit.

2188. Multi-Boot menus - were they a world standard?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-14 00:00:00 UTC
From: gwr@easynet.co.uk
Message-ID: <4kr7s4$hmd@lemon.easynet.co.uk>
Source record: 84463

John Williams' Multi-Boot menus were pretty much the standard method
of swapping bootleg software among Atari users in the UK - did the
same apply elsewhere in the world?

Gareth

2189. Re: What do I do with a .DCM file?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-14 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4krfo4$mbb@nuke.csu.net>
Source record: 84464

William Moeller (af332@freenet.hamilton.on.ca) wrote:

: I have seen that thing.....very early attempt.....it sorta works....it is
: better to tell new users that they just cant do it rather than try to go
: through all the contortions of trying to tell them when and how and why
: pertaining to how it is sorta possible!...<grin>

Good point! :) You should at least say that stuff is in the work. :)

-bill!
kendrick@zippy.sonoma.edu If ignorance is bliss, then knock
http://zippy.sonoma.edu/~kendrick/ this smile off my face.

2190. Re: XL Emulator:DOS Survey

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-14 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4krfrv$mbb@nuke.csu.net>
Source record: 84465

uglmiller@cc.memphis.edu wrote:
: In article <316EDA83.2073@umich.edu>, Paul Weinhold <pwein@umich.edu> writes:
: > images on my PC. On my system (486-66), I could not get XL-IT011 or
: > XF33DEMO to use MYD45D.ATR or SpartaDOS 32 ATR image files. The older
: > XF25 emulator does read the MYD45D.ATR image file, but not a SpartaDOS

: I have no trouble using MyDOS with any version of xl-it or xformer--haven't
: been able to run Sparta on any of them, tho.

Could be that "MYD45D.ATR" is a double-density disk and that the programs
don't support 'em???

-bill!
kendrick@zippy.sonoma.edu If ignorance is bliss, then knock
http://zippy.sonoma.edu/~kendrick/ this smile off my face.
On and on and on and on

2191. trading for hw/sw

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-14 00:00:00 UTC
From: uglmiller@cc.memphis.edu
Message-ID: <1996Apr14.131641@msuvx2.memphis.edu>
Source record: 84466

Anyone here a CCG collector? If so, I'm looking to trade cards (M:TG,
Shadowfist, Star Wars, Star Trek, Illuminati, and Jyhad) for the following
hardware:

floppy drives (any, XF551 preferred)
XEP80
hard drives & interfaces

I'm also interested in the following software:

SpartaDOS X
programming utilities/assemblers/compilers/etc

I'll consider anything 8-bit Atari-related, tho.
--
If Superman can fly, why can't super models?

2192. Atari to PC null modem

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-14 00:00:00 UTC
From: meislerj@charm.net
Message-ID: <4krv25$oju@canton.charm.net>
Source record: 84467

I was trying to copy some files from my atari 800 to my PC to use via an emulator. However, I don't have an 850 interface to use. I realized that to use a null modem cable I needed an 850 interface. Is there anyway to really run a null modem cable directly from the Atari to the PC? Does anyone know what the pins are in the Atari SIO in order to make this kind of null modem cable? Or is this not possible for some reason?

Jan Meisler

2193. Reading Atari 800 disks on PC

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-14 00:00:00 UTC
From: meislerj@charm.net
Message-ID: <4krv9i$oju@canton.charm.net>
Source record: 84468

I'm trying to read Atari 800 disks on my Pentium. I can't seem to make it work. I've tried using atario21.arc, sr.arc, dskutil.arc, and myutil.zip. However, all of these seem to be for disks formatted with MYDOS, and I've formatted my computer with Atari DOS. Any other programs out there?

Jan Meisler

2194. Why doesn't Rainbow demo launch anymore?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-14 00:00:00 UTC
From: Tony Ramos <ramos.15@osu.edu>
Message-ID: <317160E0.32C3@osu.edu>
Source record: 84469

I recently downloaded v1.1 of Chris Lam's excellent Atari 8-bit emulator for the Mac (currently the best 8-bit emulator by far IMO), and ran it a few times, but for some reason it won't run anymore. When I double-click the icon, it zooms open, then immediately zooms closed again. No alert boxes about the OP_SYSTEM file or the monitor's color depth, nothing.

I did move the Speech contol panel and the Speech Manager into the system during this time, so I moved them back out again, but to no avail.

Has anyone else had this problem? I'm using a PowerMac 7100/80AV running System 7.5.

Or maybe this is a trick to make me pay for the full version.
Chris...? ;-)

Thanks for any help,
Tony R.

--
Tony Ramos : http://www.cis.ohio-state.edu/~aramos
1322 W. 7th Ave. Apt. A : ramos.15@osu.edu, tony_ramos@fitch.com
Columbus, OH 43212 : *** computer-mediated environments ***
(614)486-6253 : *** interface ** image synthesis ***

2195. Re: Xf551 problem

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-14 00:00:00 UTC
From: gsbruner@aol.com
Message-ID: <4ks93u$l5r@newsbf02.news.aol.com>
Source record: 84470

Rich Mier wrote:
> ?? There is nothing special in any XF551, it should work on any
Atari
> 8Bit computer. There are problems with older copy protected software
that relied
> on Disk timming for part of the protection. The XF551 runs, spins at
300 rpm verus
> 288 for the older 810 and 1050's. Off hand, I don't know which programs
these are
> but I think they are all games.

There's one game that comes to mind and that is Flight Simulator. It did a check during loading to see if the disk was an original. Because the XF551 is spinning at 300 and not 288 it threw everything off.

Glenn Bruner

2196. Re: Why doesn't Rainbow demo launch anymore?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-14 00:00:00 UTC
From: gsbruner@aol.com
Message-ID: <4ks983$l7n@newsbf02.news.aol.com>
Source record: 84471

Tony Ramos wrote:

>I recently downloaded v1.1 of Chris Lam's excellent Atari 8-bit emulator
>for the Mac (currently the best 8-bit emulator by far IMO), and ran it a
>few times, but for some reason it won't run anymore. When I >double-click
the icon, it zooms open, then immediately zooms closed >again. No alert
boxes about the OP_SYSTEM file or the monitor's color >depth, nothing.

I'm still running the Rainbow demo on my 68k (Mac II with 50MHz 030) and
never encountered this problem. I would have the registered version by
now if I could only find a way to get a international money order. I
tried with my bank and post office, no luck. Anyone got any suggestions.

Tony, I have to agree with you on Rainbow being the best! I can't wait to
get the registered version so I can use it with Mac65 on my Mac. BTW,
have you tried doing a fresh re-install of Rainbow from the BinHex
download?

Glenn Bruner
GSBruner@aol.com
brunergs@4sops.fafb.af.mil

2197. Re: Disk versions vs. Cart versions

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-14 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <151606@cup.portal.com>
Source record: 84472

I suspect it may be an error to refer to _THE_ disk-based, or _THE_ cart-based, version of a program. I have _A_ disk-based copy of ROF, and it does NOT have the "intro" sequence (which I have, in fact, never seen). Obviously this is a DIFFERENT "disk-based version" than someone else's, who posted that his DOES have that intro.

The obvious explanation, which may not necessarily be the CORRECT or the ONLY one :-), is that there were "official" cart- and disk-based releases, PLUS very likely pirated pre-releases on disk, plus very likely post-release disk-copies of the cart. That makes at least four, maybe more, potentially different versions!

Chris
Chris_F_Chiesa@cup.portal.com

2198. Re: XL-IT question impression

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-15 00:00:00 UTC
From: artem@voicenet.com
Message-ID: <4ksht8$lnj@news.voicenet.com>
Source record: 84473

In article <1996Apr9.041255@msuvx2.memphis.edu>, uglmiller@cc.memphis.edu
says...
>
>In article <4k4hdf$f4p@news.voicenet.com>, artem@voicenet.com (Virtual Matrix)
writes:
>> Hello !!
>>
>> I just dloaded XL-IT for DOS. Hmm.. I would say it
>> is better than XFORMER !! but what really disappointed me is that
>> fact that it does not support SOUND whatsoever :((Does anyone
>> know the plans for it ? like when is it gonna be released with
>> sound ? Also i am not hetting the whole ATARI screen on my screen,
>> so why not to use SVGA VIDEO MODES ? 640x400x256 colors or
>> 640x480x256 colors ?
>>
>>
>> Artem
>>
>
>Is the bottom line sometimes off-screen? If so, I'm having the same
>problem with it...
>--
>If Superman can fly, why can't super models?

yesh dude, same lame problems as in Xformer.. the bottom line is
off screen and i need it so badlt bccuz it has all the stats in the
game ;)) damn it

what is M.U.L.E. anyway ? and did anyone haver enough guts
to make MODs out of atari sound tracks ? is it even possible to
emulate the sound on SB as good as it was on a realy ATARI or something
close ?

IRC: VMatrix

2199. Re: Atari to PC null modem

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-15 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <DpwHo9.Jtw@iglou.com>
Source record: 84474

In article <4krv25$oju@canton.charm.net>, <meislerj@charm.net> wrote:
>I was trying to copy some files from my atari 800 to my PC to use via an
>emulator. However, I don't have an 850 interface to use. I realized
>that to use a null modem cable I needed an 850 interface. Is there
>anyway to really run a null modem cable directly from the Atari to the
>PC? Does anyone know what the pins are in the Atari SIO in order to make
>this kind of null modem cable? Or is this not possible for some reason?
>
> Jan Meisler
>
The SIO signals are at voltages of 0 to +5 volts, whereas a PC's RS232
port has voltages of -5 to +5. You need a circuit to convert these
voltages, such as an R-verter or SIO2PC.

--
Bill Marcum bmarcum@iglou.com
From the future home of the 270 Foot Jesus

2200. Re: Reading Atari 800 disks on PC

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-15 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <DpwHrw.KEG@iglou.com>
Source record: 84475

In article <4krv9i$oju@canton.charm.net>, <meislerj@charm.net> wrote:
>I'm trying to read Atari 800 disks on my Pentium. I can't seem to make
>it work. I've tried using atario21.arc, sr.arc, dskutil.arc,
>and myutil.zip. However, all of these seem to be for disks formatted
>with MYDOS, and I've formatted my computer with Atari DOS. Any other
>programs out there?
>
Most of these programs require a double density disk, because a standard
PC-clone floppy disk controller cannot read single density.

--
Bill Marcum bmarcum@iglou.com
From the future home of the 270 Foot Jesus

2201. Atari to PC null modem

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-15 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <317255aa@pianosa.demon.co.uk>
Source record: 84476

Whilst reading the usual rubbish I find here, meislerj@charm.net wrote
something interesting to All about Atari to PC null modem:

Hello meislerj@charm.net,

mcn> to the PC? Does anyone know what the pins are in the Atari SIO in

I could tell you, but it's a waste of time.

mcn> order to make this kind of null modem cable? Or is this not possible

There *needs* to be some interfacing electronics. The SIO port has voltage
levels of 0V(gnd) & +5V, whilst an RS232 port has levels of -12V, 0V(gnd) and
+12V. So, as you can see, even if the correct pins existed, the RS232 level
signals could well do damage to the Atari. :-(

There are alternatives to the 850, though. Most notably the P:R:Connection,
which is still being made and sold.

_
Regards, /_) 2:251/40.1 39:134/11.1
/ _)rad brad@pianosa.demon.co.uk

... How could you ever let me down? - Promises; The Buzzcocks

2202. Re: XL-IT question impression

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-15 00:00:00 UTC
From: DM9200@conrad.appstate.edu
Message-ID: <4ktkek$3a0@lester.appstate.edu>
Source record: 84477

Virtual Matrix (artem@voicenet.com) wrote:

: >In article <4k4hdf$f4p@news.voicenet.com>, artem@voicenet.com (Virtual Matrix)
: writes:
: >> I just dloaded XL-IT for DOS. Hmm.. I would say it
: >> is better than XFORMER !! but what really disappointed me is that
: >> fact that it does not support SOUND whatsoever :((Does anyone
: >> know the plans for it ? like when is it gonna be released with
: >> sound ? Also i am not hetting the whole ATARI screen on my screen,
: >> so why not to use SVGA VIDEO MODES ? 640x400x256 colors or
: >> 640x480x256 colors ?

That's a good idea, but there may be yet some people who only have VGA.
Also, you'd be shrinking from full screen to 1/4 screen size, some of
us like the big picture. Finally can Windows 3.1 support the atari screen
modes in a window? If not you'd limit the emulation to Win95 users!

: >Is the bottom line sometimes off-screen? If so, I'm having the same
: >problem with it...

If you ordered the program, the manual would have informed you that you
can adjust the vertical screen position.

: yesh dude, same lame problems as in Xformer.. the bottom line is
: off screen and i need it so badlt bccuz it has all the stats in the
: game ;)) damn it

: what is M.U.L.E. anyway ? and did anyone haver enough guts
: to make MODs out of atari sound tracks?

Why don't you do it? Not enough "guts?"

: is it even possible to emulate the sound on SB as good as it was on
:a realy ATARI or something close ?

Yes, because the SoundBlaster is capable of better sound.

-Daniel Miller

2203. Re: Atari to PC null modem

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-15 00:00:00 UTC
From: bbingham@haven.ios.com
Message-ID: <4ktoki$sg0@news.ios.com>
Source record: 84478

meislerj@charm.net wrote:
: I was trying to copy some files from my atari 800 to my PC to use via an
: emulator. However, I don't have an 850 interface to use. I realized
: that to use a null modem cable I needed an 850 interface. Is there
: anyway to really run a null modem cable directly from the Atari to the
: PC? Does anyone know what the pins are in the Atari SIO in order to make
: this kind of null modem cable? Or is this not possible for some reason?

: Jan Meisler

I think this is in the FAQ. (But I haven't looked in a while so..)

Yes you need a serial port to do null modeming.
Yes if you don't care about speed, there is the MPP driver and
cable which runs through the joystick ports.
SIO2PC is the cable which allows direct file transfer to the IBM.
Used with APE, it is wonderful (although I don't have this yet).
(Read the Emulator FAQ for more)

No, the only way to use the SIO is through SIO2PC. PIO2PC (Joystick)
can be done also (slow) but to NULL MODEM you need the true serial port.
850/PR/MIO/BBox/AT8000 etc.

TTYL
Bill

2204. Re: XL-IT question impression

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-15 00:00:00 UTC
From: uglmiller@cc.memphis.edu
Message-ID: <1996Apr15.102015@msuvx1.memphis.edu>
Source record: 84479

In article <4ktkek$3a0@lester.appstate.edu>, DM9200@conrad.appstate.edu (Miller, Daniel C.) writes:
> Virtual Matrix (artem@voicenet.com) wrote:
>
> : >In article <4k4hdf$f4p@news.voicenet.com>, artem@voicenet.com (Virtual Matrix)
> : writes:
> : >> I just dloaded XL-IT for DOS. Hmm.. I would say it
> : >> is better than XFORMER !! but what really disappointed me is that
> : >> fact that it does not support SOUND whatsoever :((Does anyone
> : >> know the plans for it ? like when is it gonna be released with
> : >> sound ? Also i am not hetting the whole ATARI screen on my screen,
> : >> so why not to use SVGA VIDEO MODES ? 640x400x256 colors or
> : >> 640x480x256 colors ?
>
> That's a good idea, but there may be yet some people who only have VGA.
> Also, you'd be shrinking from full screen to 1/4 screen size, some of
> us like the big picture. Finally can Windows 3.1 support the atari screen
> modes in a window? If not you'd limit the emulation to Win95 users!
>
> : >Is the bottom line sometimes off-screen? If so, I'm having the same
> : >problem with it...
>
> If you ordered the program, the manual would have informed you that you
> can adjust the vertical screen position.

Uhhhh. Xl-it is freeware, you can't order it. There is no manual.

>
> : yesh dude, same lame problems as in Xformer.. the bottom line is
> : off screen and i need it so badlt bccuz it has all the stats in the
> : game ;)) damn it
>
> : what is M.U.L.E. anyway ? and did anyone haver enough guts
> : to make MODs out of atari sound tracks?
>
> Why don't you do it? Not enough "guts?"
>
> : is it even possible to emulate the sound on SB as good as it was on
> :a realy ATARI or something close ?
>
> Yes, because the SoundBlaster is capable of better sound.

That, alone, does not necessarily mean it can be done... It _should_
be possible, though.

>
> -Daniel Miller
>
--
If Superman can fly, why can't super models?

2205. Re: Atari to PC null modem

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-15 00:00:00 UTC
From: meislerj@charm.net
Message-ID: <4ktpkh$be7@canton.charm.net>
Source record: 84480

Do you know where I could get a hold of a P:R:Connection or how much they
cost?

Jan

Brad Rogers (brad@pianosa.demon.co.uk) wrote:

: Whilst reading the usual rubbish I find here, meislerj@charm.net wrote
: something interesting to All about Atari to PC null modem:

: Hello meislerj@charm.net,

: mcn> to the PC? Does anyone know what the pins are in the Atari SIO in

: I could tell you, but it's a waste of time.

: mcn> order to make this kind of null modem cable? Or is this not possible

: There *needs* to be some interfacing electronics. The SIO port has voltage
: levels of 0V(gnd) & +5V, whilst an RS232 port has levels of -12V, 0V(gnd) and
: +12V. So, as you can see, even if the correct pins existed, the RS232 level
: signals could well do damage to the Atari. :-(

: There are alternatives to the 850, though. Most notably the P:R:Connection,
: which is still being made and sold.
: _
: Regards, /_) 2:251/40.1 39:134/11.1
: / _)rad brad@pianosa.demon.co.uk

: ... How could you ever let me down? - Promises; The Buzzcocks

--

--
meislerj@charm.net Jan Meisler

2206. Re: XL-IT question impression

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-15 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4ku7uv$j48@nuke.csu.net>
Source record: 84481

Virtual Matrix (artem@voicenet.com) wrote:
: yesh dude, same lame problems as in Xformer.. the bottom line is
: off screen and i need it so badlt bccuz it has all the stats in the
: game ;)) damn it

On XFormer, you can use Pageup/Pagedown (I think) to scroll the screen up and down. The reason this happens is because the Atari has better pixel resolution than the 320x200 mode that the emulators use. It's either that or live with a tiny 640x480 mode view but be able to see the overscanned stuff.

-bill!
kendrick@zippy.sonoma.edu NEW BREED SOFTWARE! Freeware for:
http://zippy.sonoma.edu/~kendrick/ U n i x / A t a r i X L

2207. LOOKING FOR 130XE OR 1200XL AND 5 1/4" DISK DRIVE

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-15 00:00:00 UTC
From: ISAAK@duq3.cc.duq.edu
Message-ID: <829605349.411000.ISAAK@duq3.cc.duq.edu>
Source record: 84482

Looking to purchase a used 130XE or 1200XL and a compatible 5 1/4" disk drive. E-mail ASAP to... ISAAK@duq3.cc.duq.edu

Thank you!

2208. DCM2XFD & XFD2DCM

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-15 00:00:00 UTC
From: Lukasz <luksoft@pluton.pol.lublin.pl>
Message-ID: <59958.luksoft@pluton.pol.lublin.pl>
Source record: 84483

Maybe someone can tell me how to convert DiscCommunicator files to Xformar image disks. Maybe someone has programm which can do it for me. I wanna know how to convert XFD to DCM too.

Luksoft@pluton.pol.lublin.pl

2209. AUCTION: Atari XEGS, 400 UPDATE

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-15 00:00:00 UTC
From: Benjamin Summers <summers@flop.ENGR.ORST.EDU>
Message-ID: <Pine.SUN.3.91.960415171705.27176J-100000@flop.ENGR.ORST.EDU>
Source record: 84484
Cross-posted to:
rec.games.video.classic,alt.games.video.classic,rec.games.video.marketplace,rec.games.video.atari,comp.sys.atari.8bit

4/15/96 17:00 PDT

Please read the rules at the end of the auction.

Atari 8-bit----------

Hardware:

Atari XE Game System: $35 produnl2
Includes Atari Light Gun, one CX40 joystick,
keyboard, and power supply. A very nice
system and quite hard to find.

Atari 400 Computer: $10 zrocool376
Includes one CX40 joystick, power supply,
and built-in RF cable.

Auction Rules:

o The most recent auction update is now available on WWW at the
following address: http://www.cs.orst.edu/~summers/8bit

o In case of ties, the first bid received is the bid accepted.

o The first part of the auction will end on April 25th. After
that, highest bidder will be determined through a "going once, going
twice, gone" format, with each step in the process being a day long.

o Bids will be made in increments of $1.00 for items under $20 and
increments of $2.00 for items $20 and over.

o If you bid, you are expected to buy. BIDDERS FAILING TO FOLLOW
THROUGH ON A PURCHASE WILL HAVE THEIR NAMES POSTED TO THE NET AS A
WARNING TO OTHER SELLERS!

o The auction is open to buyers in the United States and Canada.

o Payment is by check or money order. No CODs please. Canadian orders
must be paid with a Canadian Postal money order in US dollars. Allow 10
business days for checks to clear.

o Shipping and handling is above and beyond the amount bid and will be
paid by the buyer and will be as follows (Continental US only): Smaller
items will be shipped with larger items if possible.

XE game system: $10 (UPS)
Atari 400: $10 (UPS)

o In the event of a sale not going through, the item will go to the next highest bidder.

o All items have been tested and are in working condition, except where noted.

___ ___ ___ Benjamin C Summers
//_>>// << E-mail: summersb@ucs.orst.edu
//_>>//_ __>> WWW: http://www.engr.orst.edu/~summers/
Telephone: (541) 258-5930

2210. Re: Lord of Karma

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-15 00:00:00 UTC
From: wlas@ix.netcom.com
Message-ID: <4kth1o$b80@dfw-ixnews2.ix.netcom.com>
Source record: 84485

In article <4kq0t4$lic@main.freenet.hamilton.on.ca>,
af332@freenet.hamilton.on.ca says...
>
>Greetings! I was hoping someone here could help me out. I used to play a
>game on the Pet 2001 computer called Lord of Karma, a text adventure by
>Avalon Hill Micro Computer Games. I always wanted to play it when I
>eventually bought my own Atari computer in September 1982, but could
>never find it. I understand it was made for the 8 bit Atari. If someone
>here has a copy, I would be willing to mail a program in exchange for
>this game.

I had Lord of Karma on cassette (actually it was one of those
multi-format tapes, which probably had the PET versions on it), but I
seriously doubt I could find it. And unless you have a tape player I guess it
wouldn't help much anyway. I'll take a look though. I can find Dunzhin on
tape, and possibly Dimension X (with the groovy loading music) though.

2211. Re: ALL Computer & Electronics SwapMeet & Raffle: Pacific NorthWest!

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-15 00:00:00 UTC
From: Luke Walker <luke@mail.ncn.com>
Message-ID: <31732F7B.69DC@mail.ncn.com>
Source record: 84486
Cross-posted to: alt.forsale,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.mac.wanted,comp.sys.tandy,comp.sys.ti,or.forsale

Benjamin Smith wrote:
>
> The next SwapMeet is Monday, May 6th, 1996.
>
> ACE of America, an All Computers and Electronics User Group, with a
> special emphasis on Atari. At ACE Swap Meets you might find Atari, Apple,
> Macintosh, Commodore, Amiga, IBM & Clones, Nintendo, SNES, Sega Genesis,
> Jaguar, Game Boy, Game Gear and Lynx. You could also find the following items
> to go with your system, such as Printers, MoDeMs, Monitors, Hard Drives, Disk
> Drives, Power Supplies, MIDI Devices, Mice, Joysticks, CD Roms, Cables,
> supplies and Accessories.
>
> ALL COMPUTERS, GAME MACHINES AND ELECTRONICS ARE WELCOME!!
>
> ACE Is currently holding Monthly Swap Meets on the First Monday of
> each Month from 7 PM, except on certain Holidays that we must reschedule due
> to our facility being closed. Swap Meets are Held at 1819 NW Everett at the
> NW Service Center 3 Blocks North of the corner of 18th and W Burnside in
> Portland, Oregon. USA! Table space is $10. Tables provided as long as they
> last. Show up early to get a good table, like 6:30 PM.
>
> **FREE ADMISSION**FREE ADMISSION**FREE ADMISSION**FREE ADMISSION**
>
> On the May 6th SwapMeet, we will be Raffling off a Panasonic Printer!
> Anyone showing up can win. Just be their for the Drawing. The first Ticket is
> ***FREE***! Additional Tickets are a Dollar each. This is One of Many good
> reasons to come to Our SwapMeets.
>
> **PLENTY OF FREE PARKING**EVERYONE WELCOME**PLENTY OF FREE PARKING**
>
> FOR INFO CALL OUR SWAPMEET HOTLINE WITH 24 HOUR RECORDED INFO, CALL:
> (503)650-7196 OR FOR FURTHER INFO FROM BEN, INCLUDING TABLES: CALL FROM 3 PM
> - MIDNIGHT / MON-THU, FRI 3 PM - 6 PM: CALL BEN AT (503)256-9974!! IF BEN IS
> AWAY FROM THE PHONE, PLEASE LEAVE YOUR HOME NUMBER AND HE'LL TRY TO RETURN
> YOUR MESSAGE! THESE SWAP MEET SPONSORED BY ACE OF AMERICA!!
>
> This Message is distributed throughout the Pacific NorthWest, everyone
> reading and their Brother is welcome to come and Attend!!
>
> Please Direct all Replies to bensmith@teleport.com in E-Mail or call
> (503)650-7196 anytime.
>

> The next SwapMeet is Monday, May 6th, 1996.
> --
> Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. Mon - Thurs 3 PM - Midnight. Friday 3 PM - 6 PM PST Call
above # these Hours.
> Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
> Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
> Catalogs are FREE & updated monthly. Reply in E-Mail to bensmith@teleport.com
http://www.teleport.com/~bensmith/bscomputers.shtml
Bravo Sierra Atari Store
What is the location?

2212. Monitor cable...

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-15 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <829681578_OASIS_@pcc-uky.campus.mci.net>
Source record: 84487

Well, I picked up this used 800XL for next to nothing (had to-it was the very first computer I ever owned, and once I got onto the 'Net and seen how active 8-bit users still are, I just had to get another system) and my question is what kind of monitor and cable can I get for the best price and picture? Also I would need to know -where- (phone numbers!) I can get them...thanks in advance for any info! :)

--

```
_/_/_/
```

2213. Tony Ramos and Jan Meisler

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-15 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1996Apr15.185337.8930@wariat.UUCP>
Source record: 84488

(Jan M. has problem with 'util' pc read/write Atari disks
and Tony R. has 'Rainbow' problem.)
I agree with the person who said try re-installing Rainbow.
It is possible it has gotten corrupted.
Jan M. wants to transfer stuff, mostly from Atari8 to
Pentium PC.
Jan. Probably safest is to make a null modem setup, for
which you need at least an 850, or P:R: connection or MIO or
Black Box. However, if you are adventurous, I have a sector
based PC Atari disk read/writer and companion A8 sector
based read/writer. These utilities are pre-alpha, ie. I
stopped working on them some time ago when they were just in
the stage I could use them. And you might get scrambled
FATs on your pc floppies if you don't exit the PC
read/writer normally, I think. Actually, I haven't figured
out what trashed my pc source file backup floppy. Probably
the most valuable floppy backup I have. I was able to
recover most of my source files. Anyways, to make a long
story finish pretty soon, I'll try sending you a uu of my
sector based utilities if you want. The pc program clearly
says USE AT YOUR OWN RISK.
The doc says format using a FRESH ds/dd floppy, or do a
thourough erase using electro magnets, on your 'transfer'
disk you are going to use. For some things, I forget which,
you have to format on the A8 using SpartaDOS. I plan on
using my programs when I set my A8 back up, and and pretty
confident that I shouldn't get scrambled FATs, but?
Finally, it is pre-pre-alpha, don't give it to anyone else.
But, what am I worried about, nobody has asked for it after
I have offered it a number of times.
Another thing. You said 800 disks formatted with Atari
DOS. You aren't trying to read/write single density disks
are you? I wouldn't even try my program with Enhanced
density, strictly for double density.
(P:R: connections and 850 are still available. Almost certainly from
B&C Computervisions and the 850 probably from American Technavision.)
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

2214. Imagic 1.00b: Anyone really want it?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-15 00:00:00 UTC
From: classics@nacs.net
Message-ID: <4kunpe$e5s@wariat.wariat.org>
Source record: 84489

Imagic is a Win95 app I wrote as an experiment w/ Delphi 32 that
can dynamically convert any image format to any other image format.

I.e. ATR<->DCM<->XFD

I've decided that I just dont have time to throughly test Imagic, so if any of
you out there want it to be released please let me know. It would pretty much
be use at your own risk at this point.

Any takers?

Steve

2215. Atari to PC null modem

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-15 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <31731ae3@pianosa.demon.co.uk>
Source record: 84490

Whilst reading the usual rubbish I find here, Jan Meisler wrote something
interesting to All about Atari to PC null modem:

Hello Jan,

JM> Do you know where I could get a hold of a P:R:Connection or how much
JM> they cost?

Sadly, I'm not really able to help on that front, being a UK resident, I don't
pay too much attention to USA-based supplier details. :-(

However, since there are several more knowledgeable people frequenting the
group, I'm sure you'll have your answer soon.

Bill? Will? Ben?

_
Regards, /_) 2:251/40.1 39:134/11.1
/ _)rad brad@pianosa.demon.co.uk

... White man going to school, where they teach you to be thick.
White Riot; The Clash

2216. Re: Agent USA

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-16 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <4l12mq$prs@usenetw1.news.prodigy.com>
Source record: 84407

I love this game too! It's a great way to learn the major cities in the US and where they are too. I wonder if B&C Computervision has it.

2217. Re: Monitor cable...

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-16 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <829751960_OASIS_@pcc-uky.campus.mci.net>
Source record: 84408

In continuing my earlier inquiry, I was wondering something else...I have an old Commodore 1080 monitor that accepts composite input as well as RGB...with the right cable will my 800XL work with it? If yes where can I get such a cable? Thanks in advance... :)

--

_/_/_/

2218. Uploaded: Atari800-0.4.0.tar.gz

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-16 00:00:00 UTC
From: David Firth <david@signus.demon.co.uk>
Message-ID: <1996Apr16.180756.1888@signus.demon.co.uk>
Source record: 84409
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

I have just uploaded the latest version of this emulator for Unix/Linux,
DEC-Windows and the Amiga.

****
This version is compatible with Alternate Reality "The Dungeon"
but I haven't tried it on the others. No doubt someone will :-)
****

After it has been moved out of the /incoming directory (probably
tommorrow) it can be downloaded from the following location:-

ftp://ftp.demon.co.uk/pub/emulators/atari/Atari800-0.4.0.tar.gz

I know some people have been having problems downloading from this
site, so feel free to upload it somewhere more accessible in the
states etc. Demon have purchased a 45Mb T3 line to the states so
hopefully this will not be too much of a problem in the future -
I don't know when its available for use though.

Changes in 0.4.0

- Added MOTIF User Interface
- Support for DEC-Windows under VMS (Thanks to Chris F Chiesa)
- Removed dependency on 'ncycles' global variable.
- Support for direct access to serial port hardware - The emulator will
now run Alternate Reality "The Dungeon" (I haven't tried the others)
- Modified handling of XL/XE memory.
- Fixed the GTIA modes which broke after X Window shared memory support
was added in version 0.3.0
- Correction allowing Montezumas Revenge to work again.

Bye
--
David Firth <david@signus.demon.co.uk>

2219. AUCTION: Atari XEGS, 400 UPDATE

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-16 00:00:00 UTC
From: Benjamin Summers <summers@flop.ENGR.ORST.EDU>
Message-ID: <Pine.SUN.3.91.960416143523.28456J-100000@flop.ENGR.ORST.EDU>
Source record: 84410
Cross-posted to:
rec.games.video.classic,alt.games.video.classic,rec.games.video.marketplace,rec.games.video.atari,comp.sys.atari.8bit

4/16/96 14:00 PDT

Please read the rules at the end of the auction.

Atari 8-bit----------

Hardware:

Atari XE Game System: $35 produnl2
Includes Atari Light Gun, one CX40 joystick,
keyboard, and power supply. A very nice
system and quite hard to find.

Atari 400 Computer: $10 zrocool376
Includes one CX40 joystick, power supply,
and built-in RF cable.

Auction Rules:

o The most recent auction update is now available on WWW at the
following address: http://www.cs.orst.edu/~summers/8bit

o In case of ties, the first bid received is the bid accepted.

o The first part of the auction will end on April 25th. After
that, highest bidder will be determined through a "going once, going
twice, gone" format, with each step in the process being a day long.

o Bids will be made in increments of $1.00 for items under $20 and
increments of $2.00 for items $20 and over.

o If you bid, you are expected to buy. BIDDERS FAILING TO FOLLOW
THROUGH ON A PURCHASE WILL HAVE THEIR NAMES POSTED TO THE NET AS A
WARNING TO OTHER SELLERS!

o The auction is open to buyers in the United States and Canada.

o Payment is by check or money order. No CODs please. Canadian orders
must be paid with a Canadian Postal money order in US dollars. Allow 10
business days for checks to clear.

o Shipping and handling is above and beyond the amount bid and will be
paid by the buyer and will be as follows (Continental US only): Smaller
items will be shipped with larger items if possible.

XE game system: $10 (UPS)
Atari 400: $10 (UPS)

o In the event of a sale not going through, the item will go to the next highest bidder.

o All items have been tested and are in working condition, except where noted.

___ ___ ___ Benjamin C Summers
//_>>// << E-mail: summersb@ucs.orst.edu
//_>>//_ __>> WWW: http://www.engr.orst.edu/~summers/
Telephone: (541) 258-5930

2220. Re: Why doesn't Rainbow demo launch anymore?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-16 00:00:00 UTC
From: ratwell@castle.uvic.ca
Message-ID: <ratwell-1604961510270001@violet.esg.cous.uvic.ca>
Source record: 84411

In article <317160E0.32C3@osu.edu>, ramos.15@osu.edu wrote:

> I recently downloaded v1.1 of Chris Lam's excellent Atari 8-bit emulator
> for the Mac (currently the best 8-bit emulator by far IMO), and ran it a
> few times, but for some reason it won't run anymore. When I double-click
> the icon, it zooms open, then immediately zooms closed again. No alert
> boxes about the OP_SYSTEM file or the monitor's color depth, nothing.

The problem is that you've moved the Readme files and the demo looks for
them to make sure that people aren't re-distributing the program on its
own without the doc that tell you how and where to pay.

These files need to be around for Rainbow to work.

Appendices
OP_SYSTEM
Rainbow Demo PPC v1.1 or Rainbow Demo 68k v1.1
Read Me First
Registration

Does anyone know where any virtual disks of games for Rainbow have been
archived on the net?

Richard
ratwell@castle.uvic.ca

2221. Curtis Hale...read this

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-16 00:00:00 UTC
From: egittl1@zeus.towson.edu
Message-ID: <4l1c94$gi4@sol.towson.edu>
Source record: 84412

I haven't been able to send out those disks yet. I know I know it's been
2 weeks or a week? already but life sucks ya know :)
Keep in touch...
They'll go out by friday.

Evan...
http://zeus.towson.edu/~egittl1/

2222. Emulation on the Falcon?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-16 00:00:00 UTC
From: sshifter@ophelia.waterloo.net
Message-ID: <4l1l65$hek@ophelia.waterloo.net>
Source record: 84413

Has anyone successfully got an 8-bit emulator running on a Falcon?
Also, I've got this dandy BeBox sitting here. Are there any portable
emulators availible?

--
Mike Pelletier
Promethean Dreams
sshifter@ophelia.waterloo.net

2223. For sale: Atari 800 accessories that didn't go the first time...

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-16 00:00:00 UTC
From: temp@leper.tamu.edu
Message-ID: <16APR199622313983@leper.tamu.edu>
Source record: 84414

I still have some items left in case anyone's interested...

Atari 410 Data cassette recorder -- Best offer over $10.00 + shipping
Atari 1050 Disk drive -- best offer over $10.00 + shipping
Misc connecting cables and an extra power supply...(they'll be included
with either item that goes first)
Miscellaneous cartridges...Centipede, Music Composer, Boulders and
Bombs, Qix, Basic, and Assembler Editor...these are for sale
altogether for $15.00 + shipping...(I can't sell them individually
because it would cost me more than the $2.50 each just in packaging and
the time it takes to go to UPS to ship them...)

If you're interested in any of this stuff, please send me e-mail...I
don't read this newsgroup on a regular basis...
Thanks to the folks that bought some of the stuff I had the first
time...also, those that e-mailed me about the stuff the first time will be
given preference this time...

Thanks!

Tiffany

-=-=-=

2224. Re: Multi-Boot menus - were they a world standard?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-16 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <3172e86d.683183@news.superlink.net>
Source record: 84491

>
>John Williams' Multi-Boot menus were pretty much the standard method
>of swapping bootleg software among Atari users in the UK - did the
>same apply elsewhere in the world?
>
>Gareth
>
Here in the US the elite pirates only dealt with files that would load
from DOS- no special menus needed - if the file was too big to fit, we
used a loader to load at $600 and relocate as needed. I realized it
was a lot more work than slapping it into a multi-boot menu, but it
was more of a thrill to do so. Most of the stuff I've gotten since
using the pc as a server in US is still in that form, and the overseas
stuff is the multi-boot.
Yogi

2225. Re: Reading Atari 800 disks on PC

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-16 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <3172e8de.796718@news.superlink.net>
Source record: 84492

On 14 Apr 1996 22:47:14 GMT, meislerj@charm.net wrote:

>I'm trying to read Atari 800 disks on my Pentium. I can't seem to make
>it work. I've tried using atario21.arc, sr.arc, dskutil.arc,
>and myutil.zip. However, all of these seem to be for disks formatted
>with MYDOS, and I've formatted my computer with Atari DOS. Any other
>programs out there?
>
> Jan Meisler
>
Use APE 1.07 from Steven Tuckers homepage. There are also directions
on building a PC to Atari cable... indespensible!!! Also, if you have
Percom drives or some other 3rd part ones, forget about it. The cable
screws up the drives other than 810 and 1050 that I've used. My
percomms bite the dust when I plug the pc to it.

2226. More Atari Stuff FS

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-16 00:00:00 UTC
From: multiman@voicenet.com
Message-ID: <4kurc5$819@news.voicenet.com>
Source record: 84493

I currently have the following Atari 8-bit items for sale....

Hardware...

Atari 130XE computer with power supply
Atari 1050 Disk Drive with power supply
2 atari data cables

Books....

"Mapping the Atari" from Compute! Books by Ian Chadwick
"Machine Language for Beginners" from Compute! Books by Richard Mansfield
"The Basics of Atari Graphics" from Compute! Books by Tom R. Halfhill

Program Cartriages...

Atariwriter RX8036
Defender CXL4025
Asteroids CXL4013
Missile Command CXL4012
Choplifter! by Dan Gorlin
Pac-Man CXL4022
Star Raider CXL4011
BASIC CXL4002

I really have no price in mind so make me an offer (via e-mail) on the whole lot or any single item.

2227. AWE32 PROBLEM HELP PLEASE !!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-16 00:00:00 UTC
From: artem@voicenet.com
Message-ID: <4kut6f$8n6@news.voicenet.com>
Source record: 84494
Cross-posted to: alt.binaries.sounds.mods,comp.emulators.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.ibm.pc.soundcard.advocacy,comp.sys.ibm.pc.soundcard.games,comp.sys.ibm.pc.soundcard.misc,comp.sys.ibm.pc.soundcard.music,comp.sys.ibm.pc.soundcard.tech

Hi !!!

I have the following computer;
P5 100, PNP BIOS with INTEL TRITON Cheap Set MB
and awe32 PNP
RUNNING wiN95

The problems are:
in DOS mODE i always have to load somekind of
INtel Pnp Manager or something.. I asked friends with
GUS Pnp and ENSONIQ Pnp and they do not have any managers.
Without the manager DISGNOSE does not init the card and gives
me an error. WHy ? How do i get rid of this manager ?

Even when i use teh manager the "DIGANOSE /I" in
autoexec.bat causes the computer to lock up. BUt if
i start DIAGNOSe in interactive mode and init the card this
way it works fine. what the hell is wrong ?

PLEASE HELP !!!!!!!!!!!!!!

ARtem

2228. Re: XL-IT question impression

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-16 00:00:00 UTC
From: ime@zombie
Message-ID: <4kvd9f$2jb@hancad.hancad.co.at>
Source record: 84495

Virtual Matrix (artem@voicenet.com) wrote:
: Hello !!

: I just dloaded XL-IT for DOS. Hmm.. I would say it
: is better than XFORMER !! but what really disappointed me is that
: fact that it does not support SOUND whatsoever :((Does anyone
: know the plans for it ? like when is it gonna be released with
: sound ? Also i am not hetting the whole ATARI screen on my screen,
: so why not to use SVGA VIDEO MODES ? 640x400x256 colors or
: 640x480x256 colors ?

: Artem

SVGA is not the best way to handle that because the ATARI isn't
capable filling the complete screen so there would be much unused
(black) space on the screen.
Why not do it like C64S using 360x240 VGA resolution?

Adolf

2229. Wanted to buy Infocom originals

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-16 00:00:00 UTC
From: keith@atlantis.actrix.gen.nz
Message-ID: <4kvmmk$ht3@atlantis.atlantis.actrix.gen.nz>
Source record: 84496
Cross-posted to: comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st

WANTED THE FOLLOWING ORIGINAL INFOCOM GAMES

Wishing to purchase the following original INFOCOM games
MUST have ALL original packaging and be in good condition
Any computer format is acceptable

The following packaged as three separate games in a slide container

Enchanter Trilogy (3 games)

ALso looking for Infocomics
ZorkQuest II: The Crystal of Doom

Willing sellers please e-mail details for negotiation

THanks

Keith Stewart

PS I already have Lost Treasures of Infocom I & II

2230. ADIR

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-16 00:00:00 UTC
From: Ivan Mackintosh <ivan@rcp.co.uk>
Message-ID: <3173A4E4.1640@rcp.co.uk>
Source record: 84497

Sorry for any inconvenience caused as there seemed to be
a misinterpretation of my last post regarding ADIR.EXE.

I said that the PC MSDOS program ADIR directoried and
extracted from Atari/MyDOS disks. What I meant was
disk images (XFD and ATR format) not Atari 5 1/4 disks.

I have also fixed a bug in ADIR and the new version,
along with other utilities (XFD2ATR, ROBC2ATR and
IMG2PATH) will be appearing on my new web page later this
week.

I will mail the URL once it happens.

Ivan

2231. Re: Mattel Aquarius.

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-16 00:00:00 UTC
From: avartee@stealth.loa.com
Message-ID: <4l0bj0$ji1@stealth.loa.com>
Source record: 84498

Billy Ray Cypress Hill (jct@astro.ocis.temple.edu) wrote:
: While this might not be the most appropriate newsgroup to post to, I
: thought I might get better results here than on comp.sys.misc. I was
: wondering if anyone here could tell me anything about the Mattel Aquarius
: computer. I happen to own one and am interested in finding out more
: about it. It certainly seems like it won't be able to do a whole lot.
: Thanks for your time.

ah, i had one of them once upon a time...
actually a decent 'pooter, at least for video game carts... i've
not seen the games i used to have for it on any other system...
unfortunately, the games for it are impossible to find. even when
i first got it, i never managed to find more than the 4 games that
came with it...

- pla

2232. Re: Disk versions vs. Cart versions

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-16 00:00:00 UTC
From: Mariano Dominguez Molina <mariano@macuilli.fciencias.unam.mx>
Message-ID: <3173DB08.167E@macuilli.fciencias.unam.mx>
Source record: 84499

Uncle Fester wrote:
>
I have seen that My disk version of RoF names "behind the jaggi lines"
And comes from a mexican store, did they sold me a pirate copy?

Bye
Mariano

---

http://graf.fciencias.unam.mx:100/~mariano/

2233. Robot odyssey and rocky's boots for atari?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-16 00:00:00 UTC
From: Mariano Dominguez Molina <mariano@macuilli.fciencias.unam.mx>
Message-ID: <3173DCCA.2781@macuilli.fciencias.unam.mx>
Source record: 84500

I recently play these educative games in th Tandy CoCo II, does anybody knows if the learning company released an atari version ?

TNX
Mariano

2234. Re: AWE32 PROBLEM HELP PLEASE !!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-16 00:00:00 UTC
From: af898@ccn.cs.dal.ca
Message-ID: <4l0glq$ju9@apollo.isisnet.com>
Source record: 84501
Cross-posted to: alt.binaries.sounds.mods,comp.emulators.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.ibm.pc.soundcard.advocacy,comp.sys.ibm.pc.soundcard.games,comp.sys.ibm.pc.soundcard.misc,comp.sys.ibm.pc.soundcard.music,comp.sys.ibm.pc.soundcard.tech

References: <4kut6f$8n6@news.voicenet.com>
Organization: Chebucto Community Net
Distribution:

Virtual Matrix (artem@voicenet.com) wrote:
: Hi !!!

: I have the following computer;
: P5 100, PNP BIOS with INTEL TRITON Cheap Set MB
: and awe32 PNP
: RUNNING wiN95

: The problems are:
: in DOS mODE i always have to load somekind of
: INtel Pnp Manager or something.. I asked friends with
: GUS Pnp and ENSONIQ Pnp and they do not have any managers.
: Without the manager DISGNOSE does not init the card and gives
: me an error. WHy ? How do i get rid of this manager ?

: Even when i use teh manager the "DIGANOSE /I" in
: autoexec.bat causes the computer to lock up. BUt if
: i start DIAGNOSe in interactive mode and init the card this
: way it works fine. what the hell is wrong ?

: PLEASE HELP !!!!!!!!!!!!!!

: ARtem

You've got a PnP card like me, you need the driver in cas you ever power
dwn your computer... It's there to set the jumpers on your casrd, so to
speak.

--

\ _ /
o o _(0)_/
\ / +---=====(](+)[]======---+
\ _ / * o @ o *
__ /0\ __/ My opinions are my own, and are right.
X------------< __/ . __ >------------X email: af898@ccn.cs.dal.ca
O O _____/__/ O O or danny@ical.isisnet.com
/ (_) \ or http://ccn.cs.dal.ca/~af898/profile.html

2235. FS: ATARI 800XL's & stuff.

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-16 00:00:00 UTC
From: Sean Cross <secross@whidbey.com>
Message-ID: <Pine.SOL.3.90.960416105824.27927A-100000@whidbey>
Source record: 84502

800xl in not so good shape. (keyboard a little worn) make offer.
800xl in better shape 30$
400 comp. works good. 20$
basic cart.
4 other game carts.

1050 disk drive works good 40$ obo.
1010 tape drive works good 5$
1010 tape drive parts. free
All computers & drives come with power suppluys & serial cables.

Or 60$ for the whole lot. Buyer pays shipping.
E-mail me for fastest responce.

Secross@Whidbey.com
Clinton, Washington

2236. XFSIO - The Atari Shell

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-16 00:00:00 UTC
From: Lawrence Staveley <Lawrence@kwll.demon.co.uk>
Message-ID: <688935631wnr@kwll.demon.co.uk>
Source record: 84503

Check out the XFSIO hope page at:

http://www-insight-media.co.uk/idrun/

XFSIO is a shell with the following features:

Current Version: 1.03

XFSIO is a utility to manage atari disk image files that are stored on your PC.

Features of XFSIO are:

Functions with PC XFormer, the Atari 8-Bit Emulator, allowing:
BASIC On/Off toggle
800/XL O/S toggle
Sound On/Off toggle
Modem COM select
Joytsick toggle
Auto Disk Mounting
Provides File Information

Functions with SIO2PC allowing:
SIO2PC COM select
Audo Disk Mounting
Provides File Information

Functions with A.P.E. allowing:
Audo Disk Mounting
Provides File Information

File Information Options:
Comprehensive file selector box
CD-Rom Support
Auto start directory
Comments of up to 132 characters for each disk image, which are auto-displayed

Utility file type checking, meaning:
PC Xformer only loads.... .XFD and .ATR file types.
SIO2PC only loads........ .ATR files.
APE only loads........... .ATR and .PRO files.

Registration:

This product is fully uncrippled. I leave it up to you and your conscience. However,
if you wish a specific feature to be inplemented then an 'incentive' may be in order ;-))

NOTE! NOTE! NOTE! NOTE! NOTE! NOTE!
Version 1.05 is almost ready with

NOTE! NOTE! NOTE! NOTE! NOTE! NOTE!

*Added support for the PC XFormer Cable -X Commands.
*Added support for XLiT! The Atari XL Emulator MSDos port.
*Much improved comment editor.
*Added a search facility.

....plus quite a few more things......

"I can't see the solution - Through this state of confusion....."

Lawrence@kwll.demon.co.uk

2237. Re: Agent USA

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-16 00:00:00 UTC
From: Josh Spatz <a002692t@bcfreenet.seflin.lib.fl.us>
Message-ID: <3173F2E6.505C@bcfreenet.seflin.lib.fl.us>
Source record: 84504

> On 31 Mar 1996, Justin Day - User wrote:
> Anybody have this? I'd kill for it! E-Mail me.

I have a game called Agent USA for the PC. I dont know if its the same one. You are what looks like a walking hat and you travel from city to city by train and use crystals to destroy "Fuzz-Bombs"

2238. XL-it! 0.12 available

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-16 00:00:00 UTC
From: magi@stud.uni-sb.de
Message-ID: <4l0uqk$3iq@hades.rz.uni-sb.de>
Source record: 84505

Hello !

This is the announcement of XL-it! 0.12 ATARI XL/XE emulator for MS-DOS.

- Copyright
XL-It! is (c) 1996 by Markus Gietzen
XL-It! is free as long as it isn't used in a commercial matter.
I still have the right to forbid the use of the emulator at any
time.

- Features

o NEW Sound-Support (SoundBlaster, stereo were available)
o NEW 128 kB RAM
o NEW 800XL MMU or 130XE MMU
o NEW Build-in Monitor
o NEW Much faster than v0.11
o Player/Missiles with collisions
o GTIA-modes
o DLIs
o vertical and horizontal fine-scrolling
o Overscan, underscan and "normal"-scan supported
o Supports reading from 2 drives (normal 1050)
o .XFD and .ATR diskfiles

- How to obtain it:

You can get this release from this www-page which I setup for XL-it!:

"http://www.htw.uni-sb.de/people/mgietzen/atari/xl-it.html"

The file is now available over a 2 MBIT-line for a faster transfer.

I hope you enjoy XL-it!,

Markus Gietzen

2239. Re: XFSIO - The Atari Shell

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-17 00:00:00 UTC
From: Lawrence Staveley <Lawrence@kwll.demon.co.uk>
Message-ID: <39904565wnr@kwll.demon.co.uk>
Source record: 84415

Sorry. There's a type here.

It's at....

http://www.insight-media.co.uk/idrun/

and not www-insight... etc, etc..

But you all spotted that, right?

"I can't see the solution - Through this state of confusion....."

Lawrence@kwll.demon.co.uk

2240. 1050 Drives in the UK

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-17 00:00:00 UTC
From: Lawrence Staveley <Lawrence@kwll.demon.co.uk>
Message-ID: <431453383wnr@kwll.demon.co.uk>
Source record: 84416

Anyone have a s/hand one or know where to get these rare beasts over
here in the UK?

"I can't see the solution - Through this state of confusion....."

Lawrence@kwll.demon.co.uk

2241. Disk Images / Running full disk programs

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-17 00:00:00 UTC
From: meislerj@charm.net
Message-ID: <4l2qu8$4lq@canton.charm.net>
Source record: 84417

Being new to the field of using my PC to emulate my Atari, I have three questions.

1) Aside from the general FAQ on this newsgroup, someone recently mentioned another newbie FAQ about emulation. Could someone please tell me where it might be located.

2) I've read a bit about disk images of Atari disks. One thing I haven't found is how to create disk images. Could someone please tell me that?

3) I have some Atari "full disk bootable" programs. Is there a way to run these on the PC via emulation? For instance, I bought a game called CrossFire. Is there some way to run that? I can't get a disk directory of the disk, even on the Atari.

Jan

--

--
meislerj@charm.net Jan Meisler

2242. Re: AWE32 PROBLEM HELP PLEASE !!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-17 00:00:00 UTC
From: dakeener@ix.netcom.com
Message-ID: <4l1rgv$j97@dfw-ixnews7.ix.netcom.com>
Source record: 84418
Cross-posted to: alt.binaries.sounds.mods,comp.emulators.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.ibm.pc.soundcard.advocacy,comp.sys.ibm.pc.soundcard.games,comp.sys.ibm.pc.soundcard.misc,comp.sys.ibm.pc.soundcard.music,comp.sys.ibm.pc.soundcard.tech

>: I have the following computer;
>: P5 100, PNP BIOS with INTEL TRITON Cheap Set MB
>: and awe32 PNP
>: RUNNING wiN95
>
>: The problems are:
>: in DOS mODE i always have to load somekind of
>: INtel Pnp Manager or something.. I asked friends with
>: GUS Pnp and ENSONIQ Pnp and they do not have any managers.
>: Without the manager DISGNOSE does not init the card and
gives
>: me an error. WHy ? How do i get rid of this manager ?
>
>: Even when i use teh manager the "DIGANOSE /I" in
>: autoexec.bat causes the computer to lock up. BUt if
>: i start DIAGNOSe in interactive mode and init the card
this
>: way it works fine. what the hell is wrong ?
>
>: PLEASE HELP !!!!!!!!!!!!!!
>
>: ARtem
>
>
>You've got a PnP card like me, you need the driver in cas you ever
power
>dwn your computer... It's there to set the jumpers on your casrd, so
to
>speak.
Strange... I don't need those drivers... I have Win95 with a AWE32 PNP
and a non-PNP bios. Windows 95 does its own PNP assignment, doesn't
it?

2243. Re: Mattel Aquarius.

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-17 00:00:00 UTC
From: heydowns@borg.com
Message-ID: <4l39b7$s2l@ns2.borg.com>
Source record: 84419

I am looking to buy an Aquarius or any related item. Anyone got one in
their attic to get rid of?

2244. Re: Disk versions vs. Cart versions

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-17 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <4l3hts$1u80@usenetw1.news.prodigy.com>
Source record: 84420

Behind Jaggi Lines is the name of the pirated copy of Rescue on Fractilus. It's the file version that found its way to pirate BBSs long ago before the cartridge was even available. BTW, Ballblaster is the pirated file version of what became Ballblazer. Both these Lucasfilm games are great and the cartridge versions are a little better than the file versions. So if you like the pirated stuff, try to get the real thing. Real nice games.

2245. Basic Revs

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-17 00:00:00 UTC
From: glennb <glennb@interport.net>
Message-ID: <317580F3.73A6@interport.net>
Source record: 84421

Hi all,

How can I tell which revision of the BASIC cart I have?
Thanks!

-Glenn
glennb@interport.net

2246. HELP!!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-17 00:00:00 UTC
From: JTKIRK@urp.edu.pe
Message-ID: <m0u9fBR-000O6uC@rcp.net.pe>
Source record: 84422

I need help! Urgent!
I had built the Buchholz 256K mod for my 800XL. I had connected it on my socketed machine, and the wires running to PIA pins 12-16 were merely inserted in the socket, pressed by the IC's pins. But sometimes the wires got loose, so this weekend I decided to take out the PIA, unsolder the socket, and then solder the wires under the socket. As I finished doing it and connected my machine, all I got was a BLUE screen - no boot, no nothing...
WHAT CAN I HAVE DONE WRONG? I've traced the connections with my multimeter and they _seem_ to be OK. I fear I could have damaged the PIA when I slightly tinned pins 12-16 - but anyway, those pins weren't used before...
Or could it be the keyboard? I had to detach it, and the edge of the flat cable was slightly damaged in the process of re-inserting it...
Please, if anyone has experienced this problem before and found out what it was, help me!
TIA

```
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. /|| "-... . |_|.L\ Marco Antonio
-+)| =<=== ."...,-' Checa Funcke
' \||______,--' JTKirk@urp.edu.pe
```

2247. Re: Why doesn't Rainbow demo launch anymore?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-17 00:00:00 UTC
From: Jake Hoelter <jake@presage.com>
Message-ID: <3175E41B.4B50@presage.com>
Source record: 84423

I've found the Rainbow emulator for the Macintosh, but now I need the "OP_SYSTEM" file. Could you tell me where on the net I might find this file?

Thanks much,

Jake

2248. Re: AWE32 PROBLEM HELP PLEASE !!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-18 00:00:00 UTC
From: Dave Roberts <dave@darob.ftech.co.uk>
Message-ID: <scjx0HAkTYdxEwxn@darob.ftech.co.uk>
Source record: 84424
Cross-posted to: alt.binaries.sounds.mods,comp.emulators.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.ibm.pc.soundcard.advocacy,comp.sys.ibm.pc.soundcard.games,comp.sys.ibm.pc.soundcard.misc,comp.sys.ibm.pc.soundcard.music,comp.sys.ibm.pc.soundcard.tech

In article <4l1rgv$j97@dfw-ixnews7.ix.netcom.com>,
dakeener@ix.netcom.com writes
>
>Strange... I don't need those drivers... I have Win95 with a AWE32 PNP
>and a non-PNP bios. Windows 95 does its own PNP assignment, doesn't
>it?
>
>
I have recently fitted a AWE32 PnP to my system and have the following
problem.

The Midi emulation works fine in Win95 and DOS and the 16 bit sound is
fine under Win95 but when I run the EF2000 flight sim under MS DOS mode
the sound effects are really naff, it sounds more like 8 bit sound and a
bit hissy as well. I get the same when I boot to MS DOS. Music sounds
clear with nobackground noise but the sound effects are bad quality.

When I run Diagnose all works fine until I have to press f10 to update
my config files where I get the message CSP.sys cannot be found. I
cannot find this file on my system.

I suspect I am only getting 8 bit sound from DOS games. Can anyone shed
any light on this please.

Regards
Dave

--
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(0_ 0) -. ( ).-.__.) Cyber Kitty mmeeeeeooooowwwwwww
(_Y_.)' ._) ._ . -..-' Cheers
_..--'_..-_/ /--'_.' ,' Dave Roberts
(().-'' ().' ((!.-'

2249. Re: Basic Revs

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-18 00:00:00 UTC
From: tdrake1@umbc.edu
Message-ID: <4l47fc$5fv@news.umbc.edu>
Source record: 84425

glennb (glennb@interport.net) wrote:
: Hi all,

: How can I tell which revision of the BASIC cart I have?

While in BASIC do a PEEK for location 43234.

PEEK(43234)

If you get a 96 then you have the BASIC B revision ROM. If you get a
return of 234 then you have the Revision C BASIC ROM.

If you have B get C!

Happy PEEKing!

Tom

-=-=-=

2250. Chips Still Exist??

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-18 00:00:00 UTC
From: phantom@skull.com
Message-ID: <4l4bo2$9er@newsfeed.dreamscape.com>
Source record: 84426

Stumbled across this group and reminded me on my old Atari 400 (great computer in it's day). Anyway. In Early 80's had chip for a 400. Fit in slot and had a switch. Allowed cracked programs to run off disk. Well ,400 died about 4 years ago and found 800 but chip won't work in it. Have close to 500 programs (most better than todays Sega/Nintendo games) but no way to access.

Are there any chips availble out there? For Sale? Please post or E-Mail me @ keshler@dreamscape.com.

2251. Re: Marble Madness & Gunslinger

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-18 00:00:00 UTC
From: fu511@cleveland.Freenet.Edu
Message-ID: <4l4ku0$403@madeline.INS.CWRU.Edu>
Source record: 84427

In a previous article, ivan@rcp.co.uk (Ivan Mackintosh) says:

>Lawrence Staveley wrote:
>>
>> > 2) Don't know about MM for the Atari 8-bit, but if you're merely looking for
>> > pushing-a-marble-through-tricky-mazes play-action, you've just simply GOT
>> > to get a copy of SpinDizzy. IMHO it's even a bit BETTER than MM because
>> > it contains a lot more variety. Excellent piece of work, though I don't
>> > remember offhand by WHOM. Can anyone here give Lawrence a pointer to a
>> > copy of SpinDizzy?
>>
>> Thanks, but I've already got Spindizzy. Yup, sure was excellent.
>
>I have a program called Mad Marbles from a German company. It is a lot
>more like marble madness than spindizzy!
>--
>e-mail: ivan@rcp.co.uk
>dodger's official web page: http://www.netlink.co.uk/users/helix/dodger/
>

HEY, I would like to see both. If you could tell me how to get the
Mad Marbles and Spin Dizzy for our Club, please do so. I am member
Cleveland Atari Classic User's Group..listed as NOAH 8 in Atari
Classic Mag. ..the name has changed.. Thanks..

Kevin.
--

2252. Re: AWE32 PROBLEM HELP PLEASE !!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-18 00:00:00 UTC
From: mat2095@pinon.ccu.uniovi.es
Message-ID: <4l4s2u$km@pinon.ccu.uniovi.es>
Source record: 84428
Cross-posted to: alt.binaries.sounds.mods,comp.emulators.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.ibm.pc.soundcard.advocacy,comp.sys.ibm.pc.soundcard.games,comp.sys.ibm.pc.soundcard.misc,comp.sys.ibm.pc.soundcard.music,comp.sys.ibm.pc.soundcard.tech

Dave Roberts (dave@darob.ftech.co.uk) wrote:
> In article <4l1rgv$j97@dfw-ixnews7.ix.netcom.com>,
> I have recently fitted a AWE32 PnP to my system and have the following
> problem.
...
> I suspect I am only getting 8 bit sound from DOS games. Can anyone shed
> any light on this please.

> Regards
> Dave

Well, I have a AWE32 (not the PnP) and I have a line in my config.sys like this:

DEVICE=C:\AWE32\CSP.SYS

it seems to load some kind of driver for the low level digital processing, but
not very sure about it. If I don't load it I get the same problem as you, mail
me for more information about the file.

German Gomez mat2095@pinon.ccu.uniovi.es

2253. Re: Basic Revs

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-18 00:00:00 UTC
From: thester@nyx10.cs.du.edu
Message-ID: <4l4t0i$kbd@nyx10.cs.du.edu>
Source record: 84429

In article <317580F3.73A6@interport.net>, glennb <glennb@interport.net>
wrote:
>Hi all,
>
>How can I tell which revision of the BASIC cart I have?
>Thanks!
>
>-Glenn
>glennb@interport.net

Peek at location 43234 [$A8E2].
If you get 96 [$60] then you have Rev. B (ugh!)
If you get 234 [$EA] then you have Rev. C (Yay!)
If you get 162 [$A2] then you have Rev. A (okay.)

Revision A had some bugs that Atari thought they
would fix--but they screwed it up royally with
Rev. B even worse!!
If you have Rev. B and can't get Revision C ROM's
or a cartridge, then get Revision A. The bugs in
Rev. A are FAR better to live with than the ones
in Rev. B that will just kill any serious programming.
If you have a 130XE or 65XE - it *should* have Rev. C
ROMs. If you have an XL -- then it's more than likely
that you have Rev. B. There's a fix for Revision B
in the revised edition of Compute!'s "Mapping The Atari"
for the XL computers. Your BASIC will be in RAM using
that fix, so it's still better to get the C ROMs or
use the Rev. A cartridge. At least you won't be
crashing and crashing and crashing and ...

Btw, what's really stupid about the difference between
Rev. B (for Buggy) and Rev. C is something like 12 bytes!
I don't know who Atari gave the job to for fixing up Rev. A,
but they should have been fired.

Uncle Fester
* brought to you by the letter "C" *

--
| SOCIOPATH n. - an aggressively antisocial psychopath taking |
| no responsibility for his/her actions. See "INTERNET" for |
| a collective of distinguishing characteristics - e.g., viz EFF. |
| : *thester@nyx.cs.du.edu* : |

2254. FS: More Atari items

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-18 00:00:00 UTC
From: Jim Lazarenko <jimbo@connect.ab.ca>
Message-ID: <31763DFB.7EFB@connect.ab.ca>
Source record: 84430

This is I guess my third post in about as many months, I originally stated by wanting to clean up my basement
(Yeah, like that happened). I have sold most of the original items, but at the same time I have recieved
spare Atari pieces from friends, and have done a little trading with a few people. This is the spare
equipment I currently have for sale or trade, all are clean and in working shape, but have no boxes or manuals
unless specified.

ï¿½ Atari 600XL with power adapter, but no other accessories
ï¿½ Atari 800XL alone (No accessories)
ï¿½ Atari 800XL with power adapter, RFU Cable
ï¿½ Atari 1200XL with BASIC cartridge, and power adapter
ï¿½ Atari 1050 Disk Drive complete with power adapter and connection cable
ï¿½ Atari XMM801 Printer with manual and AtariWriter software (unit has built in power adapter)
ï¿½ Atari SX212 Modem with power adapter

Plus these cartridges...
. Atari Writer
. Basic
. Centipede
. Defender
. Donkey Kong
. Donkey Kong Junior
. Eastern Front (1941)
. Final Legacy
. Missle Command
. Pac-Man
. Pole Position
. Realsports Football
. Robotron: 2084
. Star Raiders
. Tennis

Please let me know what you are offering for the equipment, and where you are located so that I may give you a
rough idea of shipping charges. If you are looking to trade, I am currently trying to add to my collections
of Intellivision, Hand Held games (Mattel or Coleco only), Atari Lynx carts, and XE Game System peripherals.

jimbo@connect.ab.ca

2255. Re: Spartados Disk Cache

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-18 00:00:00 UTC
From: bbingham@haven.ios.com
Message-ID: <4l5nfi$4gl@news.ios.com>
Source record: 84431

Steven Tucker (classics@nacs.net) wrote:
: Is there any program to turn off the internal SpartaDos disk cache?

: I am working w/ the new Spartados PC Mirror and I wont be able
: to implement native subdirectory or file support unless I can
: turn off its disk caching.

: Steve

Ok, this is the first I've heard of Sparta using a Cache.

I know several versions use sio routines that can cause havoc.
Try 3.3b it seems to do ok if that is a problem. Perhaps the cache was
part of the sparta LSIO (they just had to rewrite it to work faster with
the doublers argh.)

Anyhow, How are you simulating the Sector Map of the files in native mode?
How about the bitmap sectors (Free sector flags)?
Sounds like you have your hands full. It sounds tempting
to just make it look and act like a Dos 2 disk and save the
grief. (and miss all the fun of directories, bummer).

2256. New web page

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-18 00:00:00 UTC
From: Ivan Mackintosh <ivan@rcp.co.uk>
Message-ID: <31765C3C.68FB@rcp.co.uk>
Source record: 84432

My new web page is up:
http://www.netlink.co.uk/users/helix/atari8/

It has a suite of utilities for managing ATR and XFD
files (atari disk images). The executables provided
run on PC MSDOS systems although source is provided
for most of the utilities in C so it should be easy
to recompile them.

The utilities currently available are:
* XFD2ATR - Converts XFD images into ATR images

* ADIR - Directories the contents of XFD and ATR
images if they are AtariDOS/MyDOS. This utility
will also extract individual files (useful for
BBS and FTP sites)

* ROBC2DOS - Directories the contents of XFD and
ATR images containing RobC menus. This utility
will also extract individual menu items and
convert them to AtariDOS/MyDOS format.

* IMG2PATH - Directories the contents of XFD and
ATR images in SpartaDos format.

Ivan
--
ATR and XFD utilities:
http://www.netlink.co.uk/users/helix/atari8/

2257. Files from the BBS's ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-18 00:00:00 UTC
From: Mariano Dominguez Molina <mariano@macuilli.fciencias.unam.mx>
Message-ID: <3176AD1C.41C6@macuilli.fciencias.unam.mx>
Source record: 84433

There are FTP sites containing the old BBS files,
like the Daily planet BBS?

Mariano
http://graf.fciencias.unam.mx:100/~mariano

2258. Help !!!, xm301 modem handler

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-18 00:00:00 UTC
From: Mariano Dominguez Molina <mariano@macuilli.fciencias.unam.mx>
Message-ID: <3176B3AE.2781@macuilli.fciencias.unam.mx>
Source record: 84434

I tried to connect my atari to an UNIX server, but it ask me a VT100 terminal, OK, but the bobterm program only emulates VT520, (the ascii mode doesn't work), I downloaded ALL the VT100 emulators available, but none of these have a handler for the XM301 modem, and the handler that comes with my Bobterm doesn't work with these programs.

Where can I get an R: handler for XM301?

the program that comes with XE term is an T: handler

------
gracias
M.

http://graf.fciencias.unam.mx:100/~mariano/

2259. Re: HELP!!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-18 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <4l66in$s8o@blackice.winternet.com>
Source record: 84435

> JTKIRK@urp.edu.pe writes:
> I need help! Urgent!
> I had built the Buchholz 256K mod for my 800XL. I had connected it on my
> socketed machine, and the wires running to PIA pins 12-16 were merely inserted
> in the socket, pressed by the IC's pins. But sometimes the wires got loose,
> so this weekend I decided to take out the PIA, unsolder the socket, and then
> solder the wires under the socket. As I finished doing it and connected my
> machine, all I got was a BLUE screen - no boot, no nothing...
(SNIP)
>>>>
Blue screen is normally a RAM problem but in this case I would guess
that when you unsoldered the PIA Socket, a foil (or more) was broken.

Rich Mier

2260. Emulator video modes (was Re: XL-IT question impression)

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-18 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <4l690i$afq@charm.magnus.acs.ohio-state.edu>
Source record: 84436

Why should 640x480 automatically mean a tiny Atari screen? Why not
double up on hi-res pixels?
--
------------ R o b F u n k -------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

2261. Re: Disk Images / Running full disk programs

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-18 00:00:00 UTC
From: DM9200@ALF.APPSTATE.EDU
Message-ID: <4l6bpt$320@lester.appstate.edu>
Source record: 84437

Jan Meisler (meislerj@charm.net) wrote:
: Being new to the field of using my PC to emulate my Atari, I have three
: questions.

: 1) Aside from the general FAQ on this newsgroup, someone recently
: mentioned another newbie FAQ about emulation. Could someone please tell me
: where it might be located.

Ummm, look in comp.sys.emulators.misc?

: 2) I've read a bit about disk images of Atari disks. One thing I
: haven't found is how to create disk images. Could someone please tell me
: that?

I think you need an actual atari 8bit (god imagine that) to make disk
images from your diskettes. If you want blank images just copy, rename and
format the ones you already have. If you have the 8bit program that makes
DCM images from diskettes, there is an MSDOS program to convert them to
emulator ATR images. This is in the FAQ isn't it?

: 3) I have some Atari "full disk bootable" programs. Is there a way to
: run these on the PC via emulation? For instance, I bought a game called
: CrossFire. Is there some way to run that? I can't get a disk directory
: of the disk, even on the Atari.

If there's copy protection on the diskette then you are pretty much screwed
as far as making an image of it, unless you are a hacker.

-Daniel Miller

: Jan

: --

: --
: meislerj@charm.net Jan Meisler

2262. Re: Wanted to buy Infocom originals

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-18 00:00:00 UTC
From: Kit Kimes <KitKimes@aol.com>
Message-ID: <31768166.D33@aol.com>
Source record: 84438
Cross-posted to: comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st

Keith Stewart wrote:
>
>
> PS I already have Lost Treasures of Infocom I & II
>

Have you seen the 4 CD-ROM sets from Activision that I found purely by accident. They come in pretty large boxes and all follow a theme. I found them at Kay Bee Toys & Toy Works as close out software but In never found them advertized anywhere. These are for the MS-DOS machines by the way.

Three of the 4 themes are SCI-FI, ADVENTURE and COMEDY. I forget what the fourth one is. I bought the ADVENTURE CD-ROM, but would like to get the COMEDY one. I have never seen it around here. Can anyone help?

Kit Kimes
KitKimes@aol.com

2263. Re: Emulator video modes (was Re: XL-IT question impression)

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-18 00:00:00 UTC
From: areeve@avana.net
Message-ID: <3176d251.4138862@news.avana.net>
Source record: 84439

Because if you're going to double up on pixels then why not use the
320 x 240 mode? It'll be faster with less video memory to write to.

On 18 Apr 1996 20:34:26 GMT, rfunk@magnus.acs.ohio-state.edu (Rob
Funk) wrote:

>Why should 640x480 automatically mean a tiny Atari screen? Why not
>double up on hi-res pixels?
>--
>------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
> "A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
> One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
> -- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

2264. Award Winners Auction Update #1

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-18 00:00:00 UTC
From: David Wyn Davies <101502.651@CompuServe.COM>
Message-ID: <4l6gbj$k4s$1@mhadg.production.compuserve.com>
Source record: 84440
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

Here's a list of items available by auction.

Rules of this auction.

1. The auction will be open until midnight GMT on Sunday 28th April.
2. Buyer pays postage.
3. Goods will only be sent to the highest bidders once payment has been received.
4. Each bid should be in increments of 25p (50 cents).
5. All items have a minimum bid of 50p unless otherwise stated.
6. Payments should be made by cheques, bankers draft, International Money Order or cash. Careful with cash, though.
7. For cheque payments, please allow up to 7 days for clearance. Cheques only acceptable if drawn on UK bank accounts.
8. Sorry, but US collectors need to add $5 to the order value if sending cash to cover our own conversion costs. Other foreign nationals need to do something similar - please ask for rates.

Due to account problems with Compuserve, this is a re-running of a previous auction. The original bids placed still stand.

Current highest bids are at the right of each entry

Atari 2600 Cartridges

Adventure
Air-Sea Battle
Asteroids
Basic Programming & Keypads - boxed with inst. (min. bid £7.50)
Berzerk
Berzerk - not working.
Breakout (boxed with inst)
Centipede
Circus Atari (boxed with inst)
Combat
Commando 1UKP (TheAntMan)
Cosmic Ark 1UKP (TheAntMan)
Dodge 'Em
E.T.
Fishing Derby 1UKP (TheAntMan)
Freeway
Gorf 1UKP (TheAntMan)
Indy 500 & Driving Controllers (min. bid £6)
Kangeroo
Kung-Fu Master 50p (nmp20)

Kung-Fu Master (plain white label. Boxed with inst)
Laser Blast 50p (nmp20)
Megamania 75p (nmp20)
Millipede 50p (nmp20)
Miniature Golf 50p (nmp20)
Missile Command
Outlaw
Pac-Man
Pele's Soccer
Pele's Soccer (tatty box with manual)
Pitfall (plain white label. Boxed with inst) 1UKP (nmp20)
Phoenix
Reactor 50p (nmp20)
Realsports Volleyball 1UKP (TheAntMan)
Robot Tank 50p (nmp20)
Skate Boardin (plain white label. Boxed with inst) 1UKP (nmp20)
Skiing
Space Invaders
Space War
Super Breakout
Warlords
Warlords (boxed with inst)
Wizard of Wor 50p (nmp20)
Yar's Revenge

```
Intellivision
---------------
NASL Soccer 50p (nmp20)
Space Battle 50p (nmp20)
Star Strike 50p (nmp20)

Colecovision
------------------
Donkey Kong Junior
Space Fury
```

Atari 8-bit (all cassettes unless otherwise specified. Can be tested prior to finalising deal)

Atari 800XL Computer. One key not working (weird).
Atari XC12 Tape Deck. No lid. Untested.
Atari 822 Thermal Printer - no PSU (min. bid £10)
Donkey Kong cart 1UKP (nmp20)
MidiMaster
180
An Invitation to Programming
Atari Computing cassette-based mag issue 9
Bubble Trouble
Colony
Dizzy Dice
Draconus

EMI Soccer
Gridrunner
Hacker
IQ
Jocky Wilson's Darts
LA Swat
League Challenge
Milk Race
Molecule Man
Plastron
Power Down
Preppie
Red Max
Slinky
Spiky Harold
Storm8
Submarine Commander
Tanium
Transmuter
Universal Hero

Commodore 16 cassettes

An Introduction to Basic - Part 1 (2 tapes)
Mr Puniverse
Rockman
Rolf Harris Picture Builder/Chess
Squirm

Other Bits'n'Pieces

40Mb IDE Hard Disk (Conner)
360K 5.25" Drive Mechanism. Untested.
Atari 520ST-FM (Upgraded to 1Mb. Min. bid - £40)
Atari ST Internals Book (Min. bid. £4)
First Steps in 68000 Assembly Language Programming Book (Min. Bid £4)
STOS Basic (Complete. Min Bid £5)
STOS Compiler (Complete. Min Bid £5)
STOS Game Maker's Manual (Book. Min Bid £5)
VESA Multi I/O Card. Not working properly.

--
David Wyn Davies |PC, SEGA, NINTENDO, APPLE,
Award Winners |Amiga, Atari, 3DO and CD-i
Gamdda Wen, LLanerchymedd |products at competitive prices.
Anglesey. LL71 4AG WALES |TEL: +44 01248 470 458

2265. Re: AWE32 PROBLEM HELP PLEASE !!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-18 00:00:00 UTC
From: boulden@cowboy.net
Message-ID: <4l6h4h$e7g@ns.cowboy.net>
Source record: 84441
Cross-posted to: alt.binaries.sounds.mods,comp.emulators.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.ibm.pc.soundcard.advocacy,comp.sys.ibm.pc.soundcard.games,comp.sys.ibm.pc.soundcard.misc,comp.sys.ibm.pc.soundcard.music,comp.sys.ibm.pc.soundcard.tech

In article <4l4s2u$km@pinon.ccu.uniovi.es>, mat2095@pinon.ccu.uniovi.es says...
>
>Dave Roberts (dave@darob.ftech.co.uk) wrote:
>> In article <4l1rgv$j97@dfw-ixnews7.ix.netcom.com>,
>> I have recently fitted a AWE32 PnP to my system and have the following
>> problem.
>...
>> I suspect I am only getting 8 bit sound from DOS games. Can anyone shed
>> any light on this please.
>
>> Regards
>> Dave
>
>Well, I have a AWE32 (not the PnP) and I have a line in my config.sys like
this:
>
>DEVICE=C:\AWE32\CSP.SYS
>
>it seems to load some kind of driver for the low level digital processing, but
>not very sure about it. If I don't load it I get the same problem as you, mail
>me for more information about the file.
>---
>German Gomez mat2095@pinon.ccu.uniovi.es
>

Hmmmmm..... CSP.SYS is simply the driver to activate the CSP chip on the card.
Basically used for on the fly digital recording compression. I suspect that
games that do not sound like they are in 16 bit, may only support 8 bit. Try
a game like Duke Nukem 3d or Rise of the Triad, I know both support 16 bit
audio.

Grim.

I don't think you understand, I am the Grim Reaper.

2266. Re: Emulator video modes (was Re: XL-IT question impression)

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-19 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4l6q18$qju@nuke.csu.net>
Source record: 84442

Rob Funk (rfunk@magnus.acs.ohio-state.edu) wrote:
: Why should 640x480 automatically mean a tiny Atari screen? Why not
: double up on hi-res pixels?

Umm - that defeats the purpose! :) The best you'll get is up to 40
overscanned rows, but still absolutely no left/right overscanning.

Well, actually, I guess that's good enough for the person who started this
thread - they were complaining about the Atari screen being too 'high'.

Rainbow in Large mode (at least on older versions) actually did 1.5x pixels.
It was really ugly. :)

-bill!

2267. Using RGB/SVGA Monitors with Your 8-bit!

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-19 00:00:00 UTC
From: tdrake1@umbc.edu
Message-ID: <4l738n$8cd@news.umbc.edu>
Source record: 84443

Alex Chamberlain (alexc@3rdplanet.com) wrote:
: In article <4k9hle$7o@news.umbc.edu>, tdrake1@umbc.edu (drake thomas (phd
: posi)) wrote:

: > There is a company called Harmonic Research which is about to sell a box
: > which will allow S-Video to VGA at 31.5 kHz scan-doubled!

: This sounds like a *great* development, considering it's getting
: increasingly hard to find a good composite monitor. Do you know anything
: more about the company and/or the product, Tom?

Here is the scoop...

Right now it is possible to hookup your Atari 8-bit to a 15.75 Khz
horizontal scan rate RGB monitor like the Commodore 1084 with the Harmonic
Research VC101A NTSC to RGB video decoder for $239.95.

This box will accept NTSC composite, and S-Video. S-Video is what the 800,
130XE, and modified 600XL/800XL/1200XL have. (Still need the two RCA plugs
to 4-pin mini pin DIN connector).

This same company is soon releasing a scan doubled version which will
allow composite video and S-Video inputs with outputs to SVGA 31.5 Khz
monitors!!

Harmonic Research
40 Wiley Lane
Woodstock, NY 12498

914-679-5856

--
-=-
Thomas Drake |From an 80-column Atari 8-bit Home Computer...
tdrake1@umbc.edu | Through the telephone, off of the server,
Test First! Then Code! | over the T-1 backbone, nothing but 'Net!

2268. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-19 00:00:00 UTC
From: Michael Current <MCURRENT@carleton.edu>
Message-ID: <atari-8-bit/vendev_829890621@rtfm.mit.edu>
Source record: 84444
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: monthly

Welcome to the comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group!

Atari 8-Bit Computers

Vendors and Developers List

Revised 10-Apr-96

"A comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users"

Additions/suggestions/comments/corrections are needed! Please send to:

Michael D. Current
URL:mailto:mcurrent@carleton.edu

Where to get the latest copy of this list:

The home of many FTP archives, automatically updated monthly:
URL:ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/vendev

The World Wide Web hypertext version, automatically generated monthly:
URL:http://www.smartpages.com/faqs/atari-8-bit/vendev/faq.html
URL:http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/vendev/faq.html

WWW "flat hypertext" versions, automatically generated monthly:
URL:http://www.cs.ruu.nl/wais/html/na-dir/atari-8-bit/vendev.html
URL:http://www.lib.ox.ac.uk/internet/news/faq/archive/atari-8-bit.vendev.html

Usenet newsgroups where this list is automatically posted monthly:
URL:news:comp.sys.atari.8bit URL:news:comp.answers URL:news:news.answers

You can also send for this list by mail.
URL:mailto:mail-server@rtfm.mit.edu message says:
send usenet/news.answers/atari-8-bit/vendev
quit

Finally, you can always ask me for a copy at URL:mailto:mcurrent@carleton.edu

Conventions
-----------
All commercial vendors, developers, publishers, and repair shops should be
listed here. "Major" shareware/freeware/PD developers should also be listed.
```

"Vendor" = Reseller of products produced by others. Types of products sold are given in categories: new hardware, used hardware, public domain software/freeware/shareware, (new) commercial software, used (commercial) software.

"Developer" = Producer of products. Titles of products produced by the developer are listed. No product can be developed by more than one developer. No prices are given.

"Publisher" = Publishes a print or disk magazine, or a book. Complete subscription or ordering information is given, including prices.

"Repair Shop" = Can repair many 8-bit Atari and related hardware devices. Be sure to contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication title. If no company name exists, a personal name is used. "See" references indicate complete information may be found under the given heading. "See also" references indicate closely-related information may be found under the given heading.

When writing to request catalogs, it's always a good idea to include a Self-Addressed Stamped Envelope. When writing to foreign firms, try enclosing a couple of International Reply Coupons (IRC's) as well.

More BRIEF Definitions

Commerical software - protected by copyright, may not be copied except for personal archival purposes
Shareware - protected by copyright, may be freely copied and distributed, shareware payment required for continued use
Freeware - protected by copyright, may be freely copied and distributed, no payment required
Public Domain software - NOT protected by copyright, anyone may do anything with it, period.

>===>> Much of what is popularly referred to as PD is really Freeware!

Verfications -> YOU!

This list is in a constant state of development, and comes with no guarantees. Information of this nature constantly ages; therefore, the information contained in this list is constantly updated. Please use the latest release of this list whenever possible!

I collect information for this list from wherever I can find it. While most updates to this list come from you, the user of the list, I'd like to recognize a few of the more prominent sources I use. Current Notes magazine, published by Robert Boardman and Howard E. Carson; Atari Classics magazine, published by Jim Hood and Bob Woolley; and The Atari 8-Bit Omnibus, published by David A. Paterson.

Remember, the success of this list is dependent on YOU, the reader, to send me updates that correct errors that you find. If you use this

list, please do your part in keeping it useful for everyone!

Subject: A

8-Bits Forever (book)
See: GFH Marketing

ABBUC (Atari Bit Byter User Club)
c/o Wolfgang Burger
Wieschenbeck 45
D-45699 Herten
Germany
Phone/Fax: +49 2366 39623
Mailbox: +49 5439 3265
Developer: various hardware and software (also schematics, mailbox,
disk magazine, repair-service, helpline addresses, meetings)
Publisher: Diskmagazin (disk magazine)
Repair Shop.

Aerion Software
PO Box 1222
Bronx NY 10471-0601
USA
tel: (212) 548-0514
Developer: Fury: The Wrath of Taljun Cathu, Lasermaze

The AGDA Group
See also: DataQue
See also: Jeff Potter
Developer: Maze of AGDAgon, GameLink-II (cable)

Paul V. Alhart
524 North Zee St.
Lompoc, CA 93436
Publisher: The AtariWriter+ Companion (book) - $5

Altronic E.I.R.L.
Bolognesi 952
Bellavista
Callao 2
Peru
tel: (51)(1) 429-4298
Vendor: New and used hardware and software
Repair shop.

AMC-Verlag
Bluecherstr. 17
W-65195 Wiesbaden
Germany
tel: +49 611/405611
Developer: Portronic (joystick port switch/extension),

STEREO Blaster (several versions), STEREO Blaster PRO, Herbert I, Herbert II, other games

American Techna-Vision (Ralph Maddox)
Mail Order:
15338 Inverness St
San Leandro CA 94579-2016
USA
Sales Office:
1903 Fairway Dr
San Leandro CA 94577-5632
USA
tel: (510) 352-3787
FAX: (510) 352-9227
URL:mailto:rmax99@ix.netcom.com
Vendor: new hardware, commercial software
Repair Shop. 1050 Disk Drives only

Amethyst Software
211 S Kansas Ave
Danville IL 61834-5272
USA
Vendor: commercial/PD/freeware/shareware

David Aronson
2911 Bree Hill Rd
Oakton VA 22124-1213
USA
tel: (703) 620-6183
Vendor: used hardware

Artacyis Software (James Catalano)
639 W Grace St Apt 336
Chicago IL 60613-4005
USA
tel: (312) 248-6065
Developer: over 60 original game titles

AS
See: Mirage

Assisting Children to Excel
PO Box 1213
Camarillo CA 93011-1213
USA
Developer: Educational Master Cartridge, Dorsett Teaching Tapes (8-tape sets each in: Reading, Spelling, Math, Economics, Physics, Psychology, U.S. History, World History, Digital Electronics)

Atari 8-Bit Alive
c/o Damon Walker
RR 1 Box 62

Salem NJ 08079-9714
USA
tel: (609) 299-4667
URL:mailto:b.walker26@genie.com
Fidonet: Node 1:266/52
Publisher: Atari 8-Bit Alive (print magazine)
bimonthly, $2.79/issue, or $8/three issues

Atari 8-Bit Omnibus (publication)
See: David A. Paterson

The Atari Classic Programmer's Club
Pen-Tyddyn
Capel Coch
LLangefni
Anglesey
Gwynedd
Wales LL77 7UR
United Kingdom
URL:mailto:101502.651@compuserve.com (David Wyn Davies)
Developer: Swift Spreadsheet (Standard or New), Loopz, Helter Skelter

Atari Classics
5507 Langford Ct
Concord CA 94521-1614
USA
URL:mailto:75126.3446@compuserve.com --or--
URL:mailto:rwoolley@ix.netcom.com (Bob Woolley, Editorial Director)
URL:mailto:j.hood9@genie.com (Jim Hood, Editor-In-Chief)
Publisher: Atari Classics (print magazine) 6 mags & 3 disks per year
1 Year 2 Years 3 Years
USA 2nd Class Mail $25 $46 $63
Canada Surface Mail $30 $56 $78
Other Foreign Surface Mail $32 $60 $84
European Airmail $38 $72 $102
Asia/Pacific Airmail $40 $76 $108
AC Software Disk (Anywhere) $9 $18 $27

ATARImagazin (print magazine)
See: Power Per Post

Atari PD Software
c/o Andrew Pittman
418 Marilyn Dr
Pearl MS 39208-3715
USA
Vendor: shareware/freeware/PD

Atari Video Club
c/o Dan Iacovelli
1411 N 36th Ave
Melrose Park IL 60160-2726

USA
tel: (708) 345-4127
Vendor: games

The AtariWriter+ Companion (book)
See: Paul V. Alhart

ATCOM Micro Center (address mail to Barry Keyes, *not* ATCOM Micro Center)
PO Box 294
Newbury Park CA 91319-0294
USA
tel: (805) 376-0299
FAX: (805) 370-0972
Vendor: new/used hardware, new/used software, PD/freeware/shareware
Repair Shop. full-service, all items

ATESIG
c/o Decker G. McAllister, Jr.
145 Surf Pl
Seal Beach CA 90740-5909
USA
tel: (310) 430-5433
tel: (310) 596-6123
URL:mailto:d.mcalliste2@genie.com
Developer: hardware and software for model railroading applications

Avatar (Ulf Petersen)
Postfach 1103
D-24318 Luetjenburg
Germany
tel: +49/4381/418260 (ISDN)
tel: +49/4381/418261 (ISDN)
tel: +49/4381/418262 (ISDN)
FAX: +49/4381/418243
URL:mailto:ulf%antic@cle.de
FIDO: Ulf Petersen@2:240/4060.22
Vendor: new/used hardware, commercial/PD/freeware/shareware
Developer: Pirates of the Barbary Coast, LDS Freezer XL/XE,
LDS "C:" Emulator, Paradise Games #1, PC/XL-Convert II, Ultracopier II
Publisher: User-Mag (disk magazine)
bi-monthly

Subject: B

B&C ComputerVisions
1725 De La Cruz Blvd Ste 7
Santa Clara CA 95050-3011
USA
tel: (408) 986-9960 Phone Orders: Tue - Fri 10am-6pm
FAX: (408) 986-9968 Store Hours: Thur & Fri 10am-6pm / Saturday 10am-5pm

Vendor: new/used hardware, commercial/PD/freeware/shareware

Marlin Bates, IV (Fuji-dom)
mailto:mbates@s3.sonnet.com
http://www.stocko.sonnet.com:80/Fujidom/
Vendor: used hardware, used software

Bensley Consulting
PO Box 301
Westfield IL 62474-0301
USA
tel: (217) 967-5465
URL:mailto:csbdb@eiu.edu
Developer: Happy's Programs - Math, U.S. History, Astronauts, Triangles

Best Electronics
2021 The Alameda Ste 290
San Jose CA 95126-1127
USA
tel: (408) 243-6950 1-5pm Pacific Time Mon-Fri
FAX: (408) 243-8274
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun

Larry Black
2337 Douglas Rd
Panama City FL 32405-5902
USA
Developer: Atar-Z-Modem

Black Moon Systems (BJ Martnick)
PO Box 152
Wind Gap PA 18091-0152
USA
URL:mailto:benm@sectv.com
Developer: Small Business System, Label Master, Multi-Column Lister

Bolt's Electronic Repair Service
920 Thornwood St
Simi Valley CA 93065-5646
USA
tel: (805) 579-9954
Vendor: used hardware
Repair Shop.

Branch Always Software
14150 NE 20th St Ste 302
Bellevue WA 98007-3700
USA
tel: (206) 236-0540
FAX: (206) 236-0257
URL:mailto:brasoft@halcyon.com <- preferred!

URL:mailto:brasoft@genie.com
MSN: BRASOFT
URL:http://www.halcyon.com/brasoft/
Developer: ST Xformer 3.0, PC Xformer 3.5, PC Xformer 8-bit Peripheral Cable

Bravo Sierra Computers (Ben Smith)
tel: (503) 256-9974 24hrs
BBS: (503) 255-9657
URL:mailto:bensmith@teleport.com
URL:http://www.teleport.com/~bensmith/bscomputers.shtml
Vendor: new/used hardware/software

BRE Software
352 W Bedford Ave Ste 104
Fresno CA 93711-6190
USA
tel: 1-800-347-6760
tel: (209) 432-3072
Vendor: PD/freeware/shareware

Bresnik Software
555 Ware St
Mansfield MA 02048-2947
USA
tel: (508) 339-6090
Developer: Illusions/Audiovisualizer, Ecologian, Word-Search Maker, Animals,
Mathematics, Fractals

B. Utschig
This address has recently been reported invalid. Confirmations?
Mailbox
2012 S 314th St
Federal Way WA 98003-5622
USA
Vendor: PD/freeware/shareware

Subject: C

C&T ComputerActive
PO Box 893
Clinton OK 73601-0893
USA
tel: (405) 323-5890
Vendor: ???what???

Change In Heat
12 Bella Vista Pl
Iowa City IA 52245-5840
USA
Developer: Pondering About Max's, 1 other game ???what???

ChildsPlay SoftWare Services
6812 Hill Pl N
Minneapolis MN 55427-2259
USA
Developer: various software

Closer To Home (Tom Hunt)
BBS: (419) 368-4413, 3-14.4, USR
URL:mailto:tomhunt@brutus.bright.net
URL:http://www.bright.net/~tomhunt/
Developer: SpartaDos 3.2 Utilities: Sound Utility, Term80 Version 1.6,
Hyper-Desktop (Under Construction), Long-Integer Library, Armorizer,
Shell For Sparta 3.2d, Shell For Sparta 3.2g/gx, SelF eXtraction Utility,
Read It, Snapshot 3.3m, Disk Fragmentation Displayer, Filenote Utility,
HELP Maker (MAC/65), Zip-Compatable CRC32 File Checker, Paper Chase

The Complete and Essential Map (book, in 2 volumes)
See: TWAUG

Compsult
PO Box 5160
San Luis Obispo CA 93403-5160
USA
tel: (805) 544-6616
Vendor: closeout commercial software

Computer Dungeon
tel: (708) 547-7085
Vendor: used hardware

Computer Games Plus
1839 E Chapman Ave
Orange CA 92667-7774
USA
tel: (714) 639-8189 Noon-6pm Tue-Fri, Noon-3pm Sat
FAX: (714) 538-1707
URL:mailto:aturco@netcom.com (Art Turco)
Vendor: commercial software

Computer Software Services
See also: Bob Puff
PO Box 17660
Rochester NY 14617-0660
USA
tel: (716) 429-5639 10am-6pm Mon-Fri
FAX: (716) 247-7158
BBS: (716) 247-7157 300-9600 bps
URL:mailto:76702.1076@compuserve.com (Bob Puff)
Vendor: commercial software
Developer: Black Box, Black Box Enhancer, Black Box Printer/Spooler,
Hard Drive Pro Backup, SIO Power Booster, Super E-Burner, Quintopus,
Power Plus, Multiplexer, XF551 Enhancer, XF Single Drive Upgrade,
XF Dual Drive Upgrade, Super Archiver, Super Archiver II, Bit-Writer,

Ultra Speed Plus OS, Floppy Board, XF551 Update, Bit-Writer
Repair Shop.

Creative Software Systems (Rob Satonica)
7775 S Scottdale Rd
Berrien Springs MI 49103-9711
USA
tel: (616) 473-3904
URL:mailto:ddjt62c@prodigy.com
Service: converts disks from Atari to IBM PC 3.5" for SIO2PC/PC Xformer
Vendor: PD/freeware/shareware, formatted for SIO2PC/PC Xformer
Developer: Atari Virtual Disk Shell (for MS-DOS)

Current Notes
559 Birchmount Rd. #2
Scarborough, ON
Canada M1K 1P8
tel: 416-261-5997
tel: 416-752-2744
URL:mailto:redfrog@io.org (Robert Boardman, Publisher/8-Bit Computing)
URL:mailto:hcarson@io.org (Howard E. Carson, Managing Editor)
Publisher: Current Notes (ISSN 8750-1937, "at least 6 times per year")
U.S. Rates: $25/1 yr, $46/2 yr. (US Funds)
Canada: $35/1 yr, $65/2 yr. (Cdn Funds)
Foreign: $48/1 yr, $90/2 yr. (US Funds)

Subject: D

Daisy Dot Software
c/o Roy Goldman
2440 S Jasmine St
Denver CO 80222-6313
USA
Developer: Daisy-Dot III

Nir Dary
19185 Castlebay Ln
Northridge CA 91326-1046
USA
tel: (818) 831-2353 evenings only
URL:mailto:nirdary@pacificnet.net
URL:http://www.pacificnet.net/~nirdary/palntsc/palntsc.htm
Developer: PAL/NTSC Upgrade

Data 8
PO Box 210
Mouthcard KY 41548-0210
USA
Vendor: used hardware, used/commercial/PD/freeware/shareware

DataQue
See also: The AGDA Group
1623 W 4th St
Mansfield OH 44906-1701
USA
tel: (419) 529-9797 1pm-5:30pm EST M-F
URL:mailto:dataque.1@genie.com
URL:mailto:71777.3223@compuserve.com
Developer: 4 Megabyte Bank Select Cartridge, 16K Standard EPROM Cartridge, TransKey (attach a PC keyboard), Battery Backed ZRAM, Programmer's Pal, Turbo-Calc 1.01, various Turbo-Calc source list options, 6502/65816 PC Cross-Development Package, 8-Bit Survival Kit, Maze of AGDAgon 1.02 Disk and Cartridge, 6ft Atari-8 TriLink GameLinkII Cable

Digi-Key
701 Brooks Ave. South
Thief River Falls, MN 56701-0677
tel: 1-800-344-4539
Vendor: general electronic parts

DGS (Dean Garraghty)
62 Thomson Ave.
Balby
Doncaster
DN4 0NU
England
tel/FAX: +44-1302-855-026 (9AM to 6PM BST/GMT only please!!)
Vendor: used hardware, commercial/PD/freeware/shareware
Developer: Digi-Studio, Alien Blast
Publisher: News-Paper (print magazine)
UK: #6.00 / 4 issues
Europe: #8.00 / 4 issues
USA: #10.50 (US$21) / 4 issues
Far East & Rest Of World: #13.00 / 4 issues

Discount Video Too
3223 S US Highway 1 Ste F
Fort Pierce FL 34982-6380
USA
tel: (407) 464-0019 1pm-9pm (EST) Mon-Sat
Vendor: commercial software

Diskmagazin (disk magazine)
See: A.B.B.U.C. e.V.

Dan Dotson
URL:mailto:dand1@azstarnet.com
URL:http://www.hway.com/dandlyin/ Follow: "Contemporary Junk"
Vendor: used hardware and software

Doug's Electronic Repair
112 N 1st St
Jacksonville AR 72076-4468

USA
tel: (501) 982-9246
Repair shop.

Dynacomp Inc
178 Phillips Rd Ste 1
Webster NY 14580-9797
USA
tel: (800) 828-6772
Developer: various software

Subject: E

East Hartford Computer
202 Robert St.
East Hartford, CT 06108
United States
tel: (203) 528-4448 11am-8pm Eastern Time Mon-Sat
Vendor: closeout commercial software

Jeff Edwards
138 South Main St.
Travelers Rest, SC 29690
United States
Developer: Digital Music System, PrintShop/Awardware graphics

The Electronic Clinic (Steve Tompkins)
4916 Del-Ray Ave.
Bethesda, MD 20814
United States
tel: (301) 656-7983 or (301) 656-8620
URL:elclinic@aol.com
Vendor: used hardware, commercial/used software
Repair Shop.

Electronics and Computers Surplus City (ECSC)
1490 W. Artesia Blvd.
Gardena, CA 90248
tel: (310) 217-8021
FAX: (310) 217-0950
BBS: (310) 217-1922
Vendor: general electronic parts

Entertainment Excellence
1805 Princeton Place
Merrick, NY 11566
United States
Vendor: commercial software

Evangelo's Software
Angelo V.

27 Stiles St.
Elizabeth, NJ 07208
United States
tel: (908) 558-9518
Vendor: commercial software

Subject: F

Far North Computers
59 College Rd., #217
Fairbanks, AK 99701
United States
tel: (907) 456-3700
Vendor: hardware, software

Andre Fachat
Stadlerstr 17
09126 Chemnitz
Germany
tel: ++49-371-531-3551
URL:mailto:fachat@physik.tu-chemnitz.de
http://www.tu-chemnitz.de/~fachat/csa/
Developer: OS/A65 Computer and Operating System

Fine Tooned Engineering (Mike Hohman)
PO Box 31270
Mesa AZ 85275-1270
USA
URL:mailto:ftooned@crl.com
Developer: Action! Language Cart, Action! Runtime Libraries Disk, Action! Language Toolkit Disk, BASIC XE Language Cart, BASIC XL Language Cart, BASIC XL Runtime Libraries Dsk, BASIC XL Language Toolkit Disk, X-Press! Terminal Super/Cart, Flashback! HD Backup Software, MAC/65 Language Cart, MAC/65 Language Toolkit Disk, MIO 130XE Extender Card, Atari 850 Style Modem Cable, The MARS 8 Enhancement Board, Newell 256KXLE Memory Board, Newell 65XE 1MB Memory Board, Newell 130XE Memory Board, Newell 800/1200 XL Memory Brd, Omnimon! OS Upgrade for 800, Omnimon! OS Upgrade for XL/XE, Omniview 256K OS Upgrade, Omniview XL/XE OS Upgrade, P:R: Connection, Atari 850 Style Printer Cable, RamRod OS RAM/ROM Card for 800, Ramrod Triple OS for XL/XE's, R-Time 8 Clock Cart, Sweet 16 Upgrade Board ('816), SpartaDOS 3.2, SpartaDOS X Super-Cart, SDX Upgrade ROM, US Doubler

David Firth
URL:mailto:david@signus.demon.co.uk
URL:ftp://ftp.demon.co.uk/pub/emulators/atari/ (158.152.1.44)
Developer: Atari Emulator for Unix and Amiga - 0.3.3

John Foskett
26 Auckland Rd.
Kingston-Upon-Thames

Surrey
England KT1 3BG
United Kingdom
tel: 081 549 8620
Developer: The Cave, Ye Olde House (both adventures), Jurrasic

Futura (disk magazine)
See: North of Scotland Atari User Group (NOSAUG)

Subject: G

Games+
610 North Alma School Rd.
Chandler, AZ 85224
United States
tel: (602) 890-0556
Vendor: new/used hardware, new/used software

GFH Marketing (Gordon Hooper)
253 Regina Ave.
Victoria, BC V8Z 1J6
Canada
Publisher: 8-Bits Forever (book)
$6.99 US or $7.99 CDN (money orders only)

Richard Gore
79 Sprotbrough Road
Sprotbrough
Doncaster
DN5 8BW
England
tel: (01302) 784642
URL:mailto:chmrig@leeds.ac.uk
Vendor: commercial software
Developer: Jawbreaker, Mousekattack, Arena, Bubble Zone, Super Print-Lab XE,
GTracker, GTracker XL Utilities, Clip Tracker XE, Black Lamp, Tube Baddies

---

Subject: H

John Harris
URL:mailto:jharris@cybergate.com
Developer: MAE assembler 1.0

Historically Brewed (print magazine)
See: Historical Computer Society

Historical Computer Society (David A. Greelish)
2962 Park St., #1
Jacksonville, FL 32205
United States

URL:mailto:historical@aol.com
Publisher: Historically Brewed (print magazine)
6 bimonthly issues: $18 ; or $2 for a sample issue

Horizon Computers
601 South Broadway, Suite B
Denver, CO 80209
United States
tel: (303) 777-8080
Vendor: ????

/HS\-Computertechnik
c/o Tobias Hang
Berliner Str. 31
D-55435 Gau-Algesheim
Germany
tel: (0)6725/2488
Developer: joystick port monitor, 8 channel relais interface,
Interface Control Application Software (INCA), 8 channel Logic Analyser

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Subject: I

IB Computers
10980 S.W. Mulewood Dr.
Portland, OR 97225
United States
tel: (503) 297-8425
Vendor: closeout hardware

IceSoft
c/o Itay Chamiel
9-A Narkis St.
Jerusalem 92461
Israel
URL:mailto:brucka@eruvin.jct.ac.il
Developer: Ice-T 2.7 XE (128K) or 1.1 (48K)

Subject: J

Jameco Electronic Components and Computer Products
1355 Shoreway Road
Belmont, CA 94002-4100
USA
tel: 1-800-831-4242
tel: (415) 592-8097
Vendor: general electronic parts
Developer: Atari 400/800/800XL/130XE power supplies

JDR Microdecives
1850 South 10th Street
San Jose, CA 95112-4108
tel: (408) 494-1400
USA
Vendor: general electronic parts

Jeff's Atari Action Outpost
P.O. Box 771244
Lakewood, OH 44107
United States
Vendor: ????

JRC
Vanickova 5
16900
Praha 6-Strahov
Czech Republic
Developer: Turbo Tape, Turbo Tape DOS, Visicopy III (IV?)

JTM Ltd
330 1st NE
Mason City, IA 50401
United States
URL:mailto:jimmason@worf.infonet.net
Developer: dedicated weather station

Subject: K

Kake Software
9 Smith Ct.
Vincentown, NJ 08088
United States
Vendor: PD/freeware/shareware

KARIN
ul. Przemyska 11a
02-361 Warszawa
Poland
tel: (0-49)-(0-22)-659-70-42
-659-34-13
-22-23-31
FAX: -659-34-14
Vendor: commercial software
Developer: KARIN MAXI Disk Drive
Repair Shop: all Atari computers

K-Products (Bob Klaas)
P.O. Box 22122 A.M.F.
Salt Lake City, UT 84120
United States
tel/FAX: (801) 967-7400

BBS: (801) 967-8738 The Repair Shop BBS up 24hr 3-19.2 "Hayes Ultra" online
URL:mailto:bobkla19@mail.tcd.net
Vendor: used hardware and software
Developer: BBS Express! Professional v5.0b, Multiline Version,
Multiline Version & Mux Hardware, Networking Modules,
Pro_Term Terminal Modules, Hardback & Restore, Mux_Time Software,
TurBoss! High Speed O/S, BBS Express! Professional Update Disks,
KPI Hard Disk Drive Interface
Repair Shop.

Nick Kennedy
300 South Vancouver Ave.
Russellville, AR 72801
United States
tel: (501) 967-3843
Developer: SIO2PC 4.04

KE-Soft
c/o Kemal Ezcan
Frankenstrasse 24
63477 Maintal
Germany
tel: +49 6181 87539
FAX: +49 6181 83436
Vendor: new hardware, commercial/PD/freeware/shareware
Developer: Donald, Saper, Tactic, Zador II, Atomit II,
Tecno Ninja, Fisher-Technik interface, The Brundles
Publisher: Zong (print magazine)
40DM/6 months (3 issues)
magazine + disk: 55DM/6 months (3 mags., 3 disks)
abroad: add 10DM p&p

Kinetic Designs
P.O. Box 1646
Orange Park, FL 32067-1646
United States
Vendor: PD/freeware/shareware

Konrad M. Kokoszkiewicz and Jacek Zuk
ul. Tomaszowska 95/37
PL-26-420 Nowe Miasto nad Pilica
Poland
URL:mailto:conradus@plearn.edu.pl
Developer: IDE Hard Drive Interface

Subject: L

L&Y Electronics
13644C Jefferson Davis Hwy NEW/TO CONFIRM: 14628 Build America Drive
Woodbridge, VA 22191

United States
tel: (703) 494-3444 VA
tel: (703) 643-1729 Metro
FAX: (703) 494-3663
Vendor: new/used hardware, new/used software

LACE (London Atari Computer Enthusiasts)
c/o Roy Whiteman, Secretary
153b Swaby Rd.
Earlsfield
London
England SW16
United Kingdom
URL:mailto:trew@def.bae.co.uk
Vendor: used hardware/software, PD/freeware/shareware
Publisher: LACE Newsletter
#7.00 / year (monthly), or free to members

Bertrand Le Roy
See also: Fabien Royer
72 rue des landes
78400 Chatou
France
URL:mailto:bleroy@ccr.jussieu.fr
Developer: F.R.E.E. (graphic adventure)

Lex-Tronics
See: DataQue

Chris Liam
URL:mailto:lamcw@aston.ac.uk
URL:http://www.aston.ac.uk/~lamcw/emulators.html
Developer: Rainbow (for Macintosh)

L.K. Avalon
PO BOX 66
35-959 Rzeszow 2
Poland
Vendor: Blinky's Scary School, Cavernia, Mirax Force, Ninja Commando, Speed Ace, Stack Up, Zybex, Android, Imagine, Microx, RAM-CART (cartridge with 64KB or 128KB RAM with battery), Centronics interface: Microprint, all Polish software
Developer: -games: Barbarian, Frank&Mark, Hawkmoon, Wloczykij, A.D. 2044, Adax, Barahir, Global War, Hans Kloss, Kampania Wrzesniowa, Klatwa, Lasermania+Robbo Konstruktor, Misja+Fred, Neron, Piekielko, Robbo, Smus, Spy Master, Syn Boga Wiatru, The Last Guardian, Uczen Czarnoksieznika, Upior, Vicky, Wladcy Ciemnosci, Zeus, Aurum, Captain Gather, Change, Constellation, Czaszki+Electra, Dagobar, Darkness Hour, Digi Duck, Easy Money+Honky, Gold Hunter, Hydraulik+Snowball, Kernaw, Lorien's Tomb, Major Bronx, Rucu, Saper, The Jet Action, Trix, U235
-tools: Animator (graph&anim), Automat Perkusyjny (digi drums), Chaos Music Composer, Geometria (education), Kurs Fizyki (education),

Panther (text editor), Quick Assembler (with some other tools),
Szperacz Dyskowy (disk monitor)

LonerSoft
c/o Clay Halliwell
407 South 2nd St.
Clinton, MO 64735-2107
United States
URL:mailto:halliwee@ts436.dyess.af.mil
URL:mailto:e.halliwell@genie.com
Developer: FlickerTerm 80 (beta), ColorViewSquash, ColorSquashView,
EbonView, Pantheon View, MacView 800, Quad-View 9, XF-ATR, DOMMenu,
Link Basher, Maze-War 3D

Subject: M

Mars Merchandising
1041-B East St. Charles Rd.
Lombard, IL 60148-2059
United States
tel: (708) MARS-INC ((708) 627-7465)
Vendor: new hardware, commercial/PD/freeware/shareware

MCM Electronics
650 Congress Park Drive
Centerville, OH 45459-4072
USA
tel: 1-800-543-4330
Developer: 13 conductor Atari type plug kit - I.E. plugs to make cables for
SIO ports joystick replacement cables and cable extensions (catalog available)

Mega Magazine (Freddy Offenga, a.k.a. Frankenstein)
P.O. Box 164
8800 AD Franeker
The Netherlands
URL:http://pmwww.cs.vu.nl/home/ipoorten/MegaZine/
URL:ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit/megazine/
URL:mailto:offen300@hio.tem.nhl.nl
Publisher: Mega Magazine (disk magazine) -- freeware

Micro-Discount (Derek Fern)
265 Chester Road
Streetly
West Midlands
B74 3EA
England
tel: 0121 353 5730 4pm-8pm Mon-Fri
FAX: 0121 352 1669
Vendor: new/used hardware, commercial software
Developer: Print-LAB, Tricky Print, Turbo Charger, Menu Print

Mirage / AS
ul. Gen. Abrahama 4
03-982 Warsaw
Poland
tel: 671-77-77
FAX: 671-76-22
Vendor: All Polish software
Developer: -games: Operation Blood, Problem Jasia, Tanks, Bang Bank,
Ship, Tron, Special Forces, Najemnik, Top Secret, Tusker, Mozgprocesor,
Roderic, Inspektor, Magia, Battle Ships, Kolony, Raszyn 1809,
Super Fortuna, Wyprawy Kupca, Tank vs. Tank, Axilox, Cywilizacja,
Thinker, Eureka, Reverse+Missile Action, Whoops, Atomia, Bertyx, Pong,
Duch+Robal, Helix, Jaffar, Midnight, Rycerz, Zbir, Dziedzictwo Gigantow,
Tagalon, Caveman
-edu: Ortografia, Geografia Polski, Historia Polski, New Words,
Geografia Swiata
-tools: Videograph, Sound Tracker Player (Amiga module player),
Audio Master (sample editor), Kleks+Trzmiel (graph),
SN-360 Utility (disk tools), SN-360 Disk Drive (double side),
Sampler (with some software), Video interface (digitizer+genlock)

Moonsoft
See: Black Moon Systems

More Than Games (Rick Detlefsen)
8207 Briarwood Lane
Austin, TX 78757-7642
United States
URL:mailto:74766.1561@compuserve.com
Vendor: new/used hardware, new/used software
Developer: various utilities, hardware projects

MTS Creations
P.O. Box 56762
Chicago, IL 60656
United States
tel: (312) 763-1822
Developer: Font Craft

MWPD Software
890 North Huntington St.
Medina, OH 44256
United States
Vendor: PD/freeware/shareware

MyTek
819 Corby Ave. (mail orders only - this is not a retail outlet)
Santa Rosa, CA 95407
United States
FAX: (707) 527-0674
URL:mailto:mytek@genie.com
Developer: Studio II (full color video overlay, graphics and text)

Subject: N

National Educational Report Drawing Services (N.E.R.D.S.) Software
c/o Don Loeffler
18 Wendy Drive
Farmingville, NY 11738
United States
Developer: Print Shop icons

New Atari User (print magazine)
See: Page 6 Publishing

New Breed Software
c/o Bill Kendrick
59 Palm Lane
Novato, CA 94945-2574
United States
URL:mailto:kendrick@zippy.sonoma.edu
URL:http://zippy.sonoma.edu/~kendrick/nbs/
Developer: demos: Bob Test, Color Bars, Cells, DAN15, DAN9A, Didi 7, DollMan, Happy Mondays, James Brown, Knives and Forks, Stimpy, T-1000. games: Balloonier, Boom!, Chicken, Cooltris, Elevator, Hopper, Platform, Puzzle, Rodent Revenge, Simon, Sky Diver, Sludge, Usurp. utilities: Colorizer 1.1, DigiPlay Menu, Equation

News-Paper (print magazine)
See: DGS

Nelson Nieves
Attn: Atari 8-bit/SpartaDOS Project
P.O. Box 1702
Hatillo, PR 00659-1702
tel: 1 (809) 820-3135 : 8 am to 5 pm eastern standard time
URL:mailto:nkey@ixc.net
Developer: SpartaDOS enhancements - vUnErase, XCopy, DeFrag, NNTOOLS

No Frills Software
800 East 23rd St.
Kearney, NE 68847
United States
Developer: Converter, Converter Companion, P.S. Users Utility Disk, PrintShop graphics

North of Scotland Atari User Group (NOSAUG)
P.O. Box 10001
Peterhead
Scotland AB42 6ZN
United Kingdom
Publisher: Futura (disk magazine)
$3 cash or #2 IMO for sample issue

Northwest Phoenix Atari Connection (N.W.P.A.C.)
P.O. Box 67511
Phoenix, AZ 85082
BBS: (602) 278-8505 (Phoenix Atari User Group System)
Publisher: Nybbles & Bytes (print magazine)
bimonthly, $10 / yr (6 issues)

NOVAtari
c/o Geoff DiMego
8612 Thames St.
Springfield, VA 22151
United States
tel: (703) 425-5030
Vendor: PD/freeware/shareware

Nybbles & Bytes (print magazine)
See: Northwest Phoenix Atari Connection (N.W.P.A.C.)

Subject: P

Page 6
P.O. Box 54
Stafford
England ST16 1DR
United Kingdom
tel: 0785 213928
FAX: 0785 54335
Vendor: hardware, commercial/PD/freeware/shareware
Developer: Enigmatix!
Publisher: New Atari User (print magazine)
(bi-monthly) Magazine only Magazine and Disk
UK #15.00 #25.00
Europe (Air Mail) #17.00 #32.00
USA/Canada - Surface #17.00 #32.00
USA/Canada - Air Mail #23.00 #42.00
Other countries as USA/Canada

Palette Imaging (Marver Seaman)
47 South St.
Norwood, NJ 07648
United States
tel: (201) 767-3913
Developer: ChromaCAD: Sculptured-Surface 3-D Modeling System

Papa's Chip's
1957 Harlen Rd.
Loves Park, IL 61111
United States
tel: (815) 633-6300
Repair Shop.

David A Paterson
4900 Doherty Ave
Montreal QC H4V 2B2
Canada
Developer: CardStax
Publisher: Atari 8-Bit Omnibus
US$5 for 1994 edition

P.E.E.R.S. of Omaha (Patten's Electronic Equipment Repair Service)
917 North 169th St.
Omaha, NE 68118-9342
United States
tel: (402) 289-3572 Mon-Fri 10am-9pm, Sat 1pm-5pm (CST)
Vendor: used hardware
Repair Shop.

Klaus Peters Elektronik&Software
Moltkestrasse 29
D-42551 Velbert
Germany
tel: (0)2051/84815 or 84410
FAX: (0)2051/85784
Developer: Megaram (1MB), 25K Bibomon, ROM-Disk XL/XE, Burner XL/XE,
Speedy 1050, Disk Drive F2000, Sprint XL, Sound-Monitor

Phoenix
c/o Robert Paden
54 Ardmillan Crescent
Scrabo Estate
Newtownards
Co. Down
Nothern Ireland BT23 4PW
United Kingdom
Publisher: Phoenix (disk magazine)
public domain

Pokey Magazine (print magazine)
See: Stichting Pokey

Jeff Potter
See also: The AGDA Group
202 Chestnut Ridge St.
Winter Springs, FL 32708
United States
URL:mailto:potter@escmail.orl.mmc.com
URL:mailto:74030.2020@compuserve.com
URL:mailto:jdpotter@genie.com
Developer: APACVIEW, APACSHOW, COLRVIEW, DEGASRD, ILBMREAD, GIFNCODE,
CRAB NEBULA, JVIEW XL

Power Per Post (Werner Raetz)
Postfach 1640
D-75006 Bretten

Germany
URL:mailto:hs@undine.physik.uni-erlangen.de (Harald Schoenfeld)
Vendor: new hardware, commercial/PD/freeware/shareware
Developer: QUICK Programming Language, QUICK Support Disk 1, QUICK Support Disk 2, S.A.M. (Screen Aided Management) 80 column Desktop System, S.A.M. Budget (spreadsheet), S.A.M. Utilities 1, S.A.M. Designer (DTP), Quick Ed (chr set editor), Glaggs It!, Rubber Ball, MineSweeper, Bombi
Publisher: ATARImagazin (print magazine)
39DM + 6DM p&p/6 months (3 issues)
abroad: 39DM + 12DM p&p/6 months
disk & membership: add 60DM

Publicaciones Creativas S.A. (Ivan Antezana)
Van Dyck 190
San Luis
Lima 30
Peru
tel/FAX: (51)(1) 346-2649
Publisher: ATARI Creativo, Informatica Creativa (both out of print; however, back issues are still available, and also disks with the programs from all numbers. Will return to print if there are enough buyers!)

Bob Puff
See also: Computer Software Services
See also: Wordmark Systems
Suite 222
2117 Buffalo Rd.
Rochester, NY 14624
United States
URL:mailto:76702.1076@compuserve.com
Developer: BobTerm

Purple Mountain Computers
15600 NE 8th St. Ste. A3-412
Bellevue, WA 98008
United States
tel: (206) 399-8700
Vendor: used commercial software

Subject: R

Rambit
16 The Green
Thurlby
Bourne
Lincs.
England PE10 0HB
United Kingdom
tel: 0778 424450
Developer: Print-Filer, TaskMaster, Parallel Printer Port,

TurboLoad kit (XC12/1010 upgrade)

READY +TECHNOLOGIES+ (Thomas Smailus)
2245 College Dr Apt 170
Baton Rouge LA 70808-1848
tel: (504) 388-5248
FAX: (504) 388-5263
URL:mailto:tom@ready.rsip.lsu.edu
URL:http://www.rsip.lsu.edu/tom/ready.home.html
Developer: Hardware systems design, developement, and construction; Software systems design, developement, and coding; Media conversion from magnetic to optical and imaging; Consulting on system purchases and requirements; Film production from short to feature length

Revista STAK Atari
Casilla 51552 STGO 1
Correo Central
Santiago de Chile
Chile
Publisher: STAK Atari (print magazine)
air: US$50 (cannot accept checks or credit cards)
magazine + disk, air: US$70

Ronnie Riche
See also: Dale Wooster
1700 Aycock St.
Arabi, LA 70032
United States
Developer: TextPRO 5.20X, Maintenance Upgrade #1

Fabien Royer
See also: Bertrand Le Roy
3211 Society Drive
Claymont, DE 19703
United States
Vendor: F.R.E.E. (graphic adventure)

Subject: S

Sagamore Software
2104 Arapahoe Dr.
Lafayette, IN 47905
United States
Vendor: PD/freeware/shareware

San Jose Computer
moving?
tel: (408) 995-5080

Ernest R. Schreurs
Kempenlandstraat 8

5211 VN Den Bosch
The Netherlands
URL:mailto:ernest@pi.net
Vendor: PD/freeware/shareware
Developer: the POOLDISK CD-ROM

Shadow SoftWare
URL:bensmith@teleport.com
BBS: (503) 761-9074
Developer: Carina (BBS software)

Richard Smith
P.O.Box 71017
16655 Yonge Street
Newmarket
Ontario
Canada L3X 1Y8
URL:mailto:richs@interlog.com
URL:http://www.interlog.com/~richs/atari.html
Vendor: used hardware (very limited), commercial software

Software Infinity
642 Waring Ave
State College PA 16801-6611
USA
Vendor: commercial/PD/freeware/shareware

STAK Atari (print magazine)
See: Revista STAK Atari

Stichting Pokey = Pokey Foundation (Fred Meijer)
Postbus 798
NL-3100 AT Schiedam
The Netherlands
Vendor: new hardware, commercial software, books
Developer: Stereo Kit (XL/XE compatible, incl 1 extra pokey chip),
t-shirts with Atari 8-bit game motives on them
Publisher: Pokey Magazine (print magazine)
50 guilders / year (6 issues, bimonthly)

Strange Invasion
c/o Stefan Lausberg
Koerschstr. 58
D-70599 Stuttgart
Germany
tel: (0)711/45 51 71
URL:mailto:lausberg@studbox.uni-stuttgart.de
URL:http://wwwcip.rus.uni-stuttgart.de/~inf11492/
Publisher: Strange Invasion (disk magazine)
single issue 5DM
6 issues (1/2 year) 25DM

Paul Sungenis
URL:mailto:pab@cnx.sccsi.com
Sharware developer: AtariLink BBS, PabMail PCBoard, PabQwk, Mboard 2000

Super Products
c/o James Bradford
Pikes Rd.
Glasshouse Mtns. QLD 4518
Australia
tel: (074) 969 169
URL:mailto:sup8pdct@closer.brisnet.org.au
URL:ftp://203.4.149.98/8bit
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Subject: T

TEAC (The Educators Atari Club)
P.O. Box 1024
Laytonville, CA 95454
United States
Developer?: education related

Toad Computers
570 Ritchie Hwy
Severna Park MD 21146-2925
USA
tel: (800) 448-8623
tel: (410) 544-6943 info
FAX: (410) 544-1329 FAX
BBS: (410) 544-6999 BBS
FAX: (410) 544-0098 FAXBack
URL:mailto:info@toad.net
URL:ftp://ftp.toad.net/
URL:http://www.toad.net/
Vendor: new/used hardware, new/used software

TOMS
ul. Beldan 2
02-695 Warsaw
Poland
tel: 641-54-29
Developer: TOMS 720 disk drive, TOMS 710 disk drives

TOP-Magazin
c/o Markus Roemer
Schiefersteinstr. 10
D-55606 Kellenbach
Germany
tel: (0)6765-420
BBS: (0)345/78 80 148 (24 hours, 8N1, 16k8bps)
Vendor: new hardware, commercial software

Publisher: TOP-Magazin (disk magazine)
25DM for 6 months (6 issues)

Toronto Atari Federation (TAF)
5334 Yonge St. Suite 1527
Willowdale, ON
Canada M2N 6M2
Vendor: PD/freeware/shareware

Trans World Exchange
c/o Chris Carson
P.O. Box 44251
Parkland, WA 98444
United States
Vendor: PD/freeware/shareware "shareware games and utilities from Poland"

Anthony Jaroslav Truhlar
26 Byrom Avenue
Levenshulme
Manchester
M19 3HR
United Kingdom
Phone/Fax: +44-(0)161-248-7893
URL:mailto:100756.735@compuserve.com
Developer: CopyPlus 1.1, Metric/Imperial converter, resistance calculator,
several other programs

Steven Tucker
tel: (216) 237-5308
URL:mailto:classics@nacs.net
URL:http://www.nacs.net/~classics/
Developer: APE 1.07 - Atari Peripheral Emulator (UMich Archive: 8bit/Ape/)

TWAUG (Tyne & Wear Atari User Group)
P.O. Box 8
Wallsend
Tyne & Wear
NE28 6DQ
United Kingdom
tel: (0191)-2710086
Vendor: PD/freeware/shareware
Developer: UltiFont
Publisher: The Complete and Essential Map, by Andrew C. Thompson
(book, in 2 volumes) #16.00 plus the following P&P:
UK #1.50
Europe #2.50
USA/Canada Air Mail #5.50
USA/Canada Surface #2.50
Australia Air Mail #6.50
Australia Surface #2.50
Publisher: TWAUG Newsletter (print magazine)
bimonthly, includes either disk or cassette

1 copy #2.00---6 copies #11.00 for UK
1 copy #2.20---6 copies #12.50 for Europe
1 copy #2.50---6 copies #14.00 for Elsewhere

Subject: U

UltraBasic
10 East 10th St.
Bloomsburg, PA 17815
United States
Vendor: commercial software

User-Mag (disk magazine)
See: Avatar

Subject: V

Valdez Computer Service
Mariano Carranza 226, of. 306
Santa Beatriz
Lima 1
Peru
tel: (51)(1) 471-2660/470-9079
Vendor: used hardware and software
Repair shop.

Video 61
22735 Congo St. N.E.
Stacy, MN 55079
United States
tel: (612) 462-2500 24hrs
URL:mailto:ice@skypoint.com
Vendor: new/used hardware, new/used software (mostly game-related)

Video Game Advantage
c/o Michael J. Novak Jr.
6861 Anthony Lane
Parma Hts., OH 44130
(216) 843-8815 Voice
URL:mailto:vga2000@ix.netcom.com
URL:mailto:VGA2000@io.com
URL:mailto:dw901@cleveland.freenet.edu
URL:http://www.io.com/~vga2000/
Vendor: used hardware/software

Video Magic
c/o Frank M. Polosky
P.O. Box 9542
Pittsburg, PA 15223

United States
Vendor: used software
Publisher: bimonthly game catalog/newsletter

Subject: W

Dale F. Wooster
See also: Ronnie Riche
7113 W. Pasadena
Glendale, AZ 85303
tel: (602) 846-1575
United States
Developer: TextPRO v5.20x Docs.
printed manual: $12
2-disk set containing program, modules, macros, docs: add $4
2-disk set of more support files: add another $4
Other Docs. available for: early TextPRO v4.5/v5.0, MYDOS 4.5,
Rambrandt, Bobterm 1.2 and several others

Wordmark Systems (Charles Marslett and Bob Puff)
See also: Bob Puff
URL:mailto:chasm@bix.com (Charles Marslett)
URL:mailto:76702.1076@compuserve.com (Bob Puff)
Developer: MYDOS 4.53

Subject: Z

Zong (print magazine)
See: KE-Soft

ZTM Software Manufacturers
P.O. Box 240
Forked River, NJ 08731
United States
tel: (609) 971-5807
Vendor: commercial/PD/freeware/shareware
Developer: Atari Tape Backup Program

==========
End of atari-8-bit/vendev
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2269. Atari 8-bit Games for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-19 00:00:00 UTC
From: Rick_Reaser@msn.com
Message-ID: <UPMAIL07.19960419051200885@msn.com>
Source record: 84445

Atari 8-bit Games for Sale

Most include original box. All have manuals. Shipping is extra.

Action Biker Disk - $2
Archon Disk - $5
Asteroids Cart - $2
Axis Assassin Disk - $5
BallBlazer Disk - $3
Basketball Cart - $2
Bill Budge Pinball Construction Set - $5
Centipede Cart - $2
Crosscheck Disk - $3
Cultivation - $5
David Midnight Magic Pinball Cart - $2
Defender Cart - $2
Dig Dug Cart - $2
Donkey Kong Cart - $2
Donkey Kong Jr. Cart - $5
Eastern Front Cart - $5
E.T. Phone Home Cart - $2
F-15 Strike Eagle - $5
Football Cart - $2
Galaxian Cart - $2
Hardball Cart - $10
Hitchhiker's Guide to the Galaxy Disk - $5
Joust Cart - $2
Jumpman Disk - $5
Jumpman Jr. Cart - $2
Kennedy Approach Disk - $5
Kikstart Disk - $3
K-Razy Shootout Cart - $2
Jungle Hunt Cart - $2
Lode Runner Cart - $5
Mario Brothers Cart - $10
Missile Command Cart - $2
Moon Patrol Cart - $2
Ms. PacMan Cart - $2
Murder on the Zinderneuf
One on One Cart - $5
Pacman Cart - $2
Pole Position Cart - $2
Qix Cart - $2
Rescue on Fractulus Cart - $5
Return of the Jedi Cart - $2

RoboTron Cart - $2
Sogon Disk - $5
Speed King Disk - $3
Spy vs. Spy Cases 1&2 Disk - $5
Star Raiders Cart - $2
Star Raiders II Cart - $10
Suspect Disk - $5
Tobot/Bros Disk - $5
U.S.A.A.F. Disk - $10
Zebu Land Disk - $5
Zybex Disk - $8
Zork 1 Disk + Invisiclues - $10
Zork 2 Disk - $5

Richard L. Reaser, Jr.
5510 W. 140th Street
Hawthorne, CA 90250-6404

rick_reaser@msn.com

(310) 643-8626

2270. Re: Disk Images / Running full disk programs

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-19 00:00:00 UTC
From: thester@nyx.cs.du.edu
Message-ID: <4l7bao$j25@nyx.cs.du.edu>
Source record: 84446

>Jan Meisler (meislerj@charm.net) wrote:

> Being new to the field of using my PC to emulate my Atari, I have
> three questions.
>
> 1) Aside from the general FAQ on this newsgroup, someone recently
> mentioned another newbie FAQ about emulation. Could someone please
> tell me where it might be located.

Since someone else didn't bother, I will.
You can find it at:

http://zippy.sonoma.edu/~kendrick/nbs/new_and_emu.html

This is Bill Kendrick's "New Breed Software" site.
You can find the "Unofficial Atari 8-Bit New User, Emulator
Help FAQ" there along with other fine things for your
real or emulated Atari.

As to your other question regarding copy-protected disk
images and your emulator-- No, you don't need to be a
hacker. While you're at the site listed above, check for
links to other Atari related sites and keep an eye out
for A.P.E. (Atari Peripheral Emulator). You use this
along with SIO2PC. As I understand it, there is a provision
for loading copy-protected disk images with this to your
PC's hard drive. Since you use A.P.E. with your REAL
Atari along with SIO2PC, it's obvious that the ATR file
format will be capable of use by the 8-bit emulator running
on your PC.

Aha! Just browsing through my notes here, I find that you
can FTP/Gopher A.P.E. at:

gopher://gopher.archive.umich.edu:7055/11/atari/8bit/Ape

I hope this will help you out. I may talk a lot, but I
try to include some useful info with my responses, rather
than just blathering like some other people. :-)
But then, I *could* be wrong, since I don't use any of
the stuff mentioned above . ;-)

Uncle Fester
* semi-hacker *

--
| SOCIOPATH n. - an aggressively antisocial psychopath taking |

| no responsibility for his/her actions. See "INTERNET" for |
| a collective of distinguishing characteristics - e.g., viz EFF. |
| : *thester@nyx.cs.du.edu* : |

2271. Re: AWE32 PROBLEM HELP PLEASE !!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-19 00:00:00 UTC
From: kdain@bankswith.apollotrust.com
Message-ID: <4l7bnm$fvm@fs7.ece.cmu.edu>
Source record: 84447
Cross-posted to: alt.binaries.sounds.mods,comp.emulators.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.ibm.pc.soundcard.advocacy,comp.sys.ibm.pc.soundcard.games,comp.sys.ibm.pc.soundcard.misc,comp.sys.ibm.pc.soundcard.music,comp.sys.ibm.pc.soundcard.tech

References: <4kut6f$8n6@news.voicenet.com>
Organization: Apollo Trust Company
Distribution:

Virtual Matrix (artem@voicenet.com) wrote:
: Hi !!!
:
: I have the following computer;
: P5 100, PNP BIOS with INTEL TRITON Cheap Set MB
: and awe32 PNP
: RUNNING wiN95
:
: The problems are:
: in DOS mODE i always have to load somekind of
: INtel Pnp Manager or something.. I asked friends with
: GUS Pnp and ENSONIQ Pnp and they do not have any managers.
: Without the manager DISGNOSE does not init the card and gives
: me an error. WHy ? How do i get rid of this manager ?
:
: Even when i use teh manager the "DIGANOSE /I" in
: autoexec.bat causes the computer to lock up. BUt if
: i start DIAGNOSe in interactive mode and init the card this
: way it works fine. what the hell is wrong ?
:
: PLEASE HELP !!!!!!!!!!!!!!
:
: ARtem
:

Hey! This is comp.sys.atari.8bit! This group is for topics related to
the Atari 400/800, XL, XLD, XE series computers with the 6502 & 65816
processors. We have built-in sound, and don't use or need
SoundBlasters. THIS IS NOT AN IBM GROUP.

2272. Procedure for saving to program recorder on XE ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-19 00:00:00 UTC
From: froygif@infonet.no
Message-ID: <4l7crb$nc6@relay.eunet.no>
Source record: 84448

Does anybody know the correct procedure for saving to a cassette
program recorder on an Atari XE Games Console?
I write 'csave', wait for the two beeps, hit play+record on the
recorder - the recorder starts, but when I hit return the record light
goes on but it just stops running.
Am I doing something wrong?

2273. Re: 1050 Drives in the UK

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-19 00:00:00 UTC
From: Ivan Mackintosh <ivan@rcp.co.uk>
Message-ID: <317746E6.5CFD@rcp.co.uk>
Source record: 84449

Lawrence Staveley wrote:
>
> Anyone have a s/hand one or know where to get these rare beasts over
> here in the UK?Try Derek Fern at Micro Discount in Birmingham
(derek@dfern.demon.co.uk)

--
e-mail: ivan@rcp.co.uk
XFD/ATR Utils: http://www.netlink.co.uk/users/helix/atari8

2274. Snowfite and Snowfite 2 posting.

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-19 00:00:00 UTC
From: "Ronald A. Laski, Jr." <rlaski@midwest.net>
Message-ID: <31774A13.1ECA@midwest.net>
Source record: 84450

I posted Snowfite and Snowfite2 to the alt.binaries.warez.atari (not atari8bit) It was the only msg in the news group. I am using Netscape 2.01 and was able to access that particular group by adding a new News server to the news reader. Is was called: 205.217.132.2
It supposedly subscribes to over 24000 groups. I ran into a problem trying to get the file attached to a message through Netscape. I finally UUencoded it before I attached it and it seems to work. I am going to look up the old msgs I got before and send it out to the people who requested it. If anyone else wants it and can't get to the 'warez' group. Write me and I'll send it.

Ron
--

Ronald A. Laski, Jr.
rlaski@midwest.net

2275. Telnet

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-19 00:00:00 UTC
From: John Haines <john_haines@pointless.gen.nz>
Message-ID: <60419231209$6FC8@pointless.gen.nz>
Source record: 84451

Hi Guys (and Girls) - I tried what Tom Hunt said regarding Telnetting to lynx.cc.ukans.edu if you using your Atari 8-bit.. - Just thought it may be worth mentioning that when you get the choices of 'www' or 'lynx' or 'linemode' that you choose the 'linemode' option as the others use IBM character codes, Flickerterm and ICET Terminal proggies will NOT handle some of the commands properly, whereas the 'linenode' feature treats you as you in straight ascii...

Sorry I can't give you any more info, but as of this msg that's as far as I've got <grin>...

Cheers - John...

2276. Re: Using RGB/SVGA Monitors with Your 8-bit!

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-19 00:00:00 UTC
From: followel@cris.com
Message-ID: <31779caf.4473869@news.cris.com>
Source record: 84452

On 19 Apr 1996 04:02:31 GMT, tdrake1@umbc.edu (drake thomas (phd posi)) wrote:

>Here is the scoop...
>
>Right now it is possible to hookup your Atari 8-bit to a 15.75 Khz
>horizontal scan rate RGB monitor like the Commodore 1084 with the Harmonic
>Research VC101A NTSC to RGB video decoder for $239.95.
>
>This box will accept NTSC composite, and S-Video. S-Video is what the 800,
>130XE, and modified 600XL/800XL/1200XL have. (Still need the two RCA plugs
>to 4-pin mini pin DIN connector).
>
>This same company is soon releasing a scan doubled version which will
>allow composite video and S-Video inputs with outputs to SVGA 31.5 Khz
>monitors!!
>
>Harmonic Research
>40 Wiley Lane
>Woodstock, NY 12498
>
>914-679-5856
>
>

Sounds GREAT! I think I'll run right out and spend $240 so that I can hook my $40 computer up to my SVGA monitor!

NOT! :-)

Thanks for the info anyway. Maybe someone with more money than they know what to do with will find it useful.

Sincerely,
- Byron Followell
followel@cris.com

2277. turbo falcon

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-19 00:00:00 UTC
From: abcdef@ix.netcom.com
Message-ID: <4l7ce8$u2@dfw-ixnews4.ix.netcom.com>
Source record: 84453

I am selling my falcon

Falcon 030 incased in a wizzatronics rack mount case
tos update
16mg ram expansion board
4mg ram
pc card run windows and dos
geneva and neodesk
cubase 3.0 with key

asking best price
buy all together or independent

Would like to start the biding at $400.00

2278. turbo falcon for sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-19 00:00:00 UTC
From: abcdef@ix.netcom.com
Message-ID: <4l7csq$15h@dfw-ixnews4.ix.netcom.com>
Source record: 84454

```
falcon for sale
great condition

falcon 030
4mgs rams
16mg expansion board
125 hard drive
inside wizzatronics rack mount case -- great for music and graphics
geneva and neodesk
pc emulator -- run dos and windows
cubase 3.0 with key

asking for best price

i would like to start the biding at $400.00
buy the whole bundle or indiviually
```

2279. C64 Multithreaded OS announce

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-19 00:00:00 UTC
From: fachat@physik.tu-chemnitz.de
Message-ID: <4l879b$gqi@narses.hrz.tu-chemnitz.de>
Source record: 84455
Cross-posted to: comp.sys.cbm,comp.emulators.cbm,comp.os.misc,comp.sys.apple2,comp.sys.atari.8bit,de.comp.os.misc

Well, after having no response at all for my last announcement
I think that our news-server has lost it...

I have now ported my CS/A65 Multitasking operating system to the C64!

The concept for this computer is based on the Multithreading concept
(as opposed to the original version, which was a kind of Virtual
machine concept).

Some of it's features are:

- preemptive Multithreading

- Filesystems for CBM disk drives and IBM PC floppies (well, you need
a special hardware device for the latter)

- multiple consoles

- a shell with piping and I/O redirection

- monitor program with assembler/disassembler and many more advanced features.

last but not least
- Microkernel design, easily portable to other architectures.

You can find it on this page:

http://www.tu-chemnitz.de/~fachat/csa/index.html

so long
Andre

--
Andre Fachat, Tel:++49-371-531-3551|"I do not feel obliged to believe that the
Stadlerstr 17, 09126 Chemnitz, FRG | same God who has endowed us with sense,
a.fachat@physik.tu-chemnitz.de | reason, and intellect has intended us to
http://www.tu-chemnitz.de/~fachat | forego their use" -- Galileo Galilei

2280. Pepper's Auction Update 5

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-19 00:00:00 UTC
From: pepper@freenet.edmonton.ab.ca
Message-ID: <Pine.A32.3.91.960419085804.97744C-100000@fn1.freenet.edmonton.ab.ca>
Source record: 84556

```
MINIMUM BID IS $2 unless stated otherwise and Increaseaments
OF $1 thereafter. Payments is done in US Funds (cheques or money orders).
All Payments must be received within 10 days following the auction
Shipping is Extra
Updates will be done by E-Mail .......Other Rules follows the auction.

Codes:
SW -- Shrink Wrapped (Never opened)
C -- Cart
I -- Instructions
B -- Box
O -- Overlays

**********************************************************************
Atari 400/600XL/800/800XL/1200XL/1400XL Disks, Carts - Untested -
(Mainly for 400/800 computers)
**********************************************************************
Pac-Man (Cart)
Star Raiders (Cart)
Track & Field (Cart) +3.00 ghunter
---- Disks below ----

Bishop's Square/Maxwell's Demon (Disk & Box) DataSoft
Bug Off (SW) Adventure Inter
Caverns of Mars (SW) Atari
Cohen's Towers (complete) DataMost
Compu-Math Decimals Disk and Inst Edu-Ware
Gorf (SW) Roklan
Hellcat Ace (Complete) Microprose Soft
Jeepers Creepers (SW) QS
Jumpman Disk only Epyx
Nato Commander (Complete) Microprose Soft
Rebel Chare at Chickamauga (SW) SSI
Serpentine Disk & Box Broderbund Soft
Snake O nyms & Word Flip (SW) EduFun
Sneakers (complete) Sirius Soft
Space Eggs (complete) Sirius Soft
Supersort (complete) Atari Program Ex.
Survivor (complete) Infocom
Suspended (2 Disks) Disks only Infocom
Tax Dodge (complete) Island Graphics +2.00 jcampbe
Threshold (SW) Sierravision +2.00 ghunter
Witness (the) Box and Disk Infocom
**********************************************************
Atari 400/800 Cassettes - Untested -
```

****
Aliencounter & Face Flash (SW) Edufun
Anti-Sub Patrol (complete) Roklan Software
Arena 3000 (complete) ScreenPlay
Black 'Em (complete) Atari Program Exchange
Black Jack Tutor (complete) Atari Program Exchange
British Heritage Jigsaw Puzzles Vol. 1 Thorn Emi Video
Bumper Ball (complete) London Software
Frenzy & Flip Flop (complete) EduFun
Intruder (complete) Inhome Software
Jumpman (complete) Epyx
The Jar Game & Chaos Box & Disk EduFun

Dust Cover - FOR Atari 400 computers - NEW -

Rules!!

After Auction end date a once, twice, Sold Format will occur
(to ensure fairness to all bidders) Auction Ends April 26/96
There will be no guarantee, No warranty and no refunds on anything
purchased from this auction. I reserve the right to refuse bids or
withdraw items from the auction. TRADES: Send me your trade list Or
ask me my Want lists.

Send E-Mail's to pepper@freenet.edmonton.ab.ca

thanks

2281. Re: C64 Multithreaded OS announce

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-19 00:00:00 UTC
From: macross@goldengate.net
Message-ID: <4137cc$b2d1e.1e9@goldengate>
Source record: 84557
Cross-posted to: comp.sys.cbm,comp.emulators.cbm,comp.os.misc,comp.sys.apple2,comp.sys.atari.8bit,de.comp.os.misc

```
In article <4l879b$gqi@narses.hrz.tu-chemnitz.de>,
fachat@physik.tu-chemnitz.de (Andre Fachat) wrote:
>Well, after having no response at all for my last announcement
>I think that our news-server has lost it...
>
>I have now ported my CS/A65 Multitasking operating system to the C64!
>
>The concept for this computer is based on the Multithreading concept
>(as opposed to the original version, which was a kind of Virtual
>machine concept).
>
>Some of it's features are:
>
>- preemptive Multithreading
>
>- Filesystems for CBM disk drives and IBM PC floppies (well, you need
> a special hardware device for the latter)
>
>- multiple consoles
>
>- a shell with piping and I/O redirection
>
>- monitor program with assembler/disassembler and many more advanced features.
>
>last but not least
>- Microkernel design, easily portable to other architectures.
>
>
>You can find it on this page:
>
>http://www.tu-chemnitz.de/~fachat/csa/index.html
>
>so long
>Andre
>

Now I've heard everything -- preemptive multithreading for the Commodore 64!
What a world! Good job, man. I'm off to check it out!

Sam Foit
Software Engineer
Rockwell Automation / DataMyte
Minnetonka, Minnesota
E-mail: macross@goldengate.net
```

IRC nick: Macross

2282. Re: AWE32 PROBLEM HELP PLEASE !!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-19 00:00:00 UTC
From: hadjiyia@schubert.cs.colostate.edu
Message-ID: <4l8k6m$m4c@schubert.cs.colostate.edu>
Source record: 84558
Cross-posted to: alt.binaries.sounds.mods,comp.emulators.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.ibm.pc.soundcard.advocacy,comp.sys.ibm.pc.soundcard.games,comp.sys.ibm.pc.soundcard.misc,comp.sys.ibm.pc.soundcard.music,comp.sys.ibm.pc.soundcard.tech

kdain@bankswith.apollotrust.com (Kyle Dain) writes:
|> Virtual Matrix (artem@voicenet.com) wrote:
|> : Hi !!!
|> : I have the following computer;
|> : P5 100, PNP BIOS with INTEL TRITON Cheap Set MB
|> : and awe32 PNP
|> : RUNNING wiN95
|> : The problems are: [...]
|>
|> Hey! This is comp.sys.atari.8bit! This group is for topics related to
|> the Atari 400/800, XL, XLD, XE series computers with the 6502 & 65816
|> processors. We have built-in sound, and don't use or need
|> SoundBlasters. THIS IS NOT AN IBM GROUP.

HEY! This is comp.sys.sinclair! This group is for topics related to the
computers and other hardware created by Sir Clive Sinclair (ZX80, ZX81,
ZX Spectrum, QL etc.) We also have built in and emulated sound and also do
not need steenkeen' Soundblasters! THIS IS NOT AN IBM OR ATARI GROUP!

In other words, please remove comp.sys.sinclair from the newsgroup heading
in followup posts. Thank you.

SiMoS

+---+
| Simos Hadjiyiannis simos@cs.colostate.edu www.cs.colostate.edu/~hadjiyia |
+---+

2283. Re: Procedure for saving to program recorder on XE ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-19 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <4l8tn5$1cnq@usenetw1.news.prodigy.com>
Source record: 84559

```
That's the way you save a Basic program to cassette. Is that what you're
trying to do?
```

2284. Re: Wanted to buy Infocom originals

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-19 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <4l8tum$fi0@usenetw1.news.prodigy.com>
Source record: 84560

If you want to buy anything for the old Atari computers, I've always been pleased at the selection at B&C Computervision in California. Their number is 408-986-9960.

2285. Re: Using RGB/SVGA Monitors with Your 8-bit!

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-19 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <4l8u8d$1ncu@usenetw1.news.prodigy.com>
Source record: 84561

For $240, I'd buy a new TV with audio and video inputs for the monitor cable.

2286. Re: AWE32 PROBLEM HELP PLEASE !!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-19 00:00:00 UTC
From: henningh@magi.com
Message-ID: <4l8su3$fck@news.magi.com>
Source record: 84562
Cross-posted to: alt.binaries.sounds.mods,comp.emulators.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.ibm.pc.soundcard.advocacy,comp.sys.ibm.pc.soundcard.games,comp.sys.ibm.pc.soundcard.misc,comp.sys.ibm.pc.soundcard.music,comp.sys.ibm.pc.soundcard.tech

>Hmmmmm..... CSP.SYS is simply the driver to activate the CSP chip on the card.
>Basically used for on the fly digital recording compression. I suspect that
>games that do not sound like they are in 16 bit, may only support 8 bit. Try
>a game like Duke Nukem 3d or Rise of the Triad, I know both support 16 bit
>audio.

I can't get the SOUND FX (music is okay) to work under Duke Nukem 3D with my
AWA card. Any suggestions? Do I need to load any drivers or anything?

Henning

2287. WTB:Track & Field

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-19 00:00:00 UTC
From: Brian Wiklem <brian_wiklem@interactive.sony.com>
Message-ID: <4l98g6$n2a@usenet1.sjc.in.sel.sony.com>
Source record: 84563
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,alt.video.games.classic,rec.video.games.atari

Looking to buy Track & Field for either the:

Atari 8-bit computers
and/or
Atari 2600

Prefer cart, docs, and box (controller if available).

Please e-mail me asking price (the more pieces you have, the
more I'm willing to pay......)

Thanks,

Brian

2288. Atari 8-bit Utility and Productivity Programs for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-19 00:00:00 UTC
From: Rick_Reaser@msn.com
Message-ID: <UPMAIL07.19960420003148044 6@msn.com>
Source record: 84564

Atari 8-bit Utility and Productivity Programs for Sale

Shipping is extra.

Arcade Machine - $5
AtariWriter Cart -$2
Basic Rev C Cart -$5
Chameleon CRT Terminal Emulator - $2
Conversational German - $ 5
Data Perfect - $5
Electronic Drummer - $3
Guitar Wizard - $5
Letter Perfect - $5
MAX The Ultimate Magazine Article Index - $2
Movie Maker - $5
Music Construction Set - $5
Personal Financial Management System - $5
Songwriter - $5
SpartaDOS 3.2 Disk -$5
Spell Perfect - $5
Syncalc - $5
SynFile+ - $5
Text Wizard - $5
Visicalc - $5

Richard L. Reaser, Jr.
5510 W. 140th Street
Hawthorne, CA 90250-6404

rick_reaser@msn.com

(310) 643-8626

2289. Lost name and address

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-19 00:00:00 UTC
From: uglmiller@cc.memphis.edu
Message-ID: <1996Apr19.192920@msuvx2.memphis.edu>
Source record: 84565

I made a deal to buy "Mapping the Atari" from someone, but I lost the email with his name and address... Please email me again.

--
If Superman can fly, why can't super models?

2290. AUCTION: Atari XEGS, 400 UPDATE

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-19 00:00:00 UTC
From: Benjamin Summers <summers@flop.ENGR.ORST.EDU>
Message-ID: <Pine.SUN.3.91.960419183606.11460F-100000@flop.ENGR.ORST.EDU>
Source record: 84566
Cross-posted to:
rec.games.video.classic,alt.games.video.classic,rec.games.video.marketplace,rec.games.video.atari,comp.sys.atari.8bit

4/19/96 18:00 PDT

Please read the rules at the end of the auction.

Atari 8-bit----------

Hardware:

Atari XE Game System: $35 produnl2
Includes Atari Light Gun, one CX40 joystick,
keyboard, and power supply. A very nice
system and quite hard to find.

Atari 400 Computer: $10 zrocool376
Includes one CX40 joystick, power supply,
and built-in RF cable.

Auction Rules:

o The most recent auction update is now available on WWW at the
following address: http://www.cs.orst.edu/~summers/8bit

o In case of ties, the first bid received is the bid accepted.

o The first part of the auction will end on April 25th. After
that, highest bidder will be determined through a "going once, going
twice, gone" format, with each step in the process being a day long.

o Bids will be made in increments of $1.00 for items under $20 and
increments of $2.00 for items $20 and over.

o If you bid, you are expected to buy. BIDDERS FAILING TO FOLLOW
THROUGH ON A PURCHASE WILL HAVE THEIR NAMES POSTED TO THE NET AS A
WARNING TO OTHER SELLERS!

o The auction is open to buyers in the United States and Canada.

o Payment is by check or money order. No CODs please. Canadian orders
must be paid with a Canadian Postal money order in US dollars. Allow 10
business days for checks to clear.

o Shipping and handling is above and beyond the amount bid and will be
paid by the buyer and will be as follows (Continental US only): Smaller
items will be shipped with larger items if possible.

XE game system: $10 (UPS)
Atari 400: $10 (UPS)

o In the event of a sale not going through, the item will go to the next highest bidder.

o All items have been tested and are in working condition, except where noted.

___ ___ ___ Benjamin C Summers
//_>>// << E-mail: summersb@ucs.orst.edu
//_>>//_ __>> WWW: http://www.engr.orst.edu/~summers/
Telephone: (541) 258-5930

2291. Source for switch boxes (TV/Atari)

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-19 00:00:00 UTC
From: temp@leper.tamu.edu
Message-ID: <19APR199620412606@leper.tamu.edu>
Source record: 84567

I remember reading a while back that some folks were looking for
switch boxes to switch between the Atari and the TV...I found a catalog
that seems to have these, though I'm not sure if they're the right ones or
not...the catalog says:

Atari computer game switch box:
select "TV" or "Computer". 300 ohm impedance. NEW, $1.50 ea

The catalog number is 52-90. If anyone wants to order this, the name
of the company is Fair Radio Sales...they're located in Lima, OH. The
number is (419) 223-2196, (419) 227-6573, and (419) 227-1313 (fax)
I have no affiliation with these people whatsoever and stand to gain
nothing from them monitarily or otherwise...just thought folks might want
to know about this in case they need the box...(BTW, I've dealt with them
before and they can tend to be rather short and rude on the phone so be
ready for it...:-))
Have fun...

Tiffany

-=-=-=

2292. Re: Disk Images / Running full disk programs

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-19 00:00:00 UTC
From: classics@nacs.net
Message-ID: <4l6v5c$fct@wariat.wariat.org>
Source record: 84568

On 18 Apr 1996 21:22:05 GMT, DM9200@ALF.APPSTATE.EDU (Miller, Daniel C.) wrote:

>Jan Meisler (meislerj@charm.net) wrote:
>: Being new to the field of using my PC to emulate my Atari, I have three
>: questions.

>: 2) I've read a bit about disk images of Atari disks. One thing I
>: haven't found is how to create disk images. Could someone please tell me
>: that?
>
>I think you need an actual atari 8bit (god imagine that) to make disk
>images from your diskettes. If you want blank images just copy, rename and
>format the ones you already have. If you have the 8bit program that makes
>DCM images from diskettes, there is an MSDOS program to convert them to
>emulator ATR images. This is in the FAQ isn't it?

You can create new blank ATR images w/ APE. Get APE @
http://www.nacs.net/~classics. Ape can also convert DCM images into ATR
images as well.

A new Win95 utility called Imagic can create Atr/Xfd images, and also
do universal image conversion, including creating DCM images.

>: 3) I have some Atari "full disk bootable" programs. Is there a way to
>: run these on the PC via emulation? For instance, I bought a game called
>: CrossFire. Is there some way to run that? I can't get a disk directory
>: of the disk, even on the Atari.

>If there's copy protection on the diskette then you are pretty much screwed
>as far as making an image of it, unless you are a hacker.

Ape's ProSystem can create disk images of even the most heavily copy protected
disks. Get the prosys, as well as APE at the URL listed above.

Enjoy.

Steve

2293. Web Page: Bravo's Atari Store: On-Line Catalogs. Check this out!

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-19 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <4l9mun$58r@linda.teleport.com>
Source record: 84569
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,fr.comp.sys.atari,de.comp.sys.st,fido.ger.atari,ger.atari,ka.comp.sys.atari

Check out my Web Page for Bravo Sierra Computers. Where you can find Both
Classic Atari 8 Bit & Atari ST. HardWare, SoftWare, Books & Accessories. My
Web Address is below. On-Line Catalogs that you can View and Contact me via
my Web Page! Or Request Catalogs in E-Mail. Specify Classic 8 Bit or ST.
E-Mail: bensmith@teleport.com

http://www.teleport.com/~bensmith/bscomputers.shtml
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. Mon - Thurs 3
PM - Midnight. Friday 3 PM - 6 PM PST Call above # these Hours.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Catalogs are FREE & updated monthly. Reply in E-Mail to bensmith@teleport.com
http://www.teleport.com/~bensmith/bscomputers.shtml Bravo Sierra Atari Store

2294. WANTED: Dealers for SwapMeet: Pacific NorthWest!

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-19 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <4l9nhp$6b0@linda.teleport.com>
Source record: 84570
Cross-posted to: alt.forsale,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.mac.wanted,comp.sys.tandy,comp.sys.ti,or.forsale

The next SwapMeet is Monday, May 6th, 1996.

WANTED: Dealers to sell at Upcoming Swap Meets. Dealerships sought fall into such Categories as Computer Dealers, all kinds. All kinds of Computer HardWare, SoftWare, Peripherals & Accessories for ALL Computer Makes and Types.

Also Sought are Dealers in Video Gaming Equipment, such as Video Game Consoles, Cartidges, Video Game CD Players and Video Game CDs. ALL Video Game Makes and Types. ALL Video Game Consoles, Cartridges, CDs, Peripherals & Accessories.

On the May 6th SwapMeet, we will be Raffling off a Panasonic Printer! Anyone showing up can win. Just be their for the Drawing. The first Ticket is ***FREE***! Additional Tickets are a Dollar each. This is One of Many good reasons to come to Our SwapMeets.

Recruiting New Dealers with Membership for Dealer Value. You could setup at a full year of swapmeets, 12 Monthly swapmeets at $10 a Meet, for $120 a year, or join our group and setup ***FREE*** for a year for ONLY $50! Greater than a 50% Savings!

Also Wanted are Dealers in ALL Types of Electronics.

WANTED are Dealers in Ham Radio, CB Radio, Music CDs and other Recorded Music. Stereo Equipment also Wanted.

Also Wanted are VCR's, Video Tapes, TVs and Satelite Gear.

This is an ALL Computers, Game Machine and Electronics Swap Meet!!

Small Businesses, and Dealers Welcome and Wanted!!

NO ADMISSION CHARGE!!! PLENTY OF FREE PARKING!!! NO ADMISSION CHARGE!!!

TABLES $10! TABLES, FIRST COME, FIRST SERVE!

Swap Meet Location in Portland, Oregon. USA. At 1819 N.W. Everett St. at the NorthWest Service Center On the First Monday of each Month.

To find out about more about the Swap Meet call our 24 Hour Recorded info line at (503)650-7196 or for Live info, call from 3 PM - Midnight, Monday - Thursday, Friday 3 PM - 6 PM. Please call, especially dealers at: (503)256-9974 (VOICE/VOICE MESSAGING), leave your home number if Ben is not answering!

Reply in E-Mail to bensmith@teleport.com. Or Call Ben Anytime at

Please Direct all replies to bensmith@teleport.com in E-Mail or Call
Our 24 Hour Recorded Info Line at (503)650-7196

The next SwapMeet is Monday, May 6th, 1996.
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. Mon - Thurs 3 PM - Midnight. Friday 3 PM - 6 PM PST Call above # these Hours.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Catalogs are FREE & updated monthly. Reply in E-Mail to bensmith@teleport.com
http://www.teleport.com/~bensmith/bscomputers.shtml Bravo Sierra Atari Store

2295. ALL Computer & Electronics SwapMeet & Raffle: Pacific NorthWest!

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-19 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <4l9o8p$7r1@linda.teleport.com>
Source record: 84571
Cross-posted to: alt.forsale,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.mac.wanted,comp.sys.tandy,comp.sys.ti,or.forsale

The next SwapMeet is Monday, May 6th, 1996.

ACE of America, an All Computers and Electronics User Group, with a special emphasis on Atari. At ACE Swap Meets you might find Atari, Apple, Macintosh, Commodore, Amiga, IBM & Clones, Nintendo, SNES, Sega Genesis, Jaguar, Game Boy, Game Gear and Lynx. You could also find the following items to go with your system, such as Printers, MoDeMs, Monitors, Hard Drives, Disk Drives, Power Supplies, MIDI Devices, Mice, Joysticks, CD Roms, Cables, supplies and Accessories.

ALL COMPUTERS, GAME MACHINES AND ELECTRONICS ARE WELCOME!!

ACE Is currently holding Monthly Swap Meets on the First Monday of each Month from 7 PM, except on certain Holidays that we must reschedule due to our facility being closed. Swap Meets are Held at 1819 NW Everett at the NW Service Center 3 Blocks North of the corner of 18th and W Burnside in Portland, Oregon. USA! Table space is $10. Tables provided as long as they last. Show up early to get a good table, like 6:30 PM.

FREE ADMISSIONFREE ADMISSION**FREE ADMISSION**FREE ADMISSION**

On the May 6th SwapMeet, we will be Raffling off a Panasonic Printer! Anyone showing up can win. Just be their for the Drawing. The first Ticket is ***FREE***! Additional Tickets are a Dollar each. This is One of Many good reasons to come to Our SwapMeets.

PLENTY OF FREE PARKINGEVERYONE WELCOME**PLENTY OF FREE PARKING**

FOR INFO CALL OUR SWAPMEET HOTLINE WITH 24 HOUR RECORDED INFO, CALL: (503)650-7196 OR FOR FURTHER INFO FROM BEN, INCLUDING TABLES: CALL FROM 3 PM - MIDNIGHT / MON-THU, FRI 3 PM - 6 PM: CALL BEN AT (503)256-9974!! IF BEN IS AWAY FROM THE PHONE, PLEASE LEAVE YOUR HOME NUMBER AND HE'LL TRY TO RETURN YOUR MESSAGE! THESE SWAP MEET SPONSORED BY ACE OF AMERICA!!

This Message is distributed throughout the Pacific NorthWest, everyone reading and their Brother is welcome to come and Attend!!

Please Direct all Replies to bensmith@teleport.com in E-Mail or call (503)650-7196 anytime.

The next SwapMeet is Monday, May 6th, 1996.
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. Mon - Thurs 3 PM - Midnight. Friday 3 PM - 6 PM PST Call above # these Hours.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.

Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Catalogs are FREE & updated monthly. Reply in E-Mail to bensmith@teleport.com
http://www.teleport.com/~bensmith/bscomputers.shtml Bravo Sierra Atari Store

2296. EPYX 500xj Joystick

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-20 00:00:00 UTC
From: gina@eden.com
Message-ID: <4l9l6t$h2k@boris.eden.com>
Source record: 84572

Does anyone have a EPYX 500xj joystick?
These joysticks were made by Konix.
It was the type that sat in the palm of your hand.
If anyone has information please E-mail me.
Thank.

2297. WTB: Super Breakout

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-20 00:00:00 UTC
From: produnl2@teleport.com
Message-ID: <4l9p89$sbf@nadine.teleport.com>
Source record: 84573

Looking for Super Breakout game for Atari 8-bit computers.
Works with Paddle controllers. Preferrably on cartridge,
with original box. Will pay reasonable price.

Thanks,

David P. Loewen
Productions Unlimited
Salem, Or USA
produnl2@teleport.com
http://www.teleport.com/~produnl2

2298. Re: EPYX 500xj Joystick

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-20 00:00:00 UTC
From: uglmiller@cc.memphis.edu
Message-ID: <1996Apr20.003015@msuvx2.memphis.edu>
Source record: 84574

In article <4l9l6t$h2k@boris.eden.com>, gina@eden.com (Gina Cook) writes:
> Does anyone have a EPYX 500xj joystick?
> These joysticks were made by Konix.
> It was the type that sat in the palm of your hand.
> If anyone has information please E-mail me.
> Thank.
>
>

I have one of these... great stick, but the plastic part of the handle broke
on mine... :(
--
If Superman can fly, why can't super models?

2299. Atari 8-bit Hardware for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-20 00:00:00 UTC
From: Rick_Reaser@msn.com
Message-ID: <UPMAIL07.19960420142856096 8@msn.com>
Source record: 84575

Atari 8-bit Hardware for Sale

Includes manuals and documentation. Shipping extra.

Olivetti PR2300 Printer including Service Manual (w/cable) - $15

Daisy Writer 2000 48K Letter Quality Printer, w/5 wheels and tractor feed -
$50
(built like a tank, also have several "parts" Daisy Writer printers as well)

Hayes 1200 baud modem (w/cable) - $5

Smart One 2400 modem (w/cable) - $10

Percom RFD44-S2, Dual, Double Density Disk Drive (w/cable) - $50
(two double density drives in one case)

Card?/AT Printer Interface - $3

Richard L. Reaser, Jr.
5510 W. 140th Street
Hawthorne, CA 90250-6404

rick_reaser@msn.com

(310) 643-8626

2300. NAS96.

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-20 00:00:00 UTC
From: bertil.jagard@straight.ct.se
Message-ID: <ftn_2.203.221$fidonet.org_78535600_Bertil.Jagard@straight.ct.se>
Source record: 84576

```
------------------------------------------------------------------------
SWEDISH ATARI USERS' ASSOCIATION (Svenska Atariklubben)
IN COOPERATION WITH NoCrew PRESENTS

-* THE NORDIC ATARI SHOW AND CONVENTION 1996 *-

WITH CONVENTION, EXHIBITION, SEMINARS,
DEMONSTRATIONS, CONTESTS ... AND MORE!

AT KORTEDALA GYMNASIUM IN GOTHENBURG, SWEDEN
ON THE 14th, 15th and 16th OF JUNE
------------------------------------------------------------------------
NOTE: The information in this text is not complete! Updates will come.

PRESENTATION

NAS was first arranged in 1995. It's a special show with a hacker convent,
exhibition and different seminars - all in one place.

This time the Nordic Atari Show is held in a school building, Kortedala
Gymnasium, in Gothenburg. It offers several small rooms for the hacker
contests and seminars, a big lecture hall for showing demos and films and a
normal size restaurant for the exhibition. Showers and dressing rooms are
available, and there is free carparking in the school area.

Pizza restaurant, cafe and other shops are only a few steps away from the
school. If you want to stay at a hotel please contact us for information
or visit our Webpage for details (http://www.tripnet.se/sak/nas).

Kortedala Gymnasium is fifteen to twenty minutes away from the central part
of Gothenburg. There are good possibilities for communications by tram or
car.

The dates are the 14th, 15th and 16th of June. Gather with your friends and
join us at a very fun and exciting show for Atari users around the northern
and european part of the world!

This year the exhibition and seminars are arranged by the Swedish Atari
Users' Association (Svenska Atariklubben), and the hacker convent by
NoCrew.

Below are all the activities, and the low entrance prices. Last year they
were a little bit high, but this year we hope it's suitable for all
wallets!

THE ACTIVITIES

For more detailed information see below.
```

exhibition
retailers and different associations will be there

hacker convent
competitions for FALCON, STE, ST and 8-bit

demonstrations
Jaguar, Lynx, MiNT, MagiC, Linux, DTP, Internet etc

seminars
about programming, Internet, multitasking etc

others
competitions for the non-programming experienced
(lottery, MidiMaze-contest, harddisk throwing, CocaCola-drinking etc)

THE PRICES

type payment SAK-member non-member

3-day entry prepaid SEK 100 SEK 125
3-day entry at the door SEK 125 SEK 150
1-day entry at the door SEK 50 SEK 75

The T-shirt is gasping yellow with a fine black print. Highest quality.
Don't miss this fantastic offer. Limited quantity.

T-shirt prepaid SEK 75 SEK 90
T-shirt at the door SEK 100 SEK 120

A cafeteria with low prices on CocaCola, Jolt, sandwiches, buns and
other tasty products will of course be available.

If you live in Sweden, you can order your tickets to NAS96 via
our Webpage at http://www.tripnet.se/sak/nas

Otherwise, if you live outside Sweden or don't have WWW access, and want to
order tickets to a lower price, please pay the right amount of money to our
Swedish postal giro account

nr 73 69 10 - 1

before the 31st of May 1996. Don't forget to state your name, address,
country, telephone, fax, email address and SAK membership nr so that we
know who's paying.

THE EXHIBITION

The exhibition will be open on the following times:

Friday 14th 12:00 -- 21:00
Saturday 15th 09:00 -- 21:00
Sunday 16th 09:00 -- 16:00

If you and your company or organisation wants to join the exhibition, then
estimate the space you need and pay the fee to us. We offer you different
sizes (measurements in Swedish meters) depending on your needs.

4,5 m2 costs 500 SEK
9,0 m2 costs 1000 SEK
18,0 m2 costs 2000 SEK

If you want more space, then every extra m2 is 150 SEK. Please contact us first to get further information.

The retailer's fee includes full entrance for two persons.

Nonprofit organisations can join the exhibition for free (with a space of 4,5 m2). This includes full entrance for one person.

Please pay at our Swedish postal giro account,

nr 73 69 10 - 1

before the 31st of May 1996.

State your company/organisation name, address, country, telephone, fax, email address, contact person and space needed. If you'd like to speak at a seminar about something, then tell us about it.

THE DEMONSTRATIONS

More will be added as soon as we get to know about them.

BBS We'll be showing STraight BBS, with products as Semper, LED, Octopus etc. Sysop Bertil Jagard will be answering questions and demonstrate different situations, as well as speaking about ethics and problems with communicating.

MagiC What is MagiC? What is multitasking? Find out by using MagiC 4, and swapping between those programs. Learn about problems and get tips from experienced users.

Making How can magazines be made with Calamus SL? We'll be showing how magazines the Swedish Atari Users' Association (Svenska Atariklubbens) with SL magazine "AtariMagasinet" is made. Tips, problems, features and possibility to make yourself some visit cards or other things to take home.

THE SEMINARS

More will be added as soon as we get to know about them.

Internet What is Internet and how can I use it with my Atari? Experienced administrators will be talking about Internet - history, how it's made, the future and more. We'll put it in reality too, with products for Atari computers that all of us can use - easy!

THE CONVENTION

NOTE: This is preliminary information. Updates will come.

Which computer? Atari in all forms. We want the hackers and the democoders. The Linux freaks. The MiNT people. The Jaguar nuts and everyone else that uses Atari in some form.

Demo contests

BIG ONE
No limit at all. Should be able to run on a Atari compatible computer
present on NAS96.

SMALL ONE
The limit is the shoesize squared (european) of the deliverer in bytes.

World cup in alfabutton

We will try to break the world record in typing a to z on a standard
keyboard. So far, way below two seconds. Go practise...

Films and demos

We will alternate between showing films and old demos on our big
screen projectors. Of course newer ones as well.

Prices

They will most certainly show up and be of good quality.
More info to come.

More information is available from larkov@tripnet.se, or visit NoCrew's
homepage at http://www.dd.chalmers.se/~f93labr/nocrew/index.html

FURTHER INFORMATION ABOUT NAS96

The best way to get new information is to join our NAS96 mailing-list.
Write to nas-users-request@tripnet.se and include the following in the
message text:

subscribe nas-users <your email address>

Our homepage is also informative to visit. It is at
http://www.tripnet.se/sak/nas and is updated whenever it is needed.

If you want more information about NAS96, then use any of the addresses or
telephone numbers below. Email is always the fastest way to get answers.

Rolf Johansson
rojo@tripnet.se
Tel: +46-708-900441 (mobile)
+46-522-22216 (week)
+46-31-825073 (ends)

Lari Kovanen
(about the convent)
larkov@tripnet.se
Tel: +46-31-582059 (home)

Ulf Hogberg
ulftage@tripnet.se

Swedish Atari Users' Association
Svenska Atariklubben

sak@straight.ct.se
Box 11416
S-404 29 GOTEBORG
SWEDEN
Tel: +46-31-7060992
Fax: +46-31-363973
Webpage: http://www.pedserv.gu.se/janne/sak.html

NoCrew
lbrink@cd.chalmers.se
c/o CCW
Forsta Langgatan 20
S-41 28 GOTEBORG
SWEDEN
Webpage: http://www.dd.chalmers.se/~f93labr/nocrew/index.html

WELCOME TO GOTHENBURG AND NAS96! 960411RJ

==
= E-Mail: bertil.jagard@straight.ct.se STraight BBS, Sweden =
= Phone : +46-(0)31-363973. FidoNet 2:203/221, NeST 90:1101/104 =
==

2301. Atari 8-bit Books for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-20 00:00:00 UTC
From: Rick_Reaser@msn.com
Message-ID: <UPMAIL07.19960420173620036 5@msn.com>
Source record: 84577

Atari 8-bit Books for Sale

Shipping is extra.

Mapping the Atari (Chadwick, 1985, XL/XE update version) - $10
Your Atari Computer (Poole, McNiff, & Cook, 1982) - $2

Richard L. Reaser, Jr.
5510 W. 140th Street
Hawthorne, CA 90250-6404

rick_reaser@msn.com

(310) 643-8626

2302. Hardware for sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-20 00:00:00 UTC
From: Diane Poremsky <poremsky@tricon.net>
Message-ID: <01bb2ef9.94c39280$1f50e6cd@poremsky>
Source record: 84578

I have the following items for sale. Please email me with an offer.
Include postage/shipping allowance in offer.

65xe w/upgraded memory (= to 130xe)
800xl
1050 drive
1010 program recorder

All of the above are in working order and include cables and power supply

1020 printer -- does not work, includes power supply, which is OK & cable
1050 drive -- does not work, chip/circuit problem as drive mechanics
works. Includes power supply & cable.

ComputerEyes includes magniprint software
Animation station drawing pad & software
light pen & cartridge
Keypad & Bookkeeper software
AtariLabs light module & temp module. Not sure what all came with them or
if I have anything other than the carts at this time.

I also have a Star NX-1000 printer (9 pin, not the color model) w/ extra
ribbons (several colors and iron-on ink)

2303. SIOCOPY (does it work?)

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-20 00:00:00 UTC
From: areeve@avana.net
Message-ID: <31796b3e.231620@news.avana.net>
Source record: 84579

Well, I tried SIOCOPY today constructing the cable and all it does
is indicate that it is calibrating and this I gather from the source
code that it tries a status command and print that my disk drive is
either off or not attached. Has anybody gotten this utility to work? I
am aware that this is a beta and the author no longer intends to spend
time working with it, but if it doesn't work then why is it available
for me to spend my time achieving nothing on? I tried this on a
386/40, 486/100, and 586/60 so I tested it on a few machine. Please
note that I'm not upset as the author clearly states that it may only
work on his computer...I'm just wondering why this is in the channel.

2304. Re: EPYX 500xj Joystick

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-20 00:00:00 UTC
From: alexc@3rdplanet.com
Message-ID: <alexc-2004961808480001@news.3rdplanet.com>
Source record: 84580

In article <4l9l6t$h2k@boris.eden.com>, gina@eden.com (Gina Cook) wrote:

> Does anyone have a EPYX 500xj joystick?
> These joysticks were made by Konix.
> It was the type that sat in the palm of your hand.
> If anyone has information please E-mail me.
> Thank.

B&C Computervisions has them for $15. (408) 986-9960.
(no I don't work there, but I went there just a few weeks ago so the
catalog I picked up hasn't yet been buried under another stratum of junk
on my desk...)

--
Alex Chamberlain --- alexc@3rdplanet.com

2305. Re: Why doesn't Rainbow demo launch anymore?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-20 00:00:00 UTC
From: chelm@ix.netcom.com
Message-ID: <4lb0ao$5ha@dfw-ixnews3.ix.netcom.com>
Source record: 84581

In article <4ks983$l7n@newsbf02.news.aol.com>, gsbruner@aol.com (GSBruner) wrote:

>I'm still running the Rainbow demo on my 68k (Mac II with 50MHz 030) and
>never encountered this problem. I would have the registered version by
>now if I could only find a way to get a international money order. I
>tried with my bank and post office, no luck. Anyone got any suggestions.

What are the realistic minimum requirements for Rainbow anway? I've tried to
run it on a Mac IIci 68030/25 with 32MB or ram, and it hardly moves at all.

2306. Neato old stuff FS

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-20 00:00:00 UTC
From: lwright@wintermute.awinc.com
Message-ID: <4lbe8e$o6g@kryten.awinc.com>
Source record: 84582

I've got a buncha old 8-bit stuff for sale. Hate to part with it, but
I'm moving across planet, so...

See www2.awinc.com/users/lwright for details. Click on the Auction
button. It's LYNX optimized too!

Email lwright@awinc.com - replies sent to lwright@wintermute... will bounce.

2307. Re: Using RGB/SVGA Monitors with Your 8-bit!

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-21 00:00:00 UTC
From: tdrake1@umbc.edu
Message-ID: <4lc1iu$b9p@news.umbc.edu>
Source record: 84583

Robert Stone (UASZ40A@prodigy.com) wrote:
: For $240, I'd buy a new TV with audio and video inputs for the monitor
: cable.

The decoder chips are not cheap. After all you are taking composite and converting it to RGB.

There are kits available for around $75 or less (not from Harmonic Research), which will do the same thing.

Tom

-=-=-=

2308. Re: EPYX 500xj Joystick

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-21 00:00:00 UTC
From: gina@eden.com
Message-ID: <4lcbi7$b27@boris.eden.com>
Source record: 84584

gina@eden.com (Gina Cook) wrote:

>Does anyone have a EPYX 500xj joystick?
>These joysticks were made by Konix.
>It was the type that sat in the palm of your hand.
>If anyone has information please E-mail me.
>Thank.

Thanks for information. It looks like a great design.
No more trying to hold the joystick to the table.

2309. ACE: Atari Computer Emulator (v0.01 released)

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-21 00:00:00 UTC
From: feb6399@osfmail.isc.rit.edu
Message-ID: <4lcjkf$8k6@news.isc.rit.edu>
Source record: 84585
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

Announcing:

Pre-release v0.01 of
ACE: the Atari Computer Emulator (800/XL/XE)

(including xace for X-Windows,
and vace for SVGA)

For those of you who have been on this newsgroup for a few years,
you may remember me, back in 1993, talking about my Atari Emulator,
and then I just disappeared, and it never got released.
Well, I ran out of time to work on it, and for the last two years,
I kept saying that some day I would work on it some more, but
that never happened. And then for the last year or so I kept
saying that I should just release it as is, so that people can at
least use what I've got so far, and use the source code as reference.
But that never happened either, because I always felt that I couldn't
possibly release it until I spent a lot of time cleaning up the code
and fixing bugs and finishing the changes I started that I never
completed.

The same thing happens with everything I write. I spend a lot of time
to make sure the code is useful to a lot of people besides myself,
but then I'm too much of a perfectionist when it comes to my own code,
so I never release any of it, because it never seems finished enough.
As a result, no one else ever gets to see or use anything I've ever
written.

So, tonight I finally decided to change that trend.
I took a few hours away from my busy schedule (working on my
Master's Thesis) and got out the old sources from two years ago,
made sure they could compile, fixed up a few small problems,
and packaged them up into a gzip'ed tar file, and a .ZIP file.

For those that don't remember the discussion from before,
this is an 800/XL/XE emulator, including support for SIO
devices, P/M graphics, collision detection, DLI's, etc...

It runs under X-windows, or SVGAlib (for Linux), or in text-only mode
(for everything else)

It also includes support for PSIO (Parallel SIO) which allows hooking
up Atari SIO devices (disk drives, or the Atari computer itself) to
a PC parallel port.

It supports .XFD and .ATR disk files, as well as an extension of the .ATR
format I was working on that kept track of bad sector information.
It can directly get the directories and copy files from those disks
as well, without emulating an Atari first, and also has some
(incomplete) support for easy keyboard remapping. It has a built-in
6502 debugger/monitor from which the emulator is run, as well.

Currently, the only place to get this software is from
my web-page, at:
http://www.csh.rit.edu/~shaggy
or, to get straight to the software page:
http://www.csh.rit.edu/~shaggy/software.html

If someone wants to transfer a copy over to umich or to
some other site, that's fine by me.

- Frank

--
Frank "Shaggy" Barrus: feb6399@osfmail.isc.rit.edu, shaggy@csh.rit.edu
http://www.csh.rit.edu/~shaggy

2310. Re: Procedure for saving to program recorder on XE ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-21 00:00:00 UTC
From: froygif@infonet.no
Message-ID: <4lcqe3$783@nms.telepost.no>
Source record: 84586

UASZ40A@prodigy.com (Robert Stone) wrote:

>That's the way you save a Basic program to cassette. Is that what you're
>trying to do?

Exactly. But as I said the cassette recorder just stops when I do
this, so I guess there must be something wrong with it:(

|/|\|
froygif@infonet.no |/ | \| Gisle Froysland,
gf@vestkunst.no |/ | \| Nylundsveien 66c,
gislef@notam.uio.no |/ | \| 5031 Laksevaag, Norge
Irc: froy |/ | \| Tlf.: +47 55 34 13 94

2311. WANTED: History of Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-21 00:00:00 UTC
From: qmnmaren@dingo.cc.uq.oz.au
Message-ID: <4ld5ep$574@hobyah.cc.uq.oz.au>
Source record: 84587

Anyone got the book "ZAP! The Rise & Fall of Atari"

OR

Any text files dealing with the history of Atari?

Nickolas Marentes

2312. Award Winners Auction Update #2

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-21 00:00:00 UTC
From: David Wyn Davies <101502.651@CompuServe.COM>
Message-ID: <4ld9cgnud1@mhadg.production.compuserve.com>
Source record: 84588
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

Here's a list of items available by auction.

Rules of this auction.

1. The auction will be open until midnight GMT on Sunday 28th April.
2. Buyer pays postage.
3. Goods will only be sent to the highest bidders once payment has been received.
4. Each bid should be in increments of 25p (50 cents).
5. All items have a minimum bid of 50p unless otherwise stated.
6. Payments should be made by cheques, bankers draft, International Money Order or cash. Careful with cash, though.
7. For cheque payments, please allow up to 7 days for clearance. Cheques only acceptable if drawn on UK bank accounts.
8. Sorry, but US collectors need to add $5 to the order value if sending cash to cover our own conversion costs. Other foreign nationals need to do something similar - please ask for rates.

Due to account problems with Compuserve, this is a re-running of a previous auction. The original bids placed still stand.

Current highest bids are at the right of each entry

Atari 2600 Cartridges

Adventure
Air-Sea Battle
Asteroids
Basic Programming & Keypads - boxed with inst. (min. bid £7.50)
Berzerk
Berzerk - not working.
Breakout (boxed with inst)
Centipede
Circus Atari (boxed with inst)
Combat
Commando 1UKP (TheAntMan)
Cosmic Ark 1UKP (TheAntMan)
Dodge 'Em
E.T.
Fishing Derby 1UKP (TheAntMan)
Freeway
Gorf 1UKP (TheAntMan)
Indy 500 & Driving Controllers (min. bid £6)
Kangeroo
Kung-Fu Master 50p (nmp20)

Kung-Fu Master (plain white label. Boxed with inst)
Laser Blast 50p (nmp20)
Megamania 75p (nmp20)
Millipede 50p (nmp20)
Miniature Golf 50p (nmp20)
Missile Command
Outlaw
Pac-Man
Pele's Soccer
Pele's Soccer (tatty box with manual)
Pitfall (plain white label. Boxed with inst) 1UKP (nmp20)
Phoenix
Reactor 50p (nmp20)
Realsports Volleyball 1UKP (TheAntMan)
Robot Tank 50p (nmp20)
Skate Boardin (plain white label. Boxed with inst) 1UKP (nmp20)
Skiing
Space Invaders
Space War
Super Breakout
Warlords
Warlords (boxed with inst)
Wizard of Wor 50p (nmp20)
Yar's Revenge

```
Intellivision
---------------
NASL Soccer 50p (nmp20)
Space Battle 50p (nmp20)
Star Strike 50p (nmp20)

Colecovision
------------------
Donkey Kong Junior
Space Fury
```

Atari 8-bit (all cassettes unless otherwise specified. Can be tested prior to finalising deal)

Atari 800XL Computer. One key not working (weird).
Atari XC12 Tape Deck. No lid. Untested.
Atari 822 Thermal Printer - no PSU (min. bid £10)
Donkey Kong cart 1UKP (nmp20)
MidiMaster
180
An Invitation to Programming
Atari Computing cassette-based mag issue 9
Bubble Trouble
Colony
Dizzy Dice
Draconus

EMI Soccer
Gridrunner
Hacker
IQ
Jocky Wilson's Darts
LA Swat
League Challenge
Milk Race
Molecule Man
Plastron
Power Down
Preppie
Red Max
Slinky
Spiky Harold
Storm8
Submarine Commander
Tanium
Transmuter
Universal Hero

Commodore 16 cassettes

An Introduction to Basic - Part 1 (2 tapes)
Mr Puniverse
Rockman
Rolf Harris Picture Builder/Chess
Squirm

Other Bits'n'Pieces

40Mb IDE Hard Disk (Conner)
360K 5.25" Drive Mechanism. Untested.
Atari 520ST-FM (Upgraded to 1Mb. Min. bid - £40)
Atari ST Internals Book (Min. bid. £4)
First Steps in 68000 Assembly Language Programming Book (Min. Bid £4)
STOS Basic (Complete. Min Bid £5)
STOS Compiler (Complete. Min Bid £5)
STOS Game Maker's Manual (Book. Min Bid £5)

--
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2313. Re: Telnet

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-21 00:00:00 UTC
From: tomhunt@bright.net
Message-ID: <31791da0.7065661@news.bright.net>
Source record: 84589

On Fri, 19 Apr 96 16:55:32 LOC, John Haines
<john_haines@pointless.gen.nz> wrote:

>Hi Guys (and Girls) - I tried what Tom Hunt said regarding Telnetting to lynx.cc.ukans.edu if you using your Atari 8-bit.. -
>Just thought it may be worth mentioning that when you get the choices of 'www' or 'lynx' or 'linemode' that you choose
>the 'linemode' option as the others use IBM character codes, Flickerterm and ICET Terminal proggies will NOT handle some
>of the commands properly, whereas the 'linenode' feature treats you as you in straight ascii...
>
>Sorry I can't give you any more info, but as of this msg that's as far as I've got <grin>...
>
> Cheers - John...

I don't know if you tried this, but when asked, I specified "ansi" as
my terminal type. At 14.4k baud my term80 handles it ok, except for
the menu re-highlighting. Also, that lynx server uses the ansi code
for "delete to end of line", which I'll add, also. This is the first
instance I've come across the need for it. I'm working on an update
to add that feature, in-between my 12-14 hr "day job".

2314. Email

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-21 00:00:00 UTC
From: tomhunt@bright.net
Message-ID: <3179c3a3.1387130@news.bright.net>
Source record: 84590

I've just found a way of accessing email from a non-slip/ppp ISP.
(These types of isp's do not offer shell accounts). If you can access
the TELNET command after logging in, try this-

TELNET <domain.name.net><sp><25>
HELO <(your)domain.name.net>
MAIL FROM: <yourname@domain.name.net>
RCPT TO: <receiver@domain.name.net>
DATA
<Message text goes here.>
. (ends message)
RSET
QUIT

The above scenario connects to your isp's port 25, and allows you to
send email. Leave out the various <> and () characters, which I added
for clarity. Does anybody know of a way to receive email in a similar
fashion?

There is also a way to post to newsgroups by connecting to your isp's
port 119. But that's a topic for some other day.

But, as more and more isp's refuse to offer shell accounts, methods
like this will have to be used to allow various classic computers
internet access. If anyone knows of any similar techniques which
allows the creative use of TELNET to be used as a substitute for a
full-blown shell account, PLEASE POST THEM. In so doing you will be
doing a great service to the atari 8bit user community. Thanks.

2315. Lynx Servers

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-21 00:00:00 UTC
From: tomhunt@bright.net
Message-ID: <3179ca9f.3155331@news.bright.net>
Source record: 84591

I managed to do some more work in researching the topic of accessing the internet with the atari 8bit. My friend Bill Core (Pakrat) shared with me a new lynx site- panda.uiowa.edu (128.255.200.2). I've called it a few times, and it's my opinion that it's much better than lynx.cc.ukans.edu. I say this because it doesn't use the control sequence to delete to the end of the line. Instead it simply uses spaces, which works much better when using term80 on the atari 8bit.

Panda offers a lynx type host interface, which you can easily use (if using an ansi terminal program) by specifying "ansi" as your terminal type. It displays menus that have numbered items, that you can select by one of two ways. One way is to use your cursor keys, then press the return key. Another way is to just type in the menu item number and press return.

What does Panda offer? Lots! You can access newsgroups, news (international press), government information, libraries, and atari 8bit files to download. Yes, you can use the MERIT system to access the atari 8bit files on wustl.edu, which mirrors umich.edu. To select a file to download, just select the line it's on with your cursor keys, and type in "download".

If any atari 8bit owner wants to access the internet, but his ISP only offers slip/ppp, all is not lost because such ISP's usually offer TELNET, which you can use to access lynx servers such as Panda.

All this information, and more will be in my forthcoming article "Accessing The Internet With The Atari 8bit". I'm working on it in my spare time, which is kind of sparse right now, working 70+ hour weeks.

2316. Archive

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-21 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <317a4959.621035@news.superlink.net>
Source record: 84592

Updating the search for programs for the archive.
So far, I've located and received about 400 titles. That's not too shabby for two weeks work. Also, I've had to re-crack several titles so they will run w/o the protection. (Yes, I know APE will emulate the protection, but I needed something to do.)
Anyone interested in a list of what I have so far, please email me. If anyone can help with something they have, would much appreciate it.
Thanks all.

2317. Re: Uploaded: Atari800-0.4.0.tar.gz

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-21 00:00:00 UTC
From: David Firth <david@signus.demon.co.uk>
Message-ID: <1996Apr21.141216.221@signus.demon.co.uk>
Source record: 84593
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

David Firth (david@signus.demon.co.uk) wrote:

: After it has been moved out of the /incoming directory (probably
: tommorrow) it can be downloaded from the following location:-

: ftp://ftp.demon.co.uk/pub/emulators/atari/Atari800-0.4.0.tar.gz

Its now available at the above location.

--
David Firth <david@signus.demon.co.uk>

2318. Problem with Happy 810 drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-21 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <317A173A.4E8A@ncweb.com>
Source record: 84594

Hi again,

Hope someone has come across this problem and can point me in the
right direction.

I have an old Happy Enhanced 810 floppy drive. If I try to access it,
it responds, but that's as far as I get. If I try to format a disk in
it, it will start the operation normally, and when it gets all the way
to track 39, it sort of just hangs there. Sometimes it will then go all
the way back to track zero and try again, but it always hangs at track
39.

I tried replacing the transistor gate array chip (CA3086), as will as
the LM311 op amp chip. I check all the plug connections, and reseated
all the socketted chips. Checked the power supply for proper voltage.

Everything mentioned looks okay. Anyone seen this before and have a
solution????

TIA ... Bill

--

```
**********************************************************
* Hi! /\_/\ /\_/\ * cooncat@ncweb.com *
* | O O | | O O | * aj445@po.cwru.edu *
* from = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* ^ ^ ****************************
* Bill "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* (my 2 cats) * Please Spay or Neuter *
* say "Hello" too! * your pet cat or dog! *
**********************************************************
```

2319. 1050 Internals ; info posted ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-21 00:00:00 UTC
From: wdaniels@fox.nstn.ca
Message-ID: <83702.wdaniels@fox.nstn.ca>
Source record: 84595

Hello to all !

After peeling back the cover on my 1050 floppy drive, I wondered
if the function of the unit, describing the internals and the comm
protocal are described anywhere on the net. Any pointers are appreciated.

- Wally

Wallace Daniels " Look Around..choose your
Nova Scotia, Canada own ground....."
wdaniels@fox.nstn.ca - Pink Floyd

2320. Award Winners Auction Update #3

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-21 00:00:00 UTC
From: David Wyn Davies <101502.651@CompuServe.COM>
Message-ID: <4le4lvbgo1@mhafn.production.compuserve.com>
Source record: 84596
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

Here's a list of items available by auction.

Rules of this auction.

1. The auction will be open until midnight GMT on Sunday 28th April.
2. Buyer pays postage.
3. Goods will only be sent to the highest bidders once payment has been received.
4. Each bid should be in increments of 25p (50 cents).
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Asteroids
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Berzerk - not working.
Breakout (boxed with inst)
Centipede
Circus Atari (boxed with inst)
Combat
Commando 1UKP (TheAntMan)
Cosmic Ark 1UKP (TheAntMan)
Dodge 'Em
E.T.
Fishing Derby 1UKP (TheAntMan)
Freeway
Gorf 1UKP (TheAntMan)
Indy 500 & Driving Controllers (min. bid £6)
Kangeroo
Kung-Fu Master 1UKP (MercH)

Kung-Fu Master (plain white label. Boxed with inst) 1UKP (MercH)
Laser Blast 50p (nmp20)
Megamania 75p (nmp20)
Millipede 50p (nmp20)
Miniature Golf 50p (nmp20)
Missile Command
Outlaw
Pac-Man
Pele's Soccer
Pele's Soccer (tatty box with manual)
Pitfall (plain white label. Boxed with inst) 2UKP (MercH)
Phoenix
Reactor 50p (nmp20)
Realsports Volleyball 1UKP (TheAntMan)
Robot Tank 50p (nmp20)
Skate Boardin (plain white label. Boxed with inst) 2UKP (MercH)
Skiing
Space Invaders
Space War
Super Breakout
Warlords
Warlords (boxed with inst)
Wizard of Wor 50p (nmp20)
Yar's Revenge

```
Intellivision
---------------
NASL Soccer 50p (nmp20)
Space Battle 50p (nmp20)
Star Strike 50p (nmp20)

Colecovision
------------------
Donkey Kong Junior
Space Fury
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Donkey Kong cart 1UKP (nmp20)
MidiMaster
180
An Invitation to Programming
Atari Computing cassette-based mag issue 9
Bubble Trouble
Colony
Dizzy Dice
Draconus

EMI Soccer
Gridrunner
Hacker
IQ
Jocky Wilson's Darts
LA Swat
League Challenge
Milk Race
Molecule Man
Plastron
Power Down
Preppie
Red Max
Slinky
Spiky Harold
Storm8
Submarine Commander
Tanium
Transmuter
Universal Hero

```
Commodore 16 cassettes
-------------------------------------
An Introduction to Basic - Part 1 (2 tapes)
Mr Puniverse
Rockman
Rolf Harris Picture Builder/Chess
Squirm
```

Other Bits'n'Pieces

40Mb IDE Hard Disk (Conner)
360K 5.25" Drive Mechanism. Untested.
Atari 520ST-FM (Upgraded to 1Mb. Min. bid - £40)
Atari ST Internals Book (Min. bid. £4)
First Steps in 68000 Assembly Language Programming Book (Min. Bid £4)
STOS Basic (Complete. Min Bid £5)
STOS Compiler (Complete. Min Bid £5)
STOS Game Maker's Manual (Book. Min Bid £5)

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Anglesey. LL71 4AG WALES |TEL: +44 01248 470 458
```

2321. Atari STe, 8-bit & magazines For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-21 00:00:00 UTC
From: touchbase@webdb.com
Message-ID: <4lbgsg$6p4@news.transport.com>
Source record: 84597
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I have the following Atari hardware for sale.
I can accept a check or credit card.
Please E-Mail me if you are interested.

Atari 800 $30.00
Atari 800XL $35.00
Atari 800XL w/o Power Supply $20.00
3 Atari 1050 Floppy Drives $50.00 ea
Atari accoustic modem $10.00

Mega STe w/1.44MB FD, 50M HD,
SC1224 Color Monitor,
SM124 Mono monitor,
Monitor Master switch,
Specter GCR $395.00

Hand Scanner $50.00

SyQuest 88MB Drive, ICD Link,
cable & 3 Cartridges $275.00

Back Issues of Atari Magazines

Atari User $0.50 ea
May 91, June 91, July 91, Aug 91, Sept 91, Oct 91, Nov 91, Dec 91,
Jan 92, Feb 92, March 92, April 92, May 92, June 92, July 92, Sept 92,
Nov 92
Oct 93

ST Informer $1.50 ea
#36 Jun 90, #38 Aug 90, #43 Jan 91, #44 Feb 91, #45 Mar 91, #47 May 91
#50 Aug 91, #51 Sept 91, #52 Oct 91, #53 Nov 91, #54 Dec 91, #55 Jan
92
#56 Feb 92, #57 Mar 92, #58 Apr 92, #59 May 92, #60 June 92, #61 July
92
#62 Aug 92, #63 Sept 92, #64 Oct 92, #65 Nov 92, #66 Dec 92, #67 Jan
93
#68 Feb 93, #70 Apr 93, #72 June 93, #73 July 93, #74 Aug 93, #75 Sept
93
#76 Oct 93, #79 Jan 94, #80 Feb 94, #81 Mar 94, #82 Apr 94, #83
May/June 94

Atari Explorer $1.00
March/April 91

Current Notes $1.50
Vol 11, No 7 Sept 91

Atari Advantage $1.00
Vol 1 No 1 April 92
Vol 1 No 5 Nov 92

2322. software for sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-21 00:00:00 UTC
From: Diane Poremsky <poremsky@tricon.net>
Message-ID: <01bb2fc7.2d84dce0$1b50e6cd@poremsky>
Source record: 84598

I have the following software, email me with what you are willing to pay, include postage allowance.

Print/Graphics:
Print Shop -- includes some PS graphics libraries and some PD ones and utility programs
Newsroom & 3 clip art volumes
Print Power (Hi-Tech)
Sesame Street Print Kit (same as print power, but with sesame street graphics)
Awardware (Hi-Tech)
Graphics Transformer
Graphics Converter & Converter Companion
Print Shop Interface (I think it is a graphics converter program.)
Typesetter & Rubber Stamp
Publishing Pro
Atariwriter
Blazing Paddles
Video Title Shop & 2 graphics libraries
Movie Maker & PD movies
Atari Paint

PIM software:
Timewise
Home file manager

Games:

age of adventure
air rescue
ballyhoo
Bros
c'est la vie
chessmaster 2000
crusade in Europe
david's midnight magic
deadline
Dedris
Drag
f15 strike eagle
hard ball
kennedy approach
lords of conquest
moon mist
mouse quest

Pinball construction
silent service
swat
target practice
Tobots
wishbringer
video poker

EDU:
music construction
secret formula -- elem and advanced disks
geography
expeditions
us geography (high marc/smash)

pre-school edu:
kindercomp
dr. suess ... fix up puzzler
tink-tonk series: body bots, goes to town, subtraction, mazes, spelling (2 of spelling)
grandma's house

AIM "disk of the month" covering approx. 12 months (or more) from 91 & 92
Lots of PD stuff -- approx. 12 disks (or more).

I also have some programming books:
Sams/Computer:
direct programmer's reference guide for Atari 400/800 computers
advanced Atari basic tutorial

101 programming tips & tricks
inside Atari basic
lets learn Atari basic

2323. cartridges for sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-21 00:00:00 UTC
From: Diane Poremsky <poremsky@tricon.net>
Message-ID: <01bb2fc7.57103d20$1b50e6cd@poremsky>
Source record: 84599

I have the following cartridges for sale. I don't have any set prices - offer what you are willing to pay, include shipping allowance and if your offer is the best one when I pick up my email (at least 3 times a day), it's yours. I'm not waiting to see if a better offer is made.

3d tic tac toe
asteroids
ballblazers
basketball
blue max
breakout
bug hunt
cross bow
dark chambers
defender
dig dug
donkey kong jr
ET phone home
flight simulator II
food fight
football
Joust
jungle hunt
kaboom
mario bros
midnight magic
millipede
missle command
moon patrol
necromancer
pengo
platter mania
pole position
qix
Robotron 2084
star raiders

Kids Edu: (most are for preschool aged):

Alphabet zoo
memory manor
alf in the color caves
dance fantasy
kids on keys
face maker

2324. Re: Using RGB/SVGA Monitors with Your 8-bit!

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-21 00:00:00 UTC
From: Joe Walsh <ransom@connect.iconnect.net>
Message-ID: <Pine.BSD/.3.91.960421163426.27401B-100000@connect.iconnect.net>
Source record: 84600

On 19 Apr 1996, Robert Stone wrote:

> For $240, I'd buy a new TV with audio and video inputs for the monitor
> cable.
>

Last time I tried using a TV with A/V inputs, the output was
crummy (tho not as bad as RF switchbox output!). The advantage of this
$240 device seems to be that you get true separate (luma/chroma) output,
with its superior sharpness and color saturation.

-Joe

Joseph E. Walsh | Atari 8-Bit User and Programmer Since 1982
ransom@iconnect.net | Classic Traveller Referee Since 1983
Stuck in the '80s | Microsoft-Free and Loving It! :)

2325. Re: Procedure for saving to program recorder on XE ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-21 00:00:00 UTC
From: newton@kalvi.nacto.lkg.dec.com
Message-ID: <4le2g5$s6a@nntpd.lkg.dec.com>
Source record: 84601

Have you tried printing to the line printer device before doing the CSAVE? I remember there was a bug with the SIO routines and the cassette recorder that could be worked around by doing a print. I'm not sure if it is the one which you describe, though. Good luck!

2326. Imagic 1.02b now available on the WWW

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-21 00:00:00 UTC
From: classics@nacs.net
Message-ID: <4ldqjg$hh0@wariat.wariat.org>
Source record: 84602

```
Imagic 1.02b, converter/generator of DCM/ATR/XFD disk images is now
availabe for beta testing @ http://www.nacs.net/~classics

Steve
```

2327. Deutsche Atari-Clubs (Was: Re: S: XL/XE SPIELE! / W: XL/XE games)

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-22 00:00:00 UTC
From: rosans00@marvin.informatik.uni-dortmund.de
Message-ID: <4lfmof$p43@fbi-news.Informatik.Uni-Dortmund.DE>
Source record: 84357

Thomas Kusch (Thomas_Kusch@herbie.fido.de) wrote:
: <garbage collection>

: BTW: gibbet es noch Atari-Clubs in DE?? Oder Fidoboxen, oder so??
: Tschau!!

Jau, gibt es noch.
Beispielsweise der ATARI BIT BYTER USER CLUB e.V. (kurz ABBUC):

ABBUC e.V.
c/o Wolfgang Burger
Wieschenbeck 45
45699 Herten

Tel./Fax. (02366) 39623
e-mail: 0236639623-0001@t-online.de
Web: http://wwwcip.rus.uni-stuttgart.de/~inf11492/abbuc/

Der ABBUC bietet Clubmagazine mit Disketten, Sonderhefte, Sonderaktionen,
Floppyservice (Reparatur zum Selbstkostenpreis), PD-Bibliothek, Druckerservice
und vieles mehr. Regionalgruppen werden auch organisiert, je nach Region
finden mehr oder weniger regelmaessig Treffen statt.
Einmal im Jahr findet in Herten eine Vollversammlung statt, verbunden mit
einer Computermesse.

Melde dich mal beim Wolfgang (s.o.), der schickt Dir dann ausfuehrliche Infos.
Mit der Antwort kann es etwas dauern, da (soweit ich weiss) Wolfgang
in kuerze einen laengeren Urlaub auf dem Plan hat. Ansonsten aber wird
(nach meinen Erfahrungen) jede Anfrage wirklich schnell beantwortet.

Schoenen Gruss...
--

[no save]
___ Thomas Rosanski * rosans00@marvin.informatik.uni-dortmund.de
| _ World Wide Web Homepage: http://dosis.uni-dortmund.de/~toro
| | | _ BETA Webpages: http://dosis.uni-dortmund.de/~toro/beta.html
|_| |_| _
|\ | | freedom is the freedom to say that two plus two make four
|_| if that is granted, all else follows (George Orwell, 1984)

2328. Re: Archive

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-22 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <4lfrbc$4ii@news.xmission.com>
Source record: 84358

Yogi (scharles@superlink.net) wrote:
: Anyone interested in a list of what I have so far, please email me. If
: anyone can help with something they have, would much appreciate it.
: Thanks all.

I'm interested.. One of these days I'll be putting my ftp site back up..

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

2329. Re: C64 Multithreaded OS announce

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-22 00:00:00 UTC
From: fachat@physik.tu-chemnitz.de
Message-ID: <4lfsc9$jk8@narses.hrz.tu-chemnitz.de>
Source record: 84359
Cross-posted to: comp.sys.cbm,comp.emulators.cbm,comp.os.misc,comp.sys.apple2,comp.sys.atari.8bit,de.comp.os.misc

Andre Fachat (fachat@physik.tu-chemnitz.de) wrote:
: Well, after having no response at all for my last announcement
: I think that our news-server has lost it...

: I have now ported my CS/A65 Multitasking operating system to the C64!

And for the DOS community, there now also is a preassembled (pseudo-)ROM
image for the C64, together with the source and all other files in
a LZH archive now...

: You can find it on this page:

: http://www.tu-chemnitz.de/~fachat/csa/index.html

: so long
: Andre

--
Andre Fachat, Tel:++49-371-531-3551|"I do not feel obliged to believe that the
Stadlerstr 17, 09126 Chemnitz, FRG | same God who has endowed us with sense,
a.fachat@physik.tu-chemnitz.de | reason, and intellect has intended us to
http://www.tu-chemnitz.de/~fachat | forego their use" -- Galileo Galilei

2330. Re: Emulator video modes (was Re: XL-IT question impression)

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-22 00:00:00 UTC
From: magi@stud.uni-sb.de
Message-ID: <4lg22h$8eb@hades.rz.uni-sb.de>
Source record: 84360

: Rob Funk (rfunk@magnus.acs.ohio-state.edu) wrote:
: : Why should 640x480 automatically mean a tiny Atari screen? Why not
: : double up on hi-res pixels?

: Umm - that defeats the purpose! :) The best you'll get is up to 40
: overscanned rows, but still absolutely no left/right overscanning.

I don't like the idea of 640x480 at all.
If I double-scan the whole screen, the emulator will slow-down by a
factor of 2 ! (this is a guess, maybe a bit less maybe more).

There is a way to setup 352x240 pixels on every VGA. But I have to
browse my resources to find it again. I try to add 320x240 as soon
as possible to get some games playable. (I hate it if I can't
see my score ;-)

Bye,
Markus

PS: Before you start flaming the actual speed: My dev. version
is upto 3 times faster than 0.12.

2331. QUESTION ???

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-22 00:00:00 UTC
From: ISAAK@duq3.cc.duq.edu
Message-ID: <830192157.408657.ISAAK@duq3.cc.duq.edu>
Source record: 84361

Would someone a little more knowledge please explain:

(1) How the ATARI XEP80 works

(2) How the BLACK BOX by Computer Software Services works

(3) What I need to connect a modem to an ATARI 130XE and what software
can emulate a VT320 monitor

Thanks to all who respond.

SEND INFO TO -> ISAAK@duq3.cc.duq.edu

2332. Printer Ribbons

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-22 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <4lgdhr$2e0@news.tcd.net>
Source record: 84362

Anyone haveing a problem locating ribbons for the older printers?

I can re-ink printer ribbons for $2.00 each...Send 5 or more and
I will pay return postage..

Put check in with ribbons sent to::

K-Products
4267 W. Midway Dr.
Salt Lake City, Ut. 84120

Fast turn arround...

2333. Pinouts for Teknika MJ-22 monitor?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-22 00:00:00 UTC
From: alexc@3rdplanet.com
Message-ID: <alexc-2204960035550001@news.3rdplanet.com>
Source record: 84363

Does anybody know the pinouts for the RGB connector on a Teknika MJ-22
monitor? I'd like to hook up my ST and my 1200XL to it at the same
time--it has a handy switch on the front especially for the purpose.

The RGB jack is a female 8-pin DIN--I think it's a pretty standard type,
also found on some Commodore monitors of the same era.

Y'all are my last hope... first person to reply gets my firstborn son... 8-)

--
Alex Chamberlain --- alexc@3rdplanet.com

2334. Award Winners Auction Update #4

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-22 00:00:00 UTC
From: David Wyn Davies <101502.651@CompuServe.COM>
Message-ID: <4lgi5upce1@mhadf.production.compuserve.com>
Source record: 84364
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

Here's a list of items available by auction.

Rules of this auction.

1. The auction will be open until midnight GMT on Sunday 28th April.
2. Buyer pays postage.
3. Goods will only be sent to the highest bidders once payment has been received.
4. Each bid should be in increments of 25p (50 cents).
5. All items have a minimum bid of 50p unless otherwise stated.
6. Payments should be made by cheques, bankers draft, International Money Order or cash. Careful with cash, though.
7. For cheque payments, please allow up to 7 days for clearance. Cheques only acceptable if drawn on UK bank accounts.
8. Sorry, but US collectors need to add $5 to the order value if sending cash to cover our own conversion costs. Other foreign nationals need to do something similar - please ask for rates.

Due to account problems with Compuserve, this is a re-running of a previous auction. The original bids placed still stand.

Current highest bids are at the right of each entry

NOTE: See end of list for wants. Only highest bidders at the end of the auction will be allowed to trade instead.

Atari 2600 Cartridges

Adventure
Air-Sea Battle
Asteroids
Basic Programming & Keypads - boxed with inst. (min. bid £7.50) 7.50UKP (JohnY)
Berzerk
Berzerk - not working.
Breakout (boxed with inst)
Centipede
Circus Atari (boxed with inst)
Combat
Commando 1UKP (TheAntMan)
Cosmic Ark 1.25UKP (JohnY)
Dodge 'Em
E.T.
Fishing Derby 1UKP (TheAntMan)
Freeway 50p (JohnY)
Gorf 1UKP (TheAntMan)
Indy 500 & Driving Controllers (min. bid £6)

Kangeroo 50p (JohnY)
Kung-Fu Master 1.50UKP (nmp20)
Kung-Fu Master (plain white label. Boxed with inst) 1UKP (MercH)
Laser Blast 75p (JohnY)
Megamania 1UKP (JohnY)
Millipede 50p (nmp20)
Miniature Golf 50p (nmp20)
Missile Command
Outlaw
Pac-Man
Pele's Soccer
Pele's Soccer (tatty box with manual) 50p (JohnY)
Pitfall (plain white label. Boxed with inst) 3UKP (nmp20)
Phoenix
Reactor 50p (nmp20)
Realsports Volleyball 1UKP (TheAntMan)
Robot Tank 75p (JohnY)
Skate Boardin (plain white label. Boxed with inst) 2UKP (MercH)
Skiing
Space Invaders
Space War 50p (JohnY)
Super Breakout
Warlords
Warlords (boxed with inst)
Wizard of Wor 50p (nmp20)
Yar's Revenge

```
Intellivision
---------------
NASL Soccer 50p (nmp20)
Space Battle 50p (nmp20)
Star Strike 50p (nmp20)

Colecovision
------------------
Donkey Kong Junior
Space Fury
```

Atari 8-bit (all cassettes unless otherwise specified. Can be tested prior to finalising deal)

Atari 800XL Computer. One key not working (weird).
Atari XC12 Tape Deck. No lid. Untested.
Atari 822 Thermal Printer - no PSU (min. bid £10)
Donkey Kong cart 1.25UKP (JohnY)
MidiMaster
180
An Invitation to Programming
Atari Computing cassette-based mag issue 9
Bubble Trouble
Colony

Dizzy Dice
Draconus
EMI Soccer
Gridrunner 50p (JohnY)
Hacker
IQ
Jocky Wilson's Darts
LA Swat
League Challenge
Milk Race
Molecule Man
Plastron
Power Down
Preppie
Red Max
Slinky
Spiky Harold
Storm8
Submarine Commander
Tanium
Transmuter
Universal Hero

```
Commodore 16 cassettes
-------------------------------------
An Introduction to Basic - Part 1 (2 tapes)
Mr Puniverse
Rockman
Rolf Harris Picture Builder/Chess
Squirm
```

Other Bits'n'Pieces

40Mb IDE Hard Disk (Conner)
360K 5.25" Drive Mechanism. Untested.
Atari 520ST-FM (Upgraded to 1Mb. Min. bid - £40)
Atari ST Internals Book (Min. bid. £4)
First Steps in 68000 Assembly Language Programming Book (Min. Bid £4)
STOS Basic (Complete. Min Bid £5)
STOS Compiler (Complete. Min Bid £5)
STOS Game Maker's Manual (Book. Min Bid £5)

```
WANT LIST
-----------------
Crystal Castles - Atari 2600
Ms Pac-Man - Atari 2600
Starpath Supercharger + games
ROM Scanner
Any Vectrex Carts
--
```

David Wyn Davies |PC, SEGA, NINTENDO, APPLE,
Award Winners |Amiga, Atari, 3DO and CD-i
Gamdda Wen, LLanerchymedd |products at competitive prices.
Anglesey. LL71 4AG WALES |TEL: +44 01248 470 458

2335. newest version of Ice-t wanted..

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-22 00:00:00 UTC
From: seppie@I_should_put_my_domain_in_etc_NNTP_INEWS_DOMAIN
Message-ID: <4lgmao$nrs@terminus.intermind.net>
Source record: 84365

Anyone have the newest version of Ice-T? please reply on where i can get it.
thanks!

--
seppie@mcomm.mclv.net

2336. SPACE on the Web

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-22 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <v01510104ada18ca938d7@[137.22.11.55]>
Source record: 84366

SPACE, the St. Paul Atari Computer Enthusiasts (Minnesota, USA) has a new informational home page at the following URL:

http://www.library.carleton.edu/space/

Have a look-see!

Michael Current, 8-Bit Atari FAQ & Vendor/Developer Lists maintainer
User groups: CAIN, SPACE, NWPAC / mailto:mcurrent@carleton.edu

2337. Crazy shooot out

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-22 00:00:00 UTC
From: tosca@netvision.net.il
Message-ID: <4lguu4$jqd@news.NetVision.net.il>
Source record: 84367

Does anyone know how many levels were in Crazy Shoot Out?

2338. Re: Archive

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-22 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.91.960422102023.2481A-100000@moose.erie.net>
Source record: 84368

On 22 Apr 1996, James King wrote:

> Yogi (scharles@superlink.net) wrote:
> : Anyone interested in a list of what I have so far, please email me. If
> : anyone can help with something they have, would much appreciate it.
> : Thanks all.
>
> I'm interested.. One of these days I'll be putting my ftp site back up..
>

I hope so, James. It was the best Atari 8-bit site around! Keep
us posted.

2339. What ever happened to PC XFormer?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-22 00:00:00 UTC
From: gromit@carroll.com
Message-ID: <DqADuA.H00@news2.new-york.net>
Source record: 84369

Hello!

I used to be real big into 8-bit Atari. Anyway, in 1994,
Darek Kendrick wrote an MS-DOS 130XE emulator, which
I bought. (Ver. 3.0) Does anyone know what the latest
info is on this?

Did anyone ever develop a way to read Atari floppies in
a PC?

Thanks!

-Abe Waranowitz
gromit@carroll.com

2340. Re: What ever happened to PC XFormer?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-22 00:00:00 UTC
From: uglmiller@cc.memphis.edu
Message-ID: <1996Apr22.213156@msuvx2.memphis.edu>
Source record: 84370

In article <DqADuA.H00@news2.new-york.net>, gromit@carroll.com writes:
> Hello!
>
> I used to be real big into 8-bit Atari. Anyway, in 1994,
> Darek Kendrick wrote an MS-DOS 130XE emulator, which
> I bought. (Ver. 3.0) Does anyone know what the latest
> info is on this?
>
> Did anyone ever develop a way to read Atari floppies in
> a PC?
>
> Thanks!
>
> -Abe Waranowitz
> gromit@carroll.com

Actually, it's Darek Mihocka... The latest version, I think, is 3.5, and other emulators are now available, including xl-it and ACE.

--
If Superman can fly, why can't super models?

Check out my home page (CCGs, classic computers, Revolution BBS):
http://www.people.memphis.edu/~uglmiller/home.htm (under construction)

2341. ATARI 8BIT STUFF FOR SALE

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-22 00:00:00 UTC
From: knewk28932@aol.com
Message-ID: <4lhkgg$25l@newsbf02.news.aol.com>
Source record: 84371

I have several 800XL's complete. Disk Drives and software for sale, Will reply any offer. Ken Newkirk. E mail 72750.1127@COMPUSERVE.COM

2342. Re: Chips Still Exist??

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-22 00:00:00 UTC
From: "Gary M. Hoke" <gmhoke@indyvax.iupui.edu>
Message-ID: <1996Apr22.181224.24790@indyvax.iupui.edu>
Source record: 84372

phantom@skull.com wrote:
>Stumbled across this group and reminded me on my old Atari 400 (great
>computer in it's day). Anyway. In Early 80's had chip for a 400. Fit
>in slot and had a switch. Allowed cracked programs to run off disk.
>Well ,400 died about 4 years ago and found 800 but chip won't work in
>it. Have close to 500 programs (most better than todays Sega/Nintendo
>games) but no way to access.
>
>Are there any chips availble out there? For Sale? Please post or
>E-Mail me @ keshler@dreamscape.com.
>
No chip here, but I'll go you one better, if you're interested.
I have an old Atari 400, already obsolete when I bought it new in 1982
for $99. It has a BASIC cartridge and an excellent chess cartridge.
(Endorsed by one of the big chess organizations.) It's gathering dust
as we speak, since I've had a Mac for four years. Like you, I still
have fond memories of it, and I can't bring myself to throw it away.
It has the standard 16K RAM, but I replaced the pressure-sensitive
keyboard with a typewriter-style one. Anyway, it's not doing me any
good, even though it has always worked perfectly. (I wish my Mac
crashed as little as the 400!) If you have a use for it, and would
like to take it off my hands, I'd be very amenable to making a deal.
I'm a newly married student facing student loan payments, so every
little bit helps.

I just mentioned to my wife yesterday about how I should wait until
it becomes a museum piece, but I'm not a fool. If you want to buy it,
let me know your offering price & I'll get right back to you.

/s/ Gary Hoke

2343. Re: Emulator video modes (was Re: XL-IT question impression)

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-22 00:00:00 UTC
From: C.WIESE@LDB.han.de
Message-ID: <67LOJpOOTaB@ldb-cwi.ldb.han.de>
Source record: 84373

rfunk@magnus.acs.ohio-state.edu meinte am 18.04.96
zum Thema "Emulator video modes (was Re: XL-IT question impression)":

RF>Why should 640x480 automatically mean a tiny Atari screen? Why not
RF>double up on hi-res pixels?

where can I geta ATAI 8 Bit Emulator for IBM PC under DOS / Windows or OS/
2 ?

mit freundlichen Gruessen
Knigge

USE: Christian.Wiese@stud.uni-hannover.de FIDO:Christian Wiese@2:2437/40.13

2344. Atari 800 Emulator

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-22 00:00:00 UTC
From: sepp@tindrum.tng.oche.de
Message-ID: <67LCZMGSiVB@p0000076.tindrum.tng.oche.de>
Source record: 84374

Hi,

is there somebody, knowing an ftp-server where to catch a version
of the PC-Xformer, the on a PC working Atari-400/800-emulator.
The 2 years old free version 2.0 is good enough for me but if there's
a newer one - and also free - it would be really better.

R.

2345. Re: Problem with Happy 810 drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-22 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <4leksp$goh@blackice.winternet.com>
Source record: 84603

> Bill Somrak <cooncat@ncweb.com> writes:
> Hi again,
>
> Hope someone has come across this problem and can point me in the
> right direction.
>
> I have an old Happy Enhanced 810 floppy drive. If I try to access it,
(SNIP)
> I tried replacing the transistor gate array chip (CA3086), as will as
> the LM311 op amp chip. I check all the plug connections, and reseated
> all the socketted chips. Checked the power supply for proper voltage.
>
> Everything mentioned looks okay. Anyone seen this before and have a
> solution????
(SNIP)
>>>>
Two things come to mind; 1. Have you cleaned the head?
2. Loosen and re-tighten the the screws that mount the side board onto
the drive frame (poor grounding, happens quite often on 810's). Not
just the one at the rear of the side board, this one doesn't ground
anything.

Hope this helps; Rich Mier

2346. FS: IBM/C64/Apple/Amiga/Atari/TI-99 s/w & books garage cleaning!

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-22 00:00:00 UTC
From: steven@rain.org
Message-ID: <4lf21l$19h@news.rain.org>
Source record: 84604
Cross-posted to: comp.sys.ibm.pc.games.marketplace,comp.sys.cbm,comp.sys.ti,comp.sys.apple2,comp.sys.apple2.marketplace,comp.sys.amiga.software,comp.sys.atari.8bit,comp.sys.mac.games.marketplace,misc.forsale.computers.pc-specific.software,misc.forsale.computers.other.software,misc.forsale.computers.mac-specific.software

I am posting this message for a friend without Internet access.

ALL SOFTWARE PACKAGES ARE ORIGINALS WITH COMPLETE DOCS, DISKS, AND
BOXES, unless noted with a * which means there is no box. All opened disks
and CDROMs have been tested and I will guarantee they work.

Rather than post separate for sale messages for each computer as I have done
in the past, I thought I'd combine them into one large list so people could
see everything I have available. If you are interested in anything, please
read the end of the message before replying.

Items listed in this order:
Part 1. IBM CDROMs, disk-based games (many), old business software, books
Part 2. Commodore 64/128 game software (lots), datasette, 2 books
Part 3. Amiga 3.5" game software and book
Part 4. Apple II+/e business software, books, plug-in cards
Part 5. Atari ST and 8-bit software (no games)
Part 6. Macintosh 3.5" software (several games)
Part 7. TI-99/4A cartridges (several games/education), 1 book
Part 8. Computer books

Feel free to make reasonable offers on anything below. Few prices are firm,
especially if you are buying several other items.

=== Part 1. IBM ==========

IBM CDROM games (with manuals and jewel cases, no boxes):
Desert Strike - $12
Police Quest: Open Season - $13

IBM disk-based game software (5.25" unless noted otherwise):
$4 each

Don't Go Alone *

$5 each

Deja Vu II (VGA, 5.25" HD)
First Expedition
Scavengers of the Mutant World
Sword of the Samurai
Superstar Soccer (w/ C64 version) *
Willow - new, unopened

Zoom

$7 each

Eric the Unready (VGA, 3.5" HD) with cluebook

IBM ancient business software (all with 5.25" disks, manuals, and boxes):
Diskette Manager III (Lassen Software) - $4
Framework II Sampler (Ashton-Tate) - $4
PC Focus 3.0 (Information Builders) - contains User's Manual, Guide to
Operations, Tutorial, and Screen Painter manuals - $6
PFS: First Publisher 1.0 (PFS) - $4
Personal Time Manager (Prime Time) - $4
Professional Editor (IBM)- $4
Script/PC (IBM) - $4
Smarterm 100 (Persoft) - $4
TopView (IBM) - $4
TopView Programmer's Toolkit (IBM) - $4
Windows 286 2.1 (Microsoft) (package torn on top) - $6

Books:
DBase III Plus Handbook 2nd Edition - Chou, Que Books - $4
P-CAD Illustrated User's Guide: Printed Circuit Board Design
"048-0226-02 Rev 3.00 Kit Illustrated UG SW/MNL" -- still sealed - $10

=== Part 2. Commodore 64/128 (all 5.25" disks) ================================

$2.50 each

Deceptor
Desert Fox
Force 7
GEOS Desk Pack I *
Sky Runner

$3.50 each

Blue Angels
Die Hard
Oil Barons (heavy package)
Paperclip 64 *
Paperclip Spell Pack *
PHM Pegasus
Print Power (+Atari)
Top 20 Solid Gold (Cosmi) *
Top Fuel Eliminator
TV Sports Football
X-15 Alpha Mission

$4.50 each

Ace of Aces

Beyond Dark Castle *
Beyond Zork 128 *
Border Zone *
Bureaucracy 128 *
Defender of the Crown
Grave Yardage *
Kings of the Beach *
Millionaire *
Monopoly (Leisure Genius)
Murder by the Dozen *
Nord and Bert *
Pipe Dream *
Tomahawk

$5 each

Superstar Soccer (+IBM) *

Hardware:
Commodore 64/PET Datasette.....$7

Books:
Commodore 64 Programmer's Reference Guide (orig schematics missing)...$5
Commodore 64 User's Guide (2).....$3

=== Part 3. Amiga 3.5" disks ==========

$5 each

Jack Nicklaus' Golf *
Midwinter
Pioneer Plague *
Warlock
BOOK: Amiga Hardware Reference Manual (Revised) - Addision-Wesley, 1989

All 5 above - $25 delivered anywhere in the continental United States.

=== Part 4. Apple II+/e (all 5.25" disks) ==========

Following is a list of Apple software and hardware I no longer have any use
for. Feel free to make reasonable offers.

DISKS ONLY only for almost every PFS:File, PFS:Graph, PFS:Write, etc -
50 cents ea. disk - can provide a complete list if interested
One game: Ultima II (Origin), missing the top half of the box - $1.50

Tons of Beagle Brothers Time-Out disks and manuals (no boxes) - DeskTools,
DeskTools II, Filemaster, Graph, MacroTools, MacroTools II, PowerPack,
Quickspell, Report Writer, Sidespread, SpreadTools, Superfonts, Thesaurus,
Ultramacros, Super Macroworks. If anyone is seriously interested in buying
the WHOLE LOT, please respond with your offer.

BOOK: Osborne CP/M User Guide "Special Microsoft Softcard Edition for Apple
II and Apple III Owners" - Thom Hogan

Probably good hardware (sold to me as working, kept in good condition, but
I never used them. I don't have time to test them. I'll refund your money
if they don't work):
Apple-brand MIDI interface (plugs into ADB port) - $15
APL printer card (Epson), no manual - $10
Microbuffer II 16K serial card - new, unopened - $20
Z-Card II (Advanced Logic Systems' Z-80 card), with manual - $10

Many issues of a specialty Apple magazine called "The Assembly Line". I can
provide a more complete list of issues if someone is seriously interested.

=== Part 5. Atari ==

Atari ST 3.5" software - $2.50 each
E-Z Track MIDI Sequencer - new, unopened (2 of them)
Personal Pascal *
ST Key *

Atari 8-bit 5.25" software - $3 each
Atariwriter (cartridge) *
Home Filing Manager (disk) *
Pilot language (cartridge) *
Print Shop (disk) *
Telelink (cartridge) *
Turtle Tracks (disk)

Also looking for Clowns & Balloons game disk -- will trade

=== Part 6. Macintosh 3.5" disks ===

$2.50 each

Crimson Crown
Enchanted Scepters
Frogger
Ground Zero
Mastertype
Rival 1.1.4
Time and Magik

$3.50 each

Click Change 1.04
Corruption
Deja Vu

$4.50 each

Mac Plot, standard V3.4
Pools of Radiance
Status Mac - 1991, System 7 compatible, unopened

Strategic Conquest Plus - disks only - $1.50

Note: Some of these games are old and may only run on older Macintoshes
with System 6 or earlier.

=== Part 7. TI-99/4A ==

Working cartridges - no boxes

$3 each

Beginning Grammar, no docs
Connect Four, no docs
Household Budget Management, w/ docs
Munchman, w/ docs
Personal Record Keeping, w/ docs
Superfly, no docs
Terminal Emulator II, w/ docs and keyboard templates
BOOK: Programming BASIC with the TI Home Computer - Peckham

Cartridges WANTED (will also trade the above for or possibly buy):
Beyond Parsec, Bigfoot, Computer War, Frogger (Parker Bros), Hopper,
Jumpman Jr., Space Journey, Spy's Demise, Star Maze, and Tris.

= Books ==

Amiga Hardware Reference Manual (Revised) - Addision-Wesley, 1989..... $6
Commodore 64 Programmer's Reference Guide (orig schematics missing)... $5
Commodore 64 User's Guide (2)..... $3 ea
DBase III Plus Handbook 2nd Edition - Chou, Que Books..... $3
Mastering CP/M - Alan R. Miller, Sybex Books, 1983..... $4
Osborne CP/M User Guide "Special Microsoft Softcard Edition for Apple II
and Apple III Owners" - Thom Hogan..... $3
P-CAD Illustrated User's Guide: Printed Circuit Board Design
"048-0226-02 Rev 3.00 Kit Illustrated UG SW/MNL" -- still sealed... $10
Programming BASIC with the TI Home Computer - Peckham..... $3

==

The above prices do not include shipping. I'm in California. Depending on
how far away you are, how many items you want, if they have boxes, and how
heavy everything is, the shipping cost usually ranges from $4 to $8 UPS or
priority US mail. I don't have time to deal with lots of small transactions,
so I need to ask a minimum of $15 worth of items. If you buy a lot of stuff
at once, I will make you a deal on the shipping. In general, a few pieces of
software costs $4 or $5 to ship.

I will only ship within the continental UNITED STATES. No exceptions.

Thank you,
Randall

Please send e-mail to steven@rain.org and include at the top of the
message or in the subject header: "Forward to Randall". Because these
messages will be hand-carried on floppy disk once per week, it may take
me 1-2 weeks to respond.

2347. Re: Why doesn't Rainbow demo launch anymore?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-22 00:00:00 UTC
From: richczeta@aol.com
Message-ID: <4lf6ta$84k@newsbf02.news.aol.com>
Source record: 84605

chelm@ix.netcom.com wrote:

>What are the realistic minimum requirements for Rainbow anway? I've
tried
>to run it on a Mac IIci 68030/25 with 32MB or ram, and it hardly moves at
all.

Realistically: at least a 33MHz 68040! (40MHz+, ideally, for 68K)
Unrealistically: Barely tolerable with a 50MHz 68030 accelerator.

2348. Rainbow and the PC (Almost!)

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-23 00:00:00 UTC
From: Lawrence Staveley <Lawrence@kwll.demon.co.uk>
Message-ID: <142461938wnr@kwll.demon.co.uk>
Source record: 84375

You could have knocked me out but:

Rainbow Demo runs under Executor (The MAC emulator from ARDI)

comments?

"I can't see the solution - Through this state of confusion....."

Lawrence@kwll.demon.co.uk

2349. Anybody knows about CULBAS 3 prog?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-23 00:00:00 UTC
From: mikuto@connexus.apana.org.au
Message-ID: <4lhr4e$ina@preeda.internex.net.au>
Source record: 84376

I need some information about this great audio
program for a friend. I think it's CULBAS 3.

Thanks for reply,
Tom

2350. FS: 16 foot Atari extension cords

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-23 00:00:00 UTC
From: rpribish@wheel.ucdavis.edu
Message-ID: <4li5k2$ake@mark.ucdavis.edu>
Source record: 84377
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,comp.sys.atari.8bit,alt.atari.2600

Imagine playing you Atari from across the room!

These cords have a male and female 9-pin connection
on either end and are 16 feet in length.

$7 for one or $12 for two, shipping included.

2351. Running Action! code w/o cart

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-23 00:00:00 UTC
From: Will Dwinnell <76743.1740@CompuServe.COM>
Message-ID: <4liaq7$53k$4@mhafn.production.compuserve.com>
Source record: 84378

Hello, all!

I was wondering if there was any way to run Action! programs without
cartridge?

--
Will Dwinnell
Commercial Intelligence Inc.

2352. Re: What ever happened to PC XFormer?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-23 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <4liqpu$23vi@usenetw1.news.prodigy.com>
Source record: 84379

I just looked it up. Xformer and Gemulator is at Branch Always Software's home page at http:/www.halcyon.com/brasoft/ with a procedure for registered owners to get a password for upgrades. Hope this helps. And I hope he works on it just a little more to get the display list to work right in the middle of the screen on things like the demos he includes with his program. Xformer is real close to being a perfect 8 bit emulator. It's already by far the fastest one I've ever seen.

2353. Re: What ever happened to PC XFormer?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-23 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <4liq3m$ooe@usenetw1.news.prodigy.com>
Source record: 84380

Version 3.5 is the latest version, which is the same as 3.3, except that
it allows the use of a cable connected to the PC to which you can connect
SIO devices, like Atari printers, disk drives, etc. There's a web page
now where registered owners of version 3.0 and above can upgrade for free.
Look for it listed as a link in other Atari 8 bit pages as "Branch
Always Software", I think.
Good luck.

2354. FS: SHAMUS (Atari 8bit cart) $5, shrinkwrapped

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-23 00:00:00 UTC
From: rpribish@wheel.ucdavis.edu
Message-ID: <4li5vb$ake@mark.ucdavis.edu>
Source record: 84381
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,comp.sys.atari.8bit

```
For Sale (or trade for Atari 2600 carts):

SHAMUS, a cool action adventure game on cartridge by Synapse
for the Atari 8-bit computers. Shrinkwrapped! $5 plus $1 shipping.

Thanks, Reinhard
```

2355. Re: FS: 16 foot Atari extension cords

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-23 00:00:00 UTC
From: Lawrence Staveley <Lawrence@kwll.demon.co.uk>
Message-ID: <473013085wnr@kwll.demon.co.uk>
Source record: 84382

In article: <4li5k2$ake@mark.ucdavis.edu> rpribish@wheel.ucdavis.edu (Reinhard Pribish)
writes:
> Path:
kwll.demon.co.uk!news.demon.co.uk!dispatch.news.demon.net!demon!peer.news.xara.net!xara.ne
t!SoNet!rmplc!yama.mcc.ac.uk!news.salford.ac.uk!aber!bath.ac.uk!morse.ukonline.co.uk!news.
tcom.co.uk!uunet!in2.uu.net!newsfeed.internetmci.com!info.ucla.edu!library.ucla.edu!news.u
cdavis.edu!wheel!rpribish
> From: rpribish@wheel.ucdavis.edu (Reinhard Pribish)
> Newsgroups:
rec.games.video.classic,rec.games.video.marketplace,comp.sys.atari.8bit,alt.atari.2600
> Subject: FS: 16 foot Atari extension cords
> Date: 23 Apr 1996 08:50:10 GMT
> Organization: Davis Community Network - Davis, California, USA
> Lines: 6
> Message-ID: <4li5k2$ake@mark.ucdavis.edu>
> NNTP-Posting-Host: wheel.dcn.davis.ca.us
> X-Newsreader: TIN [version 1.2 PL2]
> Xref: news.demon.co.uk rec.games.video.classic:27444 rec.games.video.marketplace:40175
comp.sys.atari.8bit:9063 alt.atari.2600:5666
>
> Imagine playing you Atari from across the room!
>
> These cords have a male and female 9-pin connection
> on either end and are 16 feet in length.

How do you press START from 16 feet away?

"I can't see the solution - Through this state of confusion....."

Lawrence@kwll.demon.co.uk

2356. Re: Running Action! code w/o cart

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-23 00:00:00 UTC
From: Lawrence Staveley <Lawrence@kwll.demon.co.uk>
Message-ID: <187117446wnr@kwll.demon.co.uk>
Source record: 84383

> I was wondering if there was any way to run Action! programs without
> cartridge?

I may be wrong about this, but I think there was an Action compiler. Dunno where you'd get it from though.

"I can't see the solution - Through this state of confusion....."

Lawrence@kwll.demon.co.uk

2357. FS/T: Atari 8-bit computer items [04/23/96]

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-23 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <4lic4i$2vt@dfw-ixnews1.ix.netcom.com>
Source record: 84384

NOTE: Due to a problem with Netcom's newsreader, this may appear more than once on your system, and/or it may be garbled. All of my FS/T lists are also available at http://www.io.com/~vga2000

updated 04/23/96

NOTE: Screen shots of some of these games are available on my web site.

I have the following Atari 8-bit software and hardware for sale or trade.

Everything is sold as is. Unless specified, all items have been tested and are in perfect working order.

There are a few items that are listed as untested. When I bought these items I was told that they all worked, but due to a lack of time, I have been unable to test them myself.

Buyer has ten (10) days to send payment, and pays all shipping costs, which will be sent via U.S. Postal Service. The shipping cost depends on both the weight of the package and the distance that it is traveling. Buyer has the choice of either first class or parcel post (which is slower, but cheaper).

Payment must be made in U.S. funds, by either check or money order, drawn from a U.S. bank branch. Canadian buyers must send a Canadian Postal Money Order, payable in U.S. funds. This is the only way I have found to deal with my friends to the north (my bank is very picky, but the U.S. Post Office will cash a Canadian Postal M.O.)

SOFTWARE:

NOTE: If the company name isn't listed, then the game was released by the same company as the system.

NOTE: All cartridges are loose (ie. without box and manual), unless specified.

NOTE: Since all cartridges are used, some labels will have small defects. Major defects will be listed.

ATARI 8-BIT COMPUTER:

Loose cartridges, no box or manual:
$10.00 Astro Chase (Parker Brothers)
$ 6.00 Atari Logo
$ 6.00 Atariwriter

$ 6.00 Basic -- for the 400 and 800
$ 6.00 Basketball
$ 6.00 From: vga2000@ix.netcom.com(Michael J. Novak Jr.)
Newsgroups: comp.sys.atari.8bit
Subject: FS/T: Atari 8-bit computer items [04/23/96]

NOTE: Due to a problem with Netcom's newsreader, this may appear
more than once on your system, and/or it may be garbled. All of
my FS/T lists are also available at http://www.io.com/~vga2000

updated 04/23/96

NOTE: Screen shots of some of these games are available on my
web site.

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trade.

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tested and are in perfect working order.

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these items I was told that they all worked, but due to a lack of
time, I have been unable to test them myself.

Buyer has ten (10) days to send payment, and pays all shipping
costs, which will be sent via U.S. Postal Service. The shipping
cost depends on both the weight of the package and the distance
that it is traveling. Buyer has the choice of either first class
or parcel post (which is slower, but cheaper).

Payment must be made in U.S. funds, by either check or money order,
drawn from a U.S. bank branch. Canadian buyers must send a Canadian
Postal Money Order, payable in U.S. funds. This is the only way I
have found to deal with my friends to the north (my bank is very
picky, but the U.S. Post Office will cash a Canadian Postal M.O.)

SOFTWARE:

NOTE: If the company name isn't listed, then the game was released
by the same company as the system.

NOTE: All cartridges are loose (ie. without box and manual), unless
specified.

NOTE: Since all cartridges are used, some labels will have small
defects. Major defects will be listed.

ATARI 8-BIT COMPUTER:

Loose cartridges, no box or manual:
$10.00 Astro Chase (Parker Brothers)
$ 6.00 Atari Logo
$ 6.00 Atariwriter

$ 6.00 Basic -- for the 400 and 800
$ 6.00 Basketball
$ 6.00

LOT #7

ATARI 820 PRINTER, with one (1) roll of paper and built-in
power cord.

This item has not been tested.

$24.00

*****

LOT #8

ATARI 800 COMPUTER *AND* ATARI 1050 DISK DRIVE, for parts only!

These items are not working, but might be used as a source of parts
(example: the 800 keyboard and chips).

$10.00

*****

LOT #9

OKIMATE 10 COLOR PRINTER, with built-in power cord, "Learn to Print"
Atari DOS 2.0 and 3.0 disk, "Learn to Print" cassette tape [for
400/800, 800XL, 1200XL and 600XL], and extra ribbon (Okidata).

This item has not been tested.

$29.00

*****

To reserve an item listed here, please contact me.

Michael J. Novak Jr.
VGA2000@ix.netcom.com -- for quickest response
VGA2000@io.com
dw901@cleveland.freenet.edu

--
Michael J. Novak Jr. BUYING / SELLING / TRADING systems and games from:
Video Game Advantage 3DO, Atari, NEC, Nintendo, Sega, Sony, as well as
6861 Anthony Lane all Classic video game and Classic cartridge based
Parma Hts., OH 44130 computers, for over 2 years on the Internet!
(216) 843-8815 Voice

Visit us on the WWW at http://www.io.com/~vga2000/
FS/T & Want lists, FAQ's, Game Screen Shots, Collecting tips and much more...

For current list, or to be placed on my e-mail list, please leave E-Mail at:
VGA2000@ix.netcom.com OR VGA2000@io.com OR dw901@cleveland.freenet.edu

2358. Re: FS: SHAMUS (Atari 8bit cart) $5, shrinkwrapped

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-23 00:00:00 UTC
From: Mark Androvich <MAndrovic@aol.com>
Message-ID: <1996Apr23.093710.88@sen.ca.gov>
Source record: 84385
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,comp.sys.atari.8bit

rpribish@wheel.ucdavis.edu (Reinhard Pribish) wrote:
>For Sale (or trade for Atari 2600 carts):
>
>SHAMUS, a cool action adventure game on cartridge by Synapse
>for the Atari 8-bit computers. Shrinkwrapped! $5 plus $1 shipping.
^^^^^
>Thanks, Reinhard

I bought one recently from Reinhard without remembering that the game
only works on the older Atari 400/800 computers-- not the XL series.
^^^^^^^^^^^^^^^^^
I didn't ask him to take the game back, as I already opened the
shrinkwrapped box. But keep this in mind-- it does not work on all Atari
8-bit computers.

Mark

2359. Re: Running Action! code w/o cart

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-23 00:00:00 UTC
From: trek@ihgp114r.ih.att.com
Message-ID: <4lj5tm$e27@ssbunews.ih.att.com>
Source record: 84386

In article <187117446wnr@kwll.demon.co.uk>,
Lawrence Staveley <Lawrence@kwll.demon.co.uk> wrote:
>> I was wondering if there was any way to run Action! programs without
>> cartridge?
>
>I may be wrong about this, but I think there was an Action compiler. Dunno where you'd get
>it from though.

I vaguely remember an Action RunTime Library that you could link the
application with and then they could run the program. don't know a source.
Wayne

2360. Re: Using RGB/SVGA Monitors with Your 8-bit!

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-23 00:00:00 UTC
From: msmith@aol.com
Message-ID: <4ljjfo$o60@newsbf02.news.aol.com>
Source record: 84387

I was wondering.... do you get true RGB or do you still get the
artifacting you see on comnposite monitors. I have been waiting for years
for this type of device. Someonew, please reply.

Thanks,
Mark Smith
Atari User Since 1978

2361. Re: FS: SHAMUS (Atari 8bit cart) $5, shrinkwrapped

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-23 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <4ljffv$10u@blackice.winternet.com>
Source record: 84388

> Mark Androvich <MAndrovic@aol.com> writes:
> rpribish@wheel.ucdavis.edu (Reinhard Pribish) wrote:
> >For Sale (or trade for Atari 2600 carts):
> >
> >SHAMUS, a cool action adventure game on cartridge by Synapse
> >for the Atari 8-bit computers. Shrinkwrapped! $5 plus $1 shipping.
> I bought one recently from Reinhard without remembering that the game
> only works on the older Atari 400/800 computers-- not the XL series.
> ^^^^^^^^^^^^^^^^
> I didn't ask him to take the game back, as I already opened the
> shrinkwrapped box. But keep this in mind-- it does not work on all Atari
> 8-bit computers.
>
> Mark
>
>
>>>>
I beleive the Translator or UltraTranslator will make it work on
the XL/XE. It's been a long time but I think that's what I used to get it
running on my XE for my kids.

Rich Mier

2362. Found PCXFormer!

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-23 00:00:00 UTC
From: gromit@carroll.com
Message-ID: <DqC8GH.246@news2.new-york.net>
Source record: 84389

Thanks for the replies! Wow, it looks like a great product.
Hopefully, my registration is still in their database. :) I'm
upgrading & getting the cable, too! I'm gonna have to dig
out my Happy 1050 & XF551!

-Abe Waranowitz
gromit@carroll.com

2363. Re: SpartaDOS on .xfd File?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-23 00:00:00 UTC
From: kwalk@cris.com
Message-ID: <4ljids$lo2@tribune.concentric.net>
Source record: 84390

Paul Weinhold <pwein@umich.edu> wrote:

>Greetings to all fellow Atarians,
<STUFF DELETED>
> Or could someone send me (by e-mail) an .XFD file that contains
>SpartaDOS boot sectors (versions 2.3 or higher)? I can provide my own
>SpartaDOS files after I get one "starter" .XFD file. IS THIS CORRECT?
<STUFF DELETED>

Good luck. I have been looking for months for a "working" SpartaDOS XFD file. I can find and even make the DCM file but all of the utils I have found so far to convert to a XFD file just trash out SpartaDOS. I would kill for a "bootable" XFD of SpartDOS 3.2d. I even wrote twice to Mike at FTe, who now owns SpartaDOS and offered him $50 for a working XFD but he never responded. If I ever do find something I will let you know.

Ken
==========
Famous last words:
(1)"Don't worry, I can handle it."
(2)"You and what army?"
(3)"If you were as smart as you think you are, you wouldn't be a cop."
==========

2364. Re: Marble Madness & Gunslinger

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-23 00:00:00 UTC
From: ken@cup.hp.com
Message-ID: <4lj6hi$1dv@hpax.cup.hp.com>
Source record: 84391

OK. The rumors are getting strong enough that I believe that EA released Marble Madness for the Atari 8bit. In a post at the beginning of April, Tom Pschar says he has the packaging for Marble Madness for the 8bit, but can't find the disk. In an issue of Antic magazine I have at home, in the letters section, Trip Hawkins of EA (I think it was Trip) wrote in saying that the letter writing campaign that Antic encouraged their readers to do had convinced EA to release more Atari 8bit software, and Marble Madness would be the next release they did.

About 1 year ago, someone on this list sold a copy of Marble Madness to someone else on the list, I called just a little too late :-(, but I've lost the names of both people involved.

Also, James King on this list claims to have a copy. Since it is a rare game, and _MANY_ people, including myself, seem to want it, I hope _SOMEBODY_ comes forward with a copy and posts it to the net. If someone who owns the game can't copy it because of copy protection, I hereby offer to loan my 1050 Happy Drive to them to copy it, or if they prefer, they can send me the disk, and I'll copy it and send it back.

| Ken Sumrall HP Cupertino Systems Lab ken@cup.hp.com |
| "He who will not reason, is a bigot; he who cannot is a fool; |
| and he who dares not is a slave." -- Sir William Drummond |
| The views here are my own, _NOT_ HP's |

2365. * * Let's Trade Files * *

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-23 00:00:00 UTC
From: thester@nyx.cs.du.edu
Message-ID: <4lk49i$72m@nyx.cs.du.edu>
Source record: 84392

I'm posting a list of files here from a pirate BBS that I used
to frequent many years ago in Seattle. It is doubtful that it's
still up, but you never know. Anyway, the purpose here is to
advocate some trading. I know that some tightass is going to
holler that we should abide by the letter of the copyright
laws--but that's tough. My Atari is not long for this
world, and I wish to get things for it before it's gone forever.
And I want to share as well.

Many of these files are *not* commercial, but most are.
The ones that have an 'x' to the right of them means that
I have it. If I have it in a form such as cartridge or
boot disk, then that means it's a copy protected version;
I can't send those to you. If it's just an 'x', yes.
If it says "file and cartridge" then yes again.

If you want any of the files with the x, send me email and
I will be glad to send whatever it is you want.
If you have any of the files on this list that I don't have
marked, send them to me if you would.

This is NOT a complete list of what I have. Trade with me
and I'll send a full list.

Uncle Fester

Directory gamefile>exe_1
* ABRCDBRA.EXE 066
* ACHILLES.EXE 114
* ADVCRTR .EXE 066
* AGENTUSA.EXE 157
AIRHOCKY.EXE 038
* AIRRAID .EXE 046
* AIRSPPRT.EXE 080
* ALIEN .EXE 018
* ALIEN_SW.EXE 024
* ALPHSHLD.EXE 034
* AMPHIBIA.EXE 042
* ANDROMDA.EXE 081
* APLPANIC.EXE 086
ARCDATAK.EXE 019 x
* ARCHON .EXE 110 x
* ARCHON2 .EXE 144 x
* ARENA .EXE 033
* AREX .EXE 064
* ARKANOID.EXE 142 x

* ASTROCHS.EXE 093 x (boot disk)
* ASTROIDS.EXE 034 x (cartridge)
* ASYLUMPB.EXE 120
ATARTRIS.EXE 036
* ATMSMSHR.EXE 034
* AUQATRON.EXE 066
* AZTEC .EXE 128
* AZTECHLG.EXE 053 x
* BACKGAMN.EXE 095
* BACKTRAK.EXE 058
BACTERON.EXE 021 x
* BAJABUG .EXE 057 x
* BAJABUGY.EXE 057 (SAME)
* BALLBLZR.EXE 123 x
* BANNERCA.EXE 101
BATTLE .EXE 015
* BCQUEST .EXE 070 x
* BEAMRIDE.EXE 066
* BEANMCHN.EXE 045
* BEEBLE .EXE 066
BLAST .EXE 017
* BLDRBMBS.EXE 034 x
* BLDRDASH.EXE 090 x
* BLDRDSH2.EXE 090 (SAME?)
BLONDELL.EXE 009 x
* BLUEMAX .EXE 099 x
* BLUEMAX2.EXE 126 x (boot disk)
* BLUEPRNT.EXE 067
* BLUPRINT.EXE 067
* BMBLSTIT.EXE 041
* BMPRBALL.EXE 040
* BOOTLEG .EXE 040 x (early discomm-like program)
* BRDBUCKS.EXE 062
* BREAKOUT.EXE 034
* BRISTLES.EXE 112 x
* BRTHDRGN.EXE 070
* BRUCELEE.EXE 118 x (file and boot disk)
* BSKTBALL.EXE 034
* BUCKRGRS.EXE 066
* BUGATTAK.EXE 051
* BUGOFF .EXE 063
* BURGERS .EXE 033 x
CAMELS .EXE 042
* CANIBALS.EXE 041
* CANYNCLM.EXE 050
* CAPTFLAG.EXE 036
* CARNIVAL.EXE 067
* CATNAP .EXE 051 x
* CAVELORD.EXE 153 x
* CAVERNS2.EXE 037

* CAVERNSM.EXE 051 x
* CENTIPED.EXE 034 x
CHECKERS.EXE 034
* CHIMERA .EXE 152
* CHISELER.EXE 013 x
* CHOPLFTR.EXE 125 x
CHOPSUEY.EXE 104
* CLAIMJUM.EXE 049
* CLOWNS .EXE 053
* CNDYFCTY.EXE 067
* CNGOBONG.EXE 066 x
* CNTIPD52.EXE 061 x
* COHENTWR.EXE 084
* COLONY7 .EXE 045
* COLOSUS .EXE 125
COSMIC .EXE 014
* COSMOS .EXE 078
* COUNTDWN.EXE 125
* COURIER .EXE 058
* CREEPBAL.EXE 120
* CROSFIRE.EXE 063 x (cartridge)
* CRSTCSTL.EXE 068 x
* CYCLOD .EXE 164
* CYPHRBWL.EXE 042
* CYTRON .EXE 095
* DAFUZZ .EXE 066
* DANSTRIK.EXE 052
* DARTS .EXE 038
* DECTHLON.EXE 066
* DEFENDER.EXE 067 x (cartridge and file)
* DERBLITZ.EXE 038
* DESTINY .EXE 066
* DESTINY .EXE 066
DETHZONE.EXE 031
* DIAMONDM.EXE 066
* DIAMONDS.EXE 042
* DIGDUG .EXE 066 x
* DIGRBONK.EXE 034
* DIMENSNX.EXE 074 x
* DKYKNGJR.EXE 066 x (cartridge)
* DNGRRNGR.EXE 036
* DOGDAZE .EXE 018 x
* DOGDZDLX.EXE 046
* DONKKONG.EXE 066 x (cartridge)
* DREDNGHT.EXE 034
* DROIDS .EXE 034
DR_WACO .EXE 120 x
* DUNZHIN .EXE 108
* EARTHDIE.EXE 034
* EASTFRNT.EXE 055

* EFACTOR .EXE 052
ELECTRDS.EXE 011
* ELECTRTN.EXE 138
ELEVATOR.EXE 010 x
* EMBARGO .EXE 034
* ENCOUNTR.EXE 116
* EQSTRIAN.EXE 055
* ET_PHNHM.EXE 066 x (cartridge)

/8-bit Stealth*] .Read Directory gamefile>exe_2
* FACEMAKR.EXE 034 x
* FASTEDDY.EXE 034
FASTLIFE.EXE 013
* FGTRPILT.EXE 155 x
* FIRE .EXE 057
* FIREBIRD.EXE 035
FIREBUG .EXE 021 x
* FIREFLEE.EXE 083
* FLAK .EXE 155
FLIES .EXE 030
* FLIPFLOP.EXE 088 x (file and boot disk)
FLOYD .EXE 018 x
* FLSHGRDN.EXE 018
* FLYNGACE.EXE 025
* FNLLEGCY.EXE 066
* FOOTBALL.EXE 086
* FORTAPOC.EXE 066 x
* FORTRESS.EXE 139 x
FROG .EXE 032
* FROGGER .EXE 077 x (boot disk & cartridge)
* FROGGER2.EXE 066 x
FROGGIE .EXE 022 x
* FTVOYAGE.EXE 034
* GALAHAD .EXE 120
* GALAXIAN.EXE 035 x
* GATEWAY .EXE 066
* GENESIS .EXE 069
* GHOST .EXE 041
* GHSTCHAS.EXE 160
* GLDIATOR.EXE 114
* GNTCDRFT.EXE 042
* GO .EXE 069
* GORF .EXE 051
* GORN .EXE 046
* GOSSIP .EXE 054
GRABIT .EXE 039
* GREMLINS.EXE 099 x (5200 file)
* GRNBERET.EXE 145
* GRVITRON.EXE 052
* GUMBALL .EXE 141 x

* GUNFIGHT.EXE 040 x
* GYRUSS .EXE 066
* HACKER .EXE 169
* HARDHAT .EXE 066
HARVY .EXE 007 (Harvey Wallbanger???)
* HERO .EXE 066
* HIGHRISE.EXE 011
* HMPTDMTY.EXE 029 x
* HOTCOPTR.EXE 164 x
* HYPRBLST.EXE 041
* ICEHOCKY.EXE 041
INCOMING.EXE 019
* INKARATE.EXE 145
* INVADER2.EXE 037
* INVADERS.EXE 018
* JAGGI .EXE 129 (FRACTALUS PROTOTYPE)
* JAMESBND.EXE 066
* JAVAJIM .EXE 060
* JAWBREAK.EXE 058
* JEDI .EXE 034
* JETBOOT .EXE 068
* JIGSAW .ARC 067
* JMPMANJR.EXE 066 x
* JMPNGJIM.EXE 059
* JOURNEY .EXE 088
* JOUST .EXE 066 x (cartridge)
* JRPACMAN.EXE 065 x
* JUICE .EXE 071
* JUMPMAN .EXE 066
* JUNGLBOY.EXE 043 x
* JUNGLE .EXE 065
* JUNGLHNT.EXE 065 x
* KABOOM .EXE 034
* KANGAROO.EXE 067 x
KENO .EXE 098
* KEYSTONE.EXE 034
* KHAFKA .EXE 051
* KIKSTART.EXE 082
* KRMCAVRN.EXE 063
* KSHOOT .EXE 034

/8-bit Stealth*] .Read Directory gamefile>exe_3
LABYRNTH.EXE 092
* LASERGAT.EXE 036
* LASTSTAR.EXE 066
* LAWKEEPR.EXE 048
LAZERTYP.EXE 020
* LEGINAIR.EXE 042
LIFE .EXE 032
LIVEWIRE.EXE 019 x

* LNDSCAPE.EXE 122
* LOCOMOTV.EXE 058
* LOSTTOMB.EXE 113
LOTTO .EXE 023
* LRDOFORB.EXE 126
* MALPASS .EXE 044
MANIAC .EXE 017
* MARKET .EXE 062
* MASTRLMP.EXE 147
* MAXWLMAN.EXE 128 (boot disk)
MAZEWAR .EXE 023
* MEGALEGS.EXE 031
* MEGAMNIA.EXE 034
* MELTDOWN.EXE 056
MIDASMAZ.EXE 055
* MILLIPED.EXE 048 x
* MINR2049.EXE 069 x (file and cartridge)
* MISLCMND.EXE 036 x (cartridge)
* MISTER_M.EXE 101
* MISTRDIG.EXE 098
* MJLGHCKY.EXE 034
* MNSTRMAZ.EXE 082
* MNTZMRVG.EXE 137
MOONBEAM.EXE 025 x (moonbeam arcade?)
* MRDOCSTL.EXE 035
* MR_COOL .EXE 026 x
* MR_ROBOT.EXE 065 x
* MSPACMAN.EXE 067 x
* MTCHRACR.EXE 060
* MTKING .EXE 034 x
* MUTCAMEL.EXE 042
MYRAPEDE.EXE 054 x
* NADRAL .EXE 119
* NAUTILUS.EXE 085
* NECROMAN.EXE 068 x
* NEPTUNE .EXE 057
* NEWYORK .EXE 108
* NGHTMSSN.EXE 129
* NINEBALL.EXE 037
* NUKENICK.EXE 147
* OLLYFOLY.EXE 117
* ORCATTAK.EXE 050
* ORIELY .EXE 097
* OZZYORCH.EXE 066
* PACFCHWY.EXE 053
* PACMAN .EXE 058 x (cartridge)
* PACMANJR.EXE 065 x
* PARALLAX.EXE 052 x
* PASTFNDR.EXE 066
* PENGO .EXE 066 x

* PENSATE .EXE 051
* PHAROAH .EXE 076 x
* PHOBOS .EXE 041
* PICNCPAR.EXE 057
* PIEMAN .EXE 061
* PINHEAD .EXE 039 x
* PITFALL .EXE 034 x (boot disk)
* PITFALL2.EXE 066
* PITSTOP .EXE 066 x
* PITSTOP2.EXE 142 x
PLANETDF.EXE 015 x
* PLAQ_MAN.EXE 056
* PLTRMNIA.EXE 034
* POGOMAN .EXE 053
* POLEPOS3.EXE 087 x
* POOYAN .EXE 074 x
POPCORN .EXE 015 x
* POPEYE .EXE 066 x
* PORKYS .EXE 067
* PREPIE2 .EXE 059
* PREPPIE .EXE 060
* PUSHYPIG.EXE 058

/8-bit Stealth*] .Read Directory gamefile>exe_4
* QBERT .EXE 034 x
* QBERT2 .EXE 062
* QIX_V1 .EXE 066 (I have one of these versions of Qix -
* QIX_V2 .EXE 066 (but it's not the cartridge version)
* RABBIT .EXE 066
* RACESPAC.EXE 018
* RAIDMSCW.EXE 160
* RAINBOW .EXE 097
* RALLYSPE.EXE 066
RAMBUG .EXE 019 x
* RATSRVNG.EXE 044
* REPTON .EXE 120 x
* RESCUE .EXE 141
RETROFIR.EXE 022 x
* REVERSI2.EXE 018
* RIVERRAT.EXE 072
* ROBNHOOD.EXE 054
ROCKS .EXE 027 x
* ROSENBRG.EXE 056
ROTO .EXE 046 x
ROULETTE.EXE 085
* RSTRBLST.EXE 106
* SALMNRUN.EXE 029
* SARGONII.EXE 051
* SATANHLW.EXE 067
* SCROLLS .EXE 133

* SEABNDIT.EXE 021 x (boot disk)
* SEADRAGN.EXE 063
* SEAHORSE.EXE 066
* SENTINEL.EXE 059
* SENTINL1.EXE 027
* SERPNTIN.EXE 034
* SHAMUSII.EXE 075
* SHATBLST.EXE 043
* SHDWORLD.EXE 125
* SHOOTARC.EXE 050
* SHUTTLE .EXE 066
* SIDEWNDR.EXE 115
* SILICON .EXE 049
* SKYBLAZR.EXE 107
* SLITHER .EXE 018
SMUSH .EXE 034 x
* SNAKEBYT.EXE 106
* SNEAKERS.EXE 144
* SNOKIE .EXE 095
SNOWBALL.EXE 044 x (version of snowfite)
* SOCCER .EXE 034
* SOLITARE.EXE 077
* SPACEGG .EXE 123 x (boot disk)
* SPACEWAR.EXE 034
* SPARKBUG.EXE 034
* SPCDUNGN.EXE 067
* SPCLDLVY.EXE 099 x (Big Bird's Special Delivery)
SPEEDSKI.EXE 016
* SPEEDWAY.EXE 034 x
* SPIDER .EXE 034
* SPRINGER.EXE 066
* SPYHUNTR.EXE 071 x
* SPYSDEMI.EXE 085
* SPYSTRIK.EXE 075
* STARBALL.EXE 111
* STARFIRE.EXE 057
* STARGATE.EXE 058
* STARION .EXE 066
* STARISLE.EXE 046
* STARRAID.EXE 034 x
* STARTREK.EXE 066 x
* STARTRUX.EXE 034
* STARWARS.EXE 066 x
* STEALTH .EXE 132 x
* STPLJACK.EXE 060
* STRATOS .EXE 050
* STRCRSTL.EXE 053
* STRFRWAR.EXE 096
* STRISLND.EXE 046
* STRRAID2.EXE 083 x

* STRSNTRY.EXE 090
STUDPOKR.ARC 122
* STUNTRAP.EXE 068
* SUBCOMDR.EXE 050
* SUNSTAR .EXE 132
* SUPCOBRA.EXE 034
* SUPERPAC.EXE 068 x
* SUPRBUNY.EXE 148 x
* SUPRCBRA.EXE 034
* SUPRZAXN.EXE 078 x
* SURVIVOR.EXE 072
* SWAT .EXE 101 x (LA Swat/Panther) ??
SYNTRON .EXE 009 x

/8-bit Stealth*] .Read Directory gamefile>exe_5
* TANK .EXE 050 x
* TAPPER .EXE 106
* TAXDODGE.EXE 054
* TENNIS .EXE 066
TETRIX .EXE 066 x
* THUNDERB.EXE 052
TICTAC3D.EXE 018
* TOOTHPST.EXE 030
* TOPPER .EXE 066
* TRALBLZR.EXE 083
* TREESURG.EXE 150
* TRIAD .EXE 115
TRKYTRAK.EXE 054
TROLLWAR.EXE 013
TRON .EXE 044
* TTRACER .EXE 053
* TUMBLBUG.EXE 067 x (boot disk)
* TUNNELS .EXE 067
* TURMOIL .EXE 034
* TUTKNHSM.EXE 078
* TYPOATCK.EXE 014
UNICORN .EXE 050
* UPNDOWN .EXE 066
* UPUPAWAY.EXE 058
UPWARD .ARC 042
* VANGUARD.EXE 084
* WALLWAR .EXE 073
* WARGAMES.EXE 106 x
WARP .EXE 037
WARPATAK.EXE 041
* WARPZONE.EXE 083
* WAVYNAVY.EXE 129
* WHRLNURD.EXE 085
* WINGWARS.EXE 067
* WIZOFWAR.EXE 105

* WNTRWALY.EXE 063
* WOMPSTMP.EXE 161
* WORMS .EXE 084
* XENON_RD.EXE 070
* XTERMNTR.EXE 051
* ZAXXON .EXE 101 x (boot disk)
* ZENJI .EXE 034
* ZEPPELIN.EXE 106
* ZOMBIES .EXE 134
* ZONERNGR.EXE 066

/8-bit Stealth*] .Read Directory gamefile>transltr
* ACTNQST .TRN 042
* ALLEYCAT.TRN 139 x
* ATLANTIS.TRN 034
* COLLISN .TRN 048
* CPTNSTKY.TRN 060
* DRELBS .TRN 055
* DRKSTAR .TRN 054
* EPCYG4 .TRN 050
* FALCON .TRN 027
* FASTGAMN.TRN 026
* FNLFLGHT.TRN 084
* HOCKEY .TRN 031
JPRCRPRS.TRN 093
* KIDGRID .TRN 032
* LIFESPAN.TRN 066
* MANDROID.TRN 087
* MARIOBRO.TRN 083 x
MENU .OBJ 004
* MNSTRMAZ.TRN 034
* MOONMRDR.TRN 055
* MOONPTRL.TRN 066 x
* OUTLAW .TRN 019
* POOL15 .TRN 162
* PROTCTR2.TRN 072 x
* QASIMODO.TRN 106
* REVERSI .TRN 018
* ROBOTRON.TRN 067
* SHAMUS .TRN 061
* SHAMUSII.TRN 074
* SLIME .TRN 066
* STRSNTRY.TRN 082
* TALIS .TRN 151
* XEVIOUS .TRN 101 x (5200 file)
* YARLOS .TRN 086

/8-bit Stealth*] Insult
Uncle Fester you are nothing more than a inflatable, stinky,
homosexual smegma
who beats corn flakes vigorously only to tatoos everyone's bloody

desk.
****
Nevermind that last thing there- it was one of the BBS features. Heh.
--
| SOCIOPATH n. - an aggressively antisocial psychopath taking |
| no responsibility for his/her actions. See "INTERNET" for |
| a collective of distinguishing characteristics - e.g., viz EFF. |
| : *thester@nyx.cs.du.edu* : |

2366. Re: Running Action! code w/o cart

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-23 00:00:00 UTC
From: gsbruner@aol.com
Message-ID: <4lk7am$44u@newsbf02.news.aol.com>
Source record: 84393

Will Dwinnell wrote:

> I was wondering if there was any way to run Action! programs without
>cartridge?

Yes there is a way. You need to get the Action Run Time Library disk.
This enables you to share your programs with other people who don't have
Action carts. You could check with B&C ComputerVisions and see if they
still have some. There phone # is (408) 986-9960.
Action was orginally released by Optimized System Software (OSS) and was
later bought by ICD (makers of MIO and US Doubler). When ICD got out of
8bit computers they sold their entire inventory to Mike Hohman of Fine
Tooned Engineering (FTe). He is the one who owns the rights to it and B&C
ComputerVisions is the only source to get ICD/OSS products through. Hope
you find it alright.

Glenn Bruner

2367. Shamus DOES work on XL's!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-23 00:00:00 UTC
From: William Howald <howald@u.washington.edu>
Message-ID: <Pine.OSF.3.92a.960423210550.2727B-100000@saul7.u.washington.edu>
Source record: 84394
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,comp.sys.atari.8bit

On 23 Apr 1996, Mark Androvich wrote:
> >SHAMUS, a cool action adventure game on cartridge by Synapse
> >for the Atari 8-bit computers. Shrinkwrapped! $5 plus $1 shipping.
> ^^^^^
> >Thanks, Reinhard
> I bought one recently from Reinhard without remembering that the game
> only works on the older Atari 400/800 computers-- not the XL series.

>Mark then explains it won't work on the "XL" computers< ^^^^^^^^^^^^^^^^^

Oh, but it does! I found this out by accident, just hold the "Start" key
down while loading; then instant the "Shamus" screen with the music
appears, the game WILL load the rest of the way...
(I.E. the GAME works fine, but something in the music player system
must bug XL machines....)
I know this to work on the cart and the disk....

Happy gaming!
Aaron Howald (No applause, please. I'm humble.)

2368. Re: Crazy shooot out

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-23 00:00:00 UTC
From: wlas@ix.netcom.com
Message-ID: <4livo7$7cn@dfw-ixnews6.ix.netcom.com>
Source record: 84395

```
In article <4lguu4$jqd@news.NetVision.net.il>, tosca@netvision.net.il says...
>
>Does anyone know how many levels were in Crazy Shoot Out?
>

No, no... It's K-Razy Shoot Out. And, uh, no I don't remember how
many levels there were. Sorry.
```

2369. Re: Emulator video modes (was Re: XL-IT qu

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-23 00:00:00 UTC
From: lamcw@aston.ac.uk
Message-ID: <DqB7rM.762@aston.ac.uk>
Source record: 84396

kendrick@zippy.sonoma.edu (William Kendrick) wrote:

;Rainbow in Large mode (at least on older versions) actually did 1.5x pixels.
;It was really ugly. :)

Hey, it's not that bad! I actually quite like it :)

BTW, Rainbow now has a full screen option (2x).

Chris Lam,
Rainbow Keeper.

2370. Re: What ever happened to PC XFormer?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-23 00:00:00 UTC
From: C.WIESE@LDB.han.de
Message-ID: <67PRDbftTaB@ldb-cwi.ldb.han.de>
Source record: 84397

gromit@carroll.com meinte am 22.04.96
zum Thema "What ever happened to PC XFormer?":

g>I used to be real big into 8-bit Atari. Anyway, in 1994,
g>Darek Kendrick wrote an MS-DOS 130XE emulator, which
g>I bought. (Ver. 3.0) Does anyone know what the latest
g>info is on this?

Where can I get this software (in germany)?

mit freundlichen Gruessen
Knigge

USE: Christian.Wiese@stud.uni-hannover.de FIDO:Christian Wiese@2:2437/40.13

2371. Re: Anybody knows about CULBAS 3 prog?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-24 00:00:00 UTC
From: womprat@accessnv.com
Message-ID: <4lku58$9hm@raven.eva.net>
Source record: 84257

mikuto@connexus.apana.org.au (Tom Mikulic) wrote:

>I need some information about this great audio
>program for a friend. I think it's CULBAS 3.

>Thanks for reply,
>Tom

I think you may mean Cubase?...if so let me know ...i use and love it
.

2372. FS: 800XL's and a 400 + drives.

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-24 00:00:00 UTC
From: Sean Cross <secross@whidbey.com>
Message-ID: <Pine.GSO.3.93.960424035449.5101D-100000@whidbey>
Source record: 84258

Hello I would like to get rid of this stuff as soon as possible.

800xl in not so good shape. (keyboard a little worn)
800xl in better shape
400 comp. works good.
basic cart.
4 other game carts.

1050 disk drive works good
1010 tape drive works good
1010 tape drive parts. free
All computers & drives come with power suppluys & serial cables.

Make reasonal offer for the whole lot. Buyer pays shipping.
E-mail me for fastest responce, as i rarely subscribe to this group.

Secross@Whidbey.com
Clinton, Washington

2373. Re: FS: SHAMUS (Atari 8bit cart) $5, shrinkwrapped

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-24 00:00:00 UTC
From: womprat@accessnv.com
Message-ID: <4lku8q$9hm@raven.eva.net>
Source record: 84259
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,comp.sys.atari.8bit

Mark Androvich <MAndrovic@aol.com> wrote:

>rpribish@wheel.ucdavis.edu (Reinhard Pribish) wrote:
>>For Sale (or trade for Atari 2600 carts):
>>
>>SHAMUS, a cool action adventure game on cartridge by Synapse
>>for the Atari 8-bit computers. Shrinkwrapped! $5 plus $1 shipping.
> ^^^^^
>>Thanks, Reinhard

>I bought one recently from Reinhard without remembering that the game
>only works on the older Atari 400/800 computers-- not the XL series.
> ^^^^^^^^^^^^^^^^
>I didn't ask him to take the game back, as I already opened the
>shrinkwrapped box. But keep this in mind-- it does not work on all Atari
>8-bit computers.

>Mark

I have no problem with Shamus on my 800 xl....hmm...it is on floppy
though......its was one of the best games for the atari I think...

2374. Wanted: (UK) Atari 800xl Power Supply (or info.)

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-24 00:00:00 UTC
From: Stephen Cooper <Steve@stokesay.demon.co.uk>
Message-ID: <830345271snz@stokesay.demon.co.uk>
Source record: 84260

Hi,

I recently picked up an Atari 800xl from a boot fair for 2UKP.
Now I need a Power Supply for it.
Does anyone have one of these forsale or know where I can get
one from?
Failing that, can anyone tell me any details about the PS the
computer expects. I have a CBM64 PS with the same DIN socket type,
but don't want to risk using it.

Regards,
Steve.

P.S. I am also looking for a PS for a Dragon 32 if anyone has
one gathering dust.

--
::
:: Steve Cooper :: Steve@stokesay.demon.co.uk :: Shropshire ::
::

2375. Re: FS: SHAMUS (Atari 8bit cart) $5, shrinkwrapped

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-24 00:00:00 UTC
From: vsp@unix2.netaxs.com
Message-ID: <4lk4lm$its@netaxs.com>
Source record: 84261
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,comp.sys.atari.8bit

Mark Androvich <MAndrovic@aol.com> wrote:
>rpribish@wheel.ucdavis.edu (Reinhard Pribish) wrote:
>>For Sale (or trade for Atari 2600 carts):
>>
>>SHAMUS, a cool action adventure game on cartridge by Synapse
>>for the Atari 8-bit computers. Shrinkwrapped! $5 plus $1 shipping.
> ^^^^^
>>Thanks, Reinhard
>
>I bought one recently from Reinhard without remembering that the game
>only works on the older Atari 400/800 computers-- not the XL series.
> ^^^^^^^^^^^^^^^^

I have gotten this cart to work on my XEGS system, though all carts seem to
be rather touchy on this system (even the XE-specific ones I've tried).

jeff. it takes a lot of jiggling and attempts
sometimes, but...

--
--- If you look very, very closely, you can see Edward R. Murrow. ---
http://www.netaxs.com/~vsp/ -- the usual array of cartlists and crap.
http://boots.gies.com/screamer/games.html -- oddball 2600 games/pics archive.
"HELLO KITTY gang terrorizes town, family STICKERED to death!" -- BG

2376. Re: FS: SHAMUS (Atari 8bit cart) $5, shrinkwrapped

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-24 00:00:00 UTC
From: wweiss2@norfolk.infi.net
Message-ID: <317d1202.21707678@allnews.norfolk.infi.net>
Source record: 84262

In comp.sys.atari.8bit rpribish@wheel.ucdavis.edu (Reinhard Pribish) wrote:
:>>For Sale (or trade for Atari 2600 carts):
:>>SHAMUS, a cool action adventure game on cartridge by Synapse
:>>for the Atari 8-bit computers. Shrinkwrapped! $5 plus $1 shipping.
:> ^^^^^
:>>Thanks, Reinhard

Mark Androvich <MAndrovic@aol.com> wrote:
:>I bought one recently from Reinhard without remembering that the game
:>only works on the older Atari 400/800 computers-- not the XL series.
:> ^^^^^^^^^^^^^^^^
:>I didn't ask him to take the game back, as I already opened the
:>shrinkwrapped box. But keep this in mind-- it does not work on all Atari
:>8-bit computers.
:>
:>Mark

If it won't run on an XL, get one of the many translators, and it should
then be fine.

Warren W. Weiss
[WWeiss2@norfolk.infi.net]

---- lovin' music - kids - computers - a really dry red ----

2377. Re: Joystick switch box

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-24 00:00:00 UTC
From: un55@rzstud1.rz.uni-karlsruhe.de
Message-ID: <4ll74u$pe6@rzstud1.rz.uni-karlsruhe.de>
Source record: 84263

In article <4keo5d$k7k@stratus.skypoint.net>,
Scott Butler <sydtech@skypoint.com> wrote:
>Can anyone point in the right direction? I'm looking for an A/B (or even
>3-way) switch box for the Atari joystick port. I'd like to be able to
>switch between my standard Atari joystick, paddle controllers, and my
>modified Sega Genesis controller without putting all the wear and tear on
>my machines' joystick ports.

AMC-Verlag from Germany sells a great variety of joystick port switch
boxes. They're called "Portronic". Here's the address of AMC-Verlag
(also check the Vendors List by Michael Current posted here regularly):

AMC-Verlag
Armin Stuermer
Bluecherstr. 17
D-65195 Wiesbaden
Germany
Phone: +49 (0)611 405611

best wishes,

-Marek

Marek.Tomczyk@stud.uni-karlsruhe.de
Marek Tomczyk

2378. Re: Turn off Atari Basic screensaver?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-24 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <DqDB24.855@iglou.com>
Source record: 84264

In article <4lkhr7$e39@oslo-nntp.eunet.no>,
Gisle Froysland <froygif@infonet.no> wrote:
>Does anybody know how to do this on an XE Games Console?
>I'm trying to do some graphics programming, but this thing turns on
>all the time - driving me crazy!
>
POKE 77,0
You have to do this from time to time to reset the timer which counts down
to start the screen saver.

--
Bill Marcum bmarcum@iglou.com
"Even the samurais have teddy bears, and even the teddy bears get drunk"
(don't ask me what it means, it came from the 'fortune' program).

2379. Re: Emulator video modes (was Re: XL-IT question impression)

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-24 00:00:00 UTC
From: feb6399@osfmail.isc.rit.edu
Message-ID: <4lla83$tii@news.isc.rit.edu>
Source record: 84265

In article <4lg22h$8eb@hades.rz.uni-sb.de>,
>There is a way to setup 352x240 pixels on every VGA. But I have to
>browse my resources to find it again. I try to add 320x240 as soon
>as possible to get some games playable. (I hate it if I can't
>see my score ;-)

Just for the record, my Atari emulator uses 320x240 for the SVGA
version (and 384x240 for the X-windows version)
Check it out at:
http://www.csh.rit.edu/~shaggy/software.html

At the full source code is there, so you can improve upon it
if you wish. (it's in an AS IS state until I can find the
time to do more)

- Frank

--
Frank "Shaggy" Barrus: feb6399@osfmail.isc.rit.edu, shaggy@csh.rit.edu
http://www.csh.rit.edu/~shaggy

2380. new turbo falcon

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-24 00:00:00 UTC
From: abcdef@ix.netcom.com
Message-ID: <4lkfic$rk2@dfw-ixnews5.ix.netcom.com>
Source record: 84266

I am selling my falcon system
the highest bid as of tuesday is $650.00

There is over $1,700 invested in the system

cubase with key
pc emulator
16 meg expansion board
4 megs ram
wizztronics falcon rack mount - great for music and graphics I.E. video
editing system by wizztronics
150 ide harddrive
all bug fixes i.e. clock new version of tos

also
geneva and neodesk
tons of magazines and software

please e-mail

abcdef@ixnetcom.com
or call me at 212-663-1088 mauri

2381. AtariDOS/MyDOS info requried

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-24 00:00:00 UTC
From: Ivan Mackintosh <ivan@rcp.co.uk>
Message-ID: <317E0B8C.288@rcp.co.uk>
Source record: 84267

Hi,

I am looking for information about the layout of an AtariDOS/
MyDOS disk structure for Enhance Desity and larger size
disks/disk images.

For example, on Single density the VTOC is store on sector
360, but for a disk/disk image containing more sectors there
is not enough room in this sector to store the entire Volume
bitmap. Where is the rest stored?

Are 16Mbyte ATR files still limited to 64 files?

Thanks

Ivan
--
e-mail: ivan@rcp.co.uk
XFD/ATR Utilities: http://www.netlink.co.uk/users/helix/atari8/

2382. Re: Running Action! code w/o cart

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-24 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <4llej8$l1g@usenetw1.news.prodigy.com>
Source record: 84268

I hope the "free" version of the Action Runtime Library isn't just a copy of the copyrighted one now marketed through Fine Tooned at B&C Computervision, 408-986-9960. That's all we need, another way to cheat Atari developers....

2383. Re: Turn off Atari Basic screensaver?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-24 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <4llesn$gs0@usenetw1.news.prodigy.com>
Source record: 84269

Yes, POKE 77,0 is the key. As you've noticed, joystick movement isn't enough to reset it. But to be precise, it's not really an Atari Basic screen saver. This screensaver, which Atari called "attract mode" from the video game days, is actually part of the operating system, separate from Atari Basic.

2384. Re: Using RGB/SVGA Monitors with Your 8-bit!

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-24 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <4llf9k$i0e@usenetw1.news.prodigy.com>
Source record: 84270

Yes, the dot pitch is the thing. I have composite inputs on an old Amiga RGB monitor, and the artifacting disappears on it with just a standard composite cable. But keep in mind that many games depend on artifacting to "trick" extra colors out of Atari's high res mode. Conan comes to mind as a port from an Apple game that uses the "defect" to it's advantage getting green, sort of an orange, a kind of purple, as well as black and white in this high res mode game.

2385. Re: FS: SHAMUS (Atari 8bit cart) $5, shrinkwrapped

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-24 00:00:00 UTC
From: Larry Tipton <tiptron@mail.broughton-sys.com>
Message-ID: <317E6B64.696F@mail.broughton-sys.com>
Source record: 84271
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,comp.sys.atari.8bit

Mark Androvich wrote:
>
> rpribish@wheel.ucdavis.edu (Reinhard Pribish) wrote:
> >For Sale (or trade for Atari 2600 carts):
> >
> >SHAMUS, a cool action adventure game on cartridge by Synapse
> >for the Atari 8-bit computers. Shrinkwrapped! $5 plus $1 shipping.
> ^^^^^
> >Thanks, Reinhard
>
> I bought one recently from Reinhard without remembering that the game
> only works on the older Atari 400/800 computers-- not the XL series.
> ^^^^^^^^^^^^^^^^
> I didn't ask him to take the game back, as I already opened the
> shrinkwrapped box. But keep this in mind-- it does not work on all Atari
> 8-bit computers.
>
> Mark

The cart works on my 1200XL and my XE system. :)

2386. What's best disk drive?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-24 00:00:00 UTC
From: maffia@fox.CS.Berkeley.EDU
Message-ID: <4llqh8$bo0@agate.berkeley.edu>
Source record: 84272

Hi everyone. I've recently acquired another 800XL to replace the one I lost a few years ago (moved too many times I guess.) I lost my 1050 as well, so I've been looking for one in the East Bay of the San Francisco, California Bay Area. I've been frequenting the Goodwills and such, but have only found an 810, w/o power supply, at a place where they never have SIO cables. I hate the place.

So, I'm looking to buy a new disk drive, preferably locally so I can meet the owner and see it work. But I'd like some recomendations about what the best combination is. The last time I thought about it, a Happy 1050 was the best. What are the best other options? Copying software is no longer a concern of mine, but I need to read my Enhanced Density disks, would like to write to double density, and would like it to connect to my PC in case a stable emulator becomes available. Right now, all I can do is type in Basic games, which is not exciting.

Thanks.... Anthony Maffia

Replies to: maffia@cory.EECS.Berkeley.EDU

2387. FS: Atari 400/800 carts

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-24 00:00:00 UTC
From: larrys@preferred.com
Message-ID: <317e2b09.6441706@news.preferred.com>
Source record: 84273
Cross-posted to:
rec.games.video.marketplace,rec.games.video.classic,rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.8bit,alt.atari.2600

```
I have the following lot of Atari 400/800 carts for sale.
Please send email to myself to mke any inquiries or
offers. Thanks!

-----------------------------------------------------
Alien Garden (Epyx)
Atlantis (Imagic)
Buck Rogers Planet of Zoom (Sega) slight label pealing
Frogger (Parker Bros) fair - label pealing
Gridrunner (HES)
H.E.R.O. (Activision)
Miner 2049er (Big Five) slight label scratches
Pac-Man (Atari CXL4022)
Q*bert (Parker Bros) label blotchy
QIX (Atari CXL4027)
Star Raiders (Atari CXL4011)
Dreadnaught Factor (Activision)
Zenji (Activision)
-----------------------------------------------------
```

2388. Manual for the 800XL...

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-24 00:00:00 UTC
From: dracul@wbris.starnet.net
Message-ID: <9604241620.D9104pD@wbris.starnet.net>
Source record: 84274

I have an Atari 800XL that didn't come with a manual. I can't remember how to format a disk, or how to SAVE to one! If you know where I can get system info. for the 800XL on the Net somewhere, or where I can buy a good book, please send e-mail to: dracul@wbris.starnet.net. Thank you.

Troy Benoist
dracul@wbris.starnet.net

<A request for a reply has been issued>

2389. Re: Marble Madness & Gunslinger

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-24 00:00:00 UTC
From: Lawrence Staveley <Lawrence@kwll.demon.co.uk>
Message-ID: <39684839wnr@kwll.demon.co.uk>
Source record: 84275

> Also, James King on this list claims to have a copy. Since it is a rare game,
> and _MANY_ people, including myself, seem to want it, I hope _SOMEBODY_ comes
> forward with a copy and posts it to the net. If someone who owns the game
> can't copy it because of copy protection, I hereby offer to loan my 1050 Happy
> Drive to them to copy it, or if they prefer, they can send me the disk, and
> I'll copy it and send it back.

If it's an EA title, odd's are it'll need a Happy to run after being copied. They always did have a nice track 1 as far as I can remember. Still, APE should walk through it ;-)

"I can't see the solution - Through this state of confusion....."

Lawrence@kwll.demon.co.uk

2390. Re: Email

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-24 00:00:00 UTC
From: winston@merk.com
Message-ID: <DqDBMw.Awp@merk.com>
Source record: 84276

On Sunday, 21 April 21, 1996 05:31:29 GMT,
tomhunt@bright.net (Tom Hunt) wrote:

TH> I've just found a way of accessing email from a non-slip/ppp ISP.
TH> (These types of isp's do not offer shell accounts). If you can access
TH> the TELNET command after logging in, try this-
TH>
TH> TELNET <domain.name.net><sp><25>
TH> HELO <(your)domain.name.net>
TH> MAIL FROM: <yourname@domain.name.net>
TH> RCPT TO: <receiver@domain.name.net>
TH> DATA
TH> <Message text goes here.>
TH> . (ends message)
TH> RSET
TH> QUIT
TH>
TH> The above scenario connects to your isp's port 25, and allows you to
TH> send email. Leave out the various <> and () characters, which I added
TH> for clarity. Does anybody know of a way to receive email in a similar
TH> fashion?
TH>
TH> There is also a way to post to newsgroups by connecting to your isp's
TH> port 119. But that's a topic for some other day.
TH>
TH> But, as more and more isp's refuse to offer shell accounts, methods
TH> like this will have to be used to allow various classic computers
TH> internet access. If anyone knows of any similar techniques which
TH> allows the creative use of TELNET to be used as a substitute for a
TH> full-blown shell account, PLEASE POST THEM. In so doing you will be
TH> doing a great service to the atari 8bit user community. Thanks.

That is --BRILLIANT-- ! I never would have thought of that ! What
you are doing is connecting to the host machine's "SENDMAIL" port service
and issuing Columbia "Simple Mail Transfer Protocol" batch commands to the
mail spooler (or SMTP for short). Yup. It should be possible to receive
mail as well. Just look up the paper on the SMTP format batch commands at
the same place where you can get the documentation for the KERMIT protocol.
You know, I never would have though of doing that. That is truly ingenious
! SMTP is as hardy as KERMIT, and runs on all kinds of hardware including
IBM EBCDIC mainframes. Hopefully it will remain text based for quite a
long time to come yet !

Now that I have answered your question... how do you do concurrent
I/O out an "R1:" port of an ATARI 850 using CC65 ? I'd like to hang a

VT100 off of my 850 for that true VT100 feel (then maybe try a VT220 and a VT340...).

P.S. Now that folks are issuing SMTP, anyone want to try for FTP ?
Hmm... it probably takes more than a simple batch protocol ?
I never looked at the paper about FTP as I assumed that it was
some type of spooler "punch class" that the ATARI couldn't
keep up with, rather than XMODEM ? Could you FTP in "store-
-and-forward", or does it have to be in "realtime" ? Hmm...
I guess you really wouldn't need to, as you could UUENCODE
and SMTP, instead! Hmm... quite a bit to think about....

2391. HP Printer Gizmo?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-24 00:00:00 UTC
From: wolf@grove.iup.edu
Message-ID: <1996Apr24.183029.6897@news.iup.edu>
Source record: 84277

Is there a gizmo out there that will allow a Hewlett Packard Inkjet printer operate with an Atari 8-bit? If so, where can I get a new or used one. Thanks much.

2392. Re: FS: SHAMUS (Atari 8bit cart) $5, shrinkwrapped

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-24 00:00:00 UTC
From: Kit Kimes <KitKimes@aol.com>
Message-ID: <317E70E7.D32@aol.com>
Source record: 84278

Rich Mier wrote:
>
> I beleive the Translator or UltraTranslator will make it work on
> the XL/XE. It's been a long time but I think that's what I used to get it
> running on my XE for my kids.

I would be very surprised if there was any way to run the translator in
conjunction with a cartridge. I have Shamus on disk (not cartridge) and
it works (or did last time I tried it) on my 600XL with 256K.

Kit Kimes
Oswego, IL

2393. Re: Marble Madness & BBSB

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-24 00:00:00 UTC
From: Kit Kimes <KitKimes@aol.com>
Message-ID: <317E7275.6278@aol.com>
Source record: 84279

Ken Sumrall wrote:
>
> Also, James King on this list claims to have a copy. Since it is a rare game,
> and _MANY_ people, including myself, seem to want it, I hope _SOMEBODY_ comes
> forward with a copy and posts it to the net. If someone who owns the game
> can't copy it because of copy protection, I hereby offer to loan my 1050 Happy
> Drive to them to copy it, or if they prefer, they can send me the disk, and
> I'll copy it and send it back.

While you're at it, please come up with a copy of 'Bounty Bob Strikes Back.'
I have been trying to get a copy of that game for years. Now that the only
reasonable way I have to run games is via the emulators, I would love to see
an image that could be run on the emulator. Anybody?

Kit Kimes
Oswego, IL

2394. Moving the 'official' 8-bit FTP site?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-24 00:00:00 UTC
From: jduersto@kendall.mdcc.edu
Message-ID: <4lmndq$8be@kendall.mdcc.edu>
Source record: 84280

I'm starting to think we need a better FTP site to replace atari.archive.umich.edu. Currently, the FTP archive is hard to access via direct methods, and it is also sorely in need someone to maintain it on a regular basis. I'd be willing to volunteer my FTP server (ftp.kendall.mdcc.edu) for the duty. I'm also open to other suggestions to help remedy the problems of the current situations. Comments?

Jason Duerstock
jduersto@kendall.mdcc.edu

2395. email change

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-24 00:00:00 UTC
From: bwillard@sprynet.com
Message-ID: <bwillard.255.0043CDBB@sprynet.com>
Source record: 84281

```
Just to let anyone who knows me in on my change of server.
Old: bwillard@mindspring.com
New: bwillard@sprynet.com

Bruce Willard bwillard@sprynet.com
```

2396. Change of email address

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-24 00:00:00 UTC
From: bwillard@sprynet.com
Message-ID: <bwillard.252.00411F47@sprynet.com>
Source record: 84282
Cross-posted to: alt.atari.2600,alt.atari.2600vcs,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.classic

```
Just to let anyone who knows me in on my change of server.
Old: bwillard@mindspring.com
New: bwillard@sprynet.com

Bruce Willard bwillard@sprynet.com
```

2397. FS: Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-24 00:00:00 UTC
From: milewski@oregon.uoregon.edu
Message-ID: <milewski-2404961630300001@darkstar.uoregon.edu>
Source record: 84283

I recently sold a bunch of my Atari stuff, here's what I have left...

Make Offers
==========

MPP 1000C modem

With original box and manual.
==========
Also for sale:

Atari 850 Interface w/ printer cable
==========
Software:
LJK Letterperfect Wordprocessor (w/manual)
LJK Dataperfect Database (w/manual)
Atari Bond Analysis
Atari Stock Analysis
LJK Disk Utility
==========
Games:
Zaxxon
Rescue on Fractalus
Temple of Aphshai
Deadline
Infidel
Leather Godesses of Phobos
(most games have original packaging and documentation)
==========
Books:
Atari Basic - Faster & Better by Carl Evans (orig. 29.95)

Mapping the Atari by Ian Chadwick (orig.14.95)

Compute's First Book of Atari (orig. 12.95)
Advanced Programming Techniques for the Atari by Linda schreiber (orig. 14.50)
The Creative Atari by David Small, et al. (orig. 15.95)
Atari Basic Quick Reference Guide (card)
==========
Magazines:
Antic
1983 - May, June, Aug, Sep, Oct, Nov, Dec
1984 - Jan, Feb, March, Apr, June, July, Aug, Sep, Oct
Hi-Res - Issue #1
Atari Connection - Fall 1983

--
Steve Milewski
milewski@oregon.uoregon.edu
Ham - AA7FL

2398. Re: Shamus DOES work on XL's!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-24 00:00:00 UTC
From: "Mr. Maddog" <mrmaddog@prolog.net>
Message-ID: <Pine.SOL.3.91.960424210528.3571H-100000@ns1.ptd.net>
Source record: 84284
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,comp.sys.atari.8bit

On Tue, 23 Apr 1996, William Howald wrote:

> On 23 Apr 1996, Mark Androvich wrote:
> >Mark then explains it won't work on the "XL" computers< ^^^^^^^^^^^^^^^^
>
> Oh, but it does! I found this out by accident, just hold the "Start" key
> down while loading; then instant the "Shamus" screen with the music
> appears, the game WILL load the rest of the way...
> (I.E. the GAME works fine, but something in the music player system
> must bug XL machines....)
> I know this to work on the cart and the disk....

Another way might have been to use a Translator disk or Fix-XL found on
PD's. I'm not sure how exactly it works for carts, but someone gave me a
copy of those programs. Just thought I pass it along... :)

Eric Noss
a.k.a
Mr. Maddog

2399. Re: SpartaDOS on .xfd File?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-24 00:00:00 UTC
From: classics@nacs.net
Message-ID: <4lm2bl$p0q@wariat.wariat.org>
Source record: 84285

On Tue, 23 Apr 1996 21:34:50 GMT, kwalk@cris.com (Ken Walker) wrote:

>Paul Weinhold <pwein@umich.edu> wrote:
>
>>Greetings to all fellow Atarians,
><STUFF DELETED>
>> Or could someone send me (by e-mail) an .XFD file that contains
>>SpartaDOS boot sectors (versions 2.3 or higher)? I can provide my own
>>SpartaDOS files after I get one "starter" .XFD file. IS THIS CORRECT?
><STUFF DELETED>
>
>Good luck. I have been looking for months for a "working" SpartaDOS
>XFD file. I can find and even make the DCM file but all of the utils I
>have found so far to convert to a XFD file just trash out SpartaDOS.
>I would kill for a "bootable" XFD of SpartDOS 3.2d. I even wrote twice
>to Mike at FTe, who now owns SpartaDOS and offered him $50 for a
>working XFD but he never responded. If I ever do find something I will
>let you know.

Ken,

You can't get a 'working' XFD of Spartados because Xformer is not
good enough to run spartados.

Steve

2400. NAS96.

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-24 00:00:00 UTC
From: bertil.jagard@straight.ct.se
Message-ID: <ftn_2.203.221$fidonet.org_7d995800_Bertil.Jagard@straight.ct.se>
Source record: 84286

```
------------------------------------------------------------------------
SWEDISH ATARI USERS' ASSOCIATION (Svenska Atariklubben)
IN COOPERATION WITH NoCrew PRESENTS

-* THE NORDIC ATARI SHOW AND CONVENTION 1996 *-

WITH CONVENTION, EXHIBITION, SEMINARS,
DEMONSTRATIONS, CONTESTS ... AND MORE!

AT KORTEDALA GYMNASIUM IN GOTHENBURG, SWEDEN
ON THE 14th, 15th and 16th OF JUNE
------------------------------------------------------------------------
NOTE: The information in this text is not complete! Updates will come.

PRESENTATION

NAS was first arranged in 1995. It's a special show with a hacker convent,
exhibition and different seminars - all in one place.

This time the Nordic Atari Show is held in a school building, Kortedala
Gymnasium, in Gothenburg. It offers several small rooms for the hacker
contests and seminars, a big lecture hall for showing demos and films and a
normal size restaurant for the exhibition. Showers and dressing rooms are
available, and there is free carparking in the school area.

Pizza restaurant, cafe and other shops are only a few steps away from the
school. If you want to stay at a hotel please contact us for information
or visit our Webpage for details (http://www.tripnet.se/sak/nas).

Kortedala Gymnasium is fifteen to twenty minutes away from the central part
of Gothenburg. There are good possibilities for communications by tram or
car.

The dates are the 14th, 15th and 16th of June. Gather with your friends and
join us at a very fun and exciting show for Atari users around the northern
and european part of the world!

This year the exhibition and seminars are arranged by the Swedish Atari
Users' Association (Svenska Atariklubben), and the hacker convent by
NoCrew.

Below are all the activities, and the low entrance prices. Last year they
were a little bit high, but this year we hope it's suitable for all
wallets!

THE ACTIVITIES

For more detailed information see below.
```

exhibition
retailers and different associations will be there

hacker convent
competitions for FALCON, STE, ST and 8-bit

demonstrations
Jaguar, Lynx, MiNT, MagiC, Linux, DTP, Internet etc

seminars
about programming, Internet, multitasking etc

others
competitions for the non-programming experienced
(lottery, MidiMaze-contest, harddisk throwing, CocaCola-drinking etc)

THE PRICES

type payment SAK-member non-member

3-day entry prepaid SEK 100 SEK 125
3-day entry at the door SEK 125 SEK 150
1-day entry at the door SEK 50 SEK 75

The T-shirt is gasping yellow with a fine black print. Highest quality.
Don't miss this fantastic offer. Limited quantity.

T-shirt prepaid SEK 75 SEK 90
T-shirt at the door SEK 100 SEK 120

A cafeteria with low prices on CocaCola, Jolt, sandwiches, buns and
other tasty products will of course be available.

If you live in Sweden, you can order your tickets to NAS96 via
our Webpage at http://www.tripnet.se/sak/nas

Otherwise, if you live outside Sweden or don't have WWW access, and want to
order tickets to a lower price, please pay the right amount of money to our
Swedish postal giro account

nr 73 69 10 - 1

before the 31st of May 1996. Don't forget to state your name, address,
country, telephone, fax, email address and SAK membership nr so that we
know who's paying.

THE EXHIBITION

The exhibition will be open on the following times:

Friday 14th 12:00 -- 21:00
Saturday 15th 09:00 -- 21:00
Sunday 16th 09:00 -- 16:00

If you and your company or organisation wants to join the exhibition, then
estimate the space you need and pay the fee to us. We offer you different
sizes (measurements in Swedish meters) depending on your needs.

4,5 m2 costs 500 SEK
9,0 m2 costs 1000 SEK
18,0 m2 costs 2000 SEK

If you want more space, then every extra m2 is 150 SEK. Please contact us first to get further information.

The retailer's fee includes full entrance for two persons.

Nonprofit organisations can join the exhibition for free (with a space of 4,5 m2). This includes full entrance for one person.

Please pay at our Swedish postal giro account,

nr 73 69 10 - 1

before the 31st of May 1996.

State your company/organisation name, address, country, telephone, fax, email address, contact person and space needed. If you'd like to speak at a seminar about something, then tell us about it.

THE DEMONSTRATIONS

More will be added as soon as we get to know about them.

BBS We'll be showing STraight BBS, with products as Semper, LED, Octopus etc. Sysop Bertil Jagard will be answering questions and demonstrate different situations, as well as speaking about ethics and problems with communicating.

MagiC What is MagiC? What is multitasking? Find out by using MagiC 4, and swapping between those programs. Learn about problems and get tips from experienced users.

Making How can magazines be made with Calamus SL? We'll be showing how magazines the Swedish Atari Users' Association (Svenska Atariklubbens) with SL magazine "AtariMagasinet" is made. Tips, problems, features and possibility to make yourself some visit cards or other things to take home.

THE SEMINARS

More will be added as soon as we get to know about them.

Internet What is Internet and how can I use it with my Atari? Experienced administrators will be talking about Internet - history, how it's made, the future and more. We'll put it in reality too, with products for Atari computers that all of us can use - easy!

THE CONVENTION

NOTE: This is preliminary information. Updates will come.

Which computer? Atari in all forms. We want the hackers and the democoders. The Linux freaks. The MiNT people. The Jaguar nuts and everyone else that uses Atari in some form.

Demo contests

BIG ONE
No limit at all. Should be able to run on a Atari compatible computer
present on NAS96.

SMALL ONE
The limit is the shoesize squared (european) of the deliverer in bytes.

World cup in alfabutton

We will try to break the world record in typing a to z on a standard
keyboard. So far, way below two seconds. Go practise...

Films and demos

We will alternate between showing films and old demos on our big
screen projectors. Of course newer ones as well.

Prices

They will most certainly show up and be of good quality.
More info to come.

More information is available from larkov@tripnet.se, or visit NoCrew's
homepage at http://www.dd.chalmers.se/~f93labr/nocrew/index.html

FURTHER INFORMATION ABOUT NAS96

The best way to get new information is to join our NAS96 mailing-list.
Write to nas-users-request@tripnet.se and include the following in the
message text:

subscribe nas-users <your email address>

Our homepage is also informative to visit. It is at
http://www.tripnet.se/sak/nas and is updated whenever it is needed.

If you want more information about NAS96, then use any of the addresses or
telephone numbers below. Email is always the fastest way to get answers.

Rolf Johansson
rojo@tripnet.se
Tel: +46-708-900441 (mobile)
+46-522-22216 (week)
+46-31-825073 (ends)

Lari Kovanen
(about the convent)
larkov@tripnet.se
Tel: +46-31-582059 (home)

Ulf Hogberg
ulftage@tripnet.se

Swedish Atari Users' Association
Svenska Atariklubben

sak@straight.ct.se
Box 11416
S-404 29 GOTEBORG
SWEDEN
Tel: +46-31-7060992
Fax: +46-31-363973
Webpage: http://www.pedserv.gu.se/janne/sak.html

NoCrew
lbrink@cd.chalmers.se
c/o CCW
Forsta Langgatan 20
S-41 28 GOTEBORG
SWEDEN
Webpage: http://www.dd.chalmers.se/~f93labr/nocrew/index.html

WELCOME TO GOTHENBURG AND NAS96! 960411RJ

==
= E-Mail: bertil.jagard@straight.ct.se STraight BBS, Sweden =
= Phone : +46-(0)31-363973. FidoNet 2:203/221, NeST 90:1101/104 =
==

2401. Re: Using RGB/SVGA Monitors with Your 8-bit!

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-24 00:00:00 UTC
From: tdrake1@umbc.edu
Message-ID: <4lk0tk$5vl@news.umbc.edu>
Source record: 84398

MSmith (msmith@aol.com) wrote:
: I was wondering.... do you get true RGB or do you still get the
: artifacting you see on comnposite monitors. I have been waiting for years
: for this type of device. Someonew, please reply.

Will partly depend on the quality of the input signal, but this device
provides RGB on RGB/VGA monitors which can synch down to 15.75 Khz.

The one from Harmonic Research is a video decoder. With proper inputs it
will produce studio quality outputs. Automatic color control is built-in
and it has a wide "lock-in" range. An S-video input (Luma/Chroma
composite) is standard and is selected automatically whenever an active
Y/C (S-video) signal is present. It will instantly turn a multi-synch RGB
monitor inot a high-resolution NTSC or PAL monitor. The advantage of the
RGB monitor is higher dot pitch, and especially with the multi-sync type
monitors. The NEC 3-D, for example, will synch down to 15.75 Khz and has a
dot pitch of 0.28 compared to 0.42 or worse on low end RGB/composite
monitors.

Inputs are NTSC or PAL composite baseband depending on model (1.0 Vpp, 75
ohm, BNC) or
Y/C (S-Video) 4 pin mini DIN connector (Y=1.0Vpp, C=.3Vpp burst, 75 ohm)

Outputs: 9-pin D subminiature connector. (Red, Green, Blue: 0.7Vpp each,
75 ohm, 15 Khz Horizontal Composite Sync, Vertical Sync).

Performance: Luminance bandwidth:

composite = 4.2Mhz, Y/C is 6 Mhz

Resolution: Video = 330 lines, Y/C = 480 lines.

The soon to be released scan-doubled version which will eliminate all
scan lines has even better performance with a composite video of 4.5Hmz
and Y/C of 8Mhz.

--
-=-
Thomas Drake |From an 80-column Atari 8-bit Home Computer...
tdrake1@umbc.edu | Through the telephone, off of the server,
Test First! Then Code! | over the T-1 backbone, nothing but 'Net!

2402. Re: Disk Images / Running full disk programs

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-24 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4lkbbp$a37@nuke.csu.net>
Source record: 84399

Uncle Fester (thester@nyx.cs.du.edu) wrote:

: >Jan Meisler (meislerj@charm.net) wrote:

: http://zippy.sonoma.edu/~kendrick/nbs/new_and_emu.html

: This is Bill Kendrick's "New Breed Software" site.
: You can find the "Unofficial Atari 8-Bit New User, Emulator
: Help FAQ" there along with other fine things for your
: real or emulated Atari.

TECHNICALLY, "http://zippy.sonoma.edu/~kendrick/nbs/" is the New Breed Software site, while the above URL is the actual unofficial FAQ itself.

: As to your other question regarding copy-protected disk
: images and your emulator-- No, you don't need to be a
: hacker. While you're at the site listed above, check for
: links to other Atari related sites and keep an eye out
: for A.P.E. (Atari Peripheral Emulator). You use this
: along with SIO2PC. As I understand it, there is a provision
: for loading copy-protected disk images with this to your
: PC's hard drive. Since you use A.P.E. with your REAL
: Atari along with SIO2PC, it's obvious that the ATR file
: format will be capable of use by the 8-bit emulator running
: on your PC.

Ah - actually, although APE works with the SIO2PC cable, there are two problems here:

(1) You can't MAKE ProSystem (copy protected) disk images with an SIO2PC cable. You need the ProSys Cable. Different wiring.
(2) I know of no emulator which supports the ".PRO" file format which APE uses to store ProSystem (copy protected) disks. The "PRO" format is ALMOST identical to the "ATR" format (which all of the emulators except ST Xformer (and I think that very very wierd and authorless German "800XL" which nobody uses) EXCEPT it contains the copy protection data. (Dunno exactly how). Inotherwords, only APE knows how to use PRO files.

So.. Darek, Chris, David, Markus, Frank, you guys gonna support PRO any time soon? :)

-bill!
kendrick@zippy.sonoma.edu ||| kendrick@vax.sonoma.edu
** New Breed Software ** / | \ ** William Kendrick **
http://zippy.sonoma.edu/~kendrick/ http://sterba.com/

2403. Re: What ever happened to PC XFormer?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-24 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4lkaud$a37@nuke.csu.net>
Source record: 84400

gromit@carroll.com wrote:

: I used to be real big into 8-bit Atari. Anyway, in 1994,
: Darek Kendrick wrote an MS-DOS 130XE emulator, which
: I bought. (Ver. 3.0) Does anyone know what the latest
: info is on this?

HAHAHAHAHAHAHAHAHHAHAHAHAHHA!! :) Nononono.. next you'll be saying the author
of the original manual was Bill Mihocka! :)

: Did anyone ever develop a way to read Atari floppies in
: a PC?

Yep - a few ways exist (I'm no expert, I don't use floppies anymore :))

For info on Xformer, do one of the following:
(1) E-mail: brasoft@halcyon.com
(2) Web: http://www.halcyon.com/brasoft/

-bill!
kendrick@zippy.sonoma.edu ||| kendrick@vax.sonoma.edu
** New Breed Software ** / | \ ** William Kendrick **
http://zippy.sonoma.edu/~kendrick/ http://sterba.com/

2404. Re: Running Action! code w/o cart

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-24 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4lkabf$a37@nuke.csu.net>
Source record: 84401

GSBruner (gsbruner@aol.com) wrote:
: Will Dwinnell wrote:

: > I was wondering if there was any way to run Action! programs without
: >cartridge?

[the best answer so far :)]

Someone else said (I had to laugh) "I think there was an Action! compiler".

Actually, that's all Action! IS - a compiler! The problem is, the `built-in' Procedures and Functions are pre-compiled. When you do, for example, a "Print()", all it does is jump to the "Print()" routine, just as if it were your own function. The problem - when you compile and save ("WRITE") an executable in Action!, it doesn't save all of those routines (which are simply pre-assembled / pre-compiled code built into the cartridge).

So - when you compile "ABC.ACT" and write it out to "ABC.COM" - then give it to a friend - when they go to run "ABC.COM", it's trying to jump into code which isn't there any more! :)

GSBruner was correct in stating that there are "runtime libraries" available. All these are are Action! "includes" (ie, sourcecode) which contain Procedures and Functions as replacements to the built-ins. They're already precompiled (or assembled), but are coded in a relocatable way and stored as hex data kind of like this:

```
Proc Print(char array string)
[ $12 $43 string $85 $39 $FD $AB $29 ]
```

I BELIEVE there's a free one up at UMich.. let me see...

Yep, under "Languages" it's called "actrun.arc" (I THINK that's the one).

Good luck and happy compiling!

-bill!
kendrick@zippy.sonoma.edu ||| kendrick@vax.sonoma.edu
** New Breed Software ** / | \ ** William Kendrick **
http://zippy.sonoma.edu/~kendrick/ http://sterba.com/

2405. Re: SpartaDOS on .xfd File?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-24 00:00:00 UTC
From: uglmiller@cc.memphis.edu
Message-ID: <1996Apr24.000828@msuvx2.memphis.edu>
Source record: 84402

In article <4ljids$lo2@tribune.concentric.net>, kwalk@cris.com (Ken Walker) writes:
> Paul Weinhold <pwein@umich.edu> wrote:
>
>>Greetings to all fellow Atarians,
> <STUFF DELETED>
>> Or could someone send me (by e-mail) an .XFD file that contains
>>SpartaDOS boot sectors (versions 2.3 or higher)? I can provide my own
>>SpartaDOS files after I get one "starter" .XFD file. IS THIS CORRECT?
> <STUFF DELETED>
>
> Good luck. I have been looking for months for a "working" SpartaDOS
> XFD file. I can find and even make the DCM file but all of the utils I
> have found so far to convert to a XFD file just trash out SpartaDOS.
> I would kill for a "bootable" XFD of SpartDOS 3.2d. I even wrote twice
> to Mike at FTe, who now owns SpartaDOS and offered him $50 for a
> working XFD but he never responded. If I ever do find something I will
> let you know.
>
> Ken
> ==
> Famous last words:
> (1)"Don't worry, I can handle it."
> (2)"You and what army?"
> (3)"If you were as smart as you think you are, you wouldn't
> be a cop."
> ==
>

It's not SD that isn't working, it's the emulators--none of them (to my
knowledge) will run it.
--
If Superman can fly, why can't super models?

Check out my home page (CCGs, classic computers, Revolution BBS):
http://www.people.memphis.edu/~uglmiller/home.htm (under construction)

2406. HD for sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-24 00:00:00 UTC
From: nirdary@pacificnet.net
Message-ID: <317dc0f5.1443758@news>
Source record: 84403

i got a 40meg Scasi hard drive (fujitsu)
that was working with my Black Box.
It's all most completely filled with all kind of software, including
lots of european Game, demos, utilities. especially game making
utilities that i got from polin.
the Hard Drive is installed inside a Black Scasi case, with a built in
power supply. i also added an extra Fan. to take care of the long
hours i am using my computer...
i also added an external LED at the bottom right corner of the case
that gives indication every time the Hard Drive is reading or writing.
from the Black Metal Scasi case the is a Scasi cable that goes
straight to a Black Box.
I am asking 100$ for this deal... if anyone is interested please Email
me.
you can also view a picture of the Item on:

http://www.pacificnet.net/~nirdary/hd2.gif

note that the Hard Drive case is between my 130XE and the Xf351 drive.

Ave

2407. HD for sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-24 00:00:00 UTC
From: nirdary@pacificnet.net
Message-ID: <317dbed1.896046@news>
Source record: 84404

i got a 40meg Scasi hard drive (fujitsu)
that was working with my Black Box.
It's allmost completely filled with all kind of software, including
lots of europian Game, demos, utilitis. especially game making
utilities that i got from polin.
the Hard Drive is installed inside a Black Scasi case, with a built in
power supply. i also added an extra Fan. to take care of the long
hours i am using my computer...
i also added an external LED at the bottom right corner of the case
that gives indication every time the Hard Drive is reading or writing.
from the Black Metal Scasi case the is a Scasi cable that goes
streight to a Black Box.
I am asking 100$ for this deal... if anyone is interested please Email
me.
you can also view a picture of the Item on:
http://www.pacificnet.net/~nirdary/hd2.gif
note that the Hard Drive case is between my 130XE and the Xf351 drive.

Nir

2408. Turn off Atari Basic screensaver?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-24 00:00:00 UTC
From: froygif@infonet.no
Message-ID: <4lkhr7$e39@oslo-nntp.eunet.no>
Source record: 84405

```
Does anybody know how to do this on an XE Games Console?
I'm trying to do some graphics programming, but this thing turns on
all the time - driving me crazy!
```

2409. FS/T: Atari 8-bit items [04/24/96]

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-24 00:00:00 UTC
From: dw901@cleveland.Freenet.Edu
Message-ID: <4lkja4$egm@madeline.INS.CWRU.Edu>
Source record: 84406

NOTE: Due to problems with Netcom's newsreader (caused by system upgrades), I am posting this from my backup account at Freenet. All of my FS/T lists are also available at http://www.io.com/~vga2000

VERY IMPORTANT! Please reply to my Netcom account. I have not had any problems with Netcom's e-mail, and I only check my e-mail on Freenet twice a month. I apologize if this is a problem for you.

updated 04/23/96

NOTE: Screen shots of some of these games are available on my web site.

I have the following Atari 8-bit software and hardware for sale or trade.

Everything is sold as is. Unless specified, all items have been tested and are in perfect working order.

There are a few items that are listed as untested. When I bought these items I was told that they all worked, but due to a lack of time, I have been unable to test them myself.

Buyer has ten (10) days to send payment, and pays all shipping costs, which will be sent via U.S. Postal Service. The shipping cost depends on both the weight of the package and the distance that it is traveling. Buyer has the choice of either first class or parcel post (which is slower, but cheaper).

Payment must be made in U.S. funds, by either check or money order, drawn from a U.S. bank branch. Canadian buyers must send a Canadian Postal Money Order, payable in U.S. funds. This is the only way I have found to deal with my friends to the north (my bank is very picky, but the U.S. Post Office will cash a Canadian Postal M.O.)

SOFTWARE:

NOTE: If the company name isn't listed, then the game was released by the same company as the system.

NOTE: All cartridges are loose (ie. without box and manual), unless specified.

NOTE: Since all cartridges are used, some labels will have small defects. Major defects will be listed.

ATARI 8-BIT COMPUTER:

Loose cartridges, no box or manual:
$10.00 Astro Chase (Parker Brothers)
$ 6.00 Atari Logo
$ 6.00 Atariwriter
$ 6.00 Basic -- for the 400 and 800
$ 6.00 Basketball
$ 6.00 Centipede
$ 6.00 Computer Chess
$10.00 Delta Drawing (Spinnaker)
$ 7.50 Deluxe Invaders (Roklan)
$ 6.00 Joust
$10.00 Jumbo Jet Pilot (Thorn EMI)
$10.00 Kids on Keys (Spinnaker)
$ 6.00 Millipede
$ 6.00 Missile Command
$10.00 River Raid (Activision)
$ 6.00 Super Breakout
$10.00 Super Cobra (Parker Brothers)

Cartridges with case and manual:
$15.00 Alphabet Zoo (Spinnaker)

HARDWARE:

NOTE #1 FOR THOSE BUYING SYSTEMS: If you buy certain systems (they are marked) you will have the option of buying a BRAND NEW RF switchbox for $5 that is virtually identical to one sold at Radio Shack for $7, plus tax. It allows for the connection of both 300 OHM and 75 OHM antenna lead-in's.

If you already have an RF switchbox, most systems will work fine with it. Some systems still include one, please read carefully.

NOTE: The Lots listed below include only what is listed!

LOT #1

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 800XL COMPUTER with original power supply.

I will also throw in a second non-working ATARI 800XL for parts, FREE.

This is a complete system, except for RF switchbox and RCA cable.

$44.00

*****

LOT #2

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 65XE COMPUTER with original power supply.

This is a complete system, except for RF switchbox and RCA cable.

$34.00

*****

LOT #3

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 130XE COMPUTER with original power supply.

This is a complete system, except for RF switchbox and RCA cable.

$59.00

*****

LOT #4

ATARI 1050 (127K) DISK DRIVE, with original power supply, and
one (1) Molex connector cable.

$39.00

*****

LOT #5

ATARI 1050 (127K) DISK DRIVE, with one (1) Molex connector cable.

This disk drive doesn't include the power supply.

$34.00

*****

LOT #6

ATARI 410 PROGRAM RECORDER, with built-in power cord and Molex
connector cable.

This item has not been tested.

$ 9.00

*****

LOT #7

ATARI 820 PRINTER, with one (1) roll of paper and built-in
power cord.

This item has not been tested.

$24.00

*****

LOT #8

ATARI 800 COMPUTER *AND* ATARI 1050 DISK DRIVE, for parts only!

These items are not working, but might be used as a source of parts
(example: the 800 keyboard and chips).

$10.00

*****

LOT #9

OKIMATE 10 COLOR PRINTER, with built-in power cord, "Learn to Print"
Atari DOS 2.0 and 3.0 disk, "Learn to Print" cassette tape [for
400/800, 800XL, 1200XL and 600XL], and extra ribbon (Okidata).

This item has not been tested.

$29.00

*****

To reserve an item listed here, please contact me.

Michael J. Novak Jr.
VGA2000@ix.netcom.com -- for quickest response
VGA2000@io.com
dw901@cleveland.freenet.edu

--
Michael J. Novak Jr. BUYING / SELLING / TRADING systems and games from:
Video Game Advantage 3DO, Atari, NEC, Nintendo, Sega, Sony, as well as
6861 Anthony Lane all Classic video game and Classic cartridge based
Parma Hts., OH 44130 computers, for over 2 years on the Internet!
(216) 843-8815 Voice Visit us on the WWW at http://www.io.com/~vga2000/
for FS/T & Want lists, FAQ's, Screen Shots, Collecting tips and much more...

For current list, or to be placed on my e-mail list, please leave E-Mail at:
VGA2000@ix.netcom.com OR VGA2000@io.com OR dw901@cleveland.freenet.edu

2410. AUCTION: Atari XEGS, 400 UPDATE

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-25 00:00:00 UTC
From: Benjamin Summers <summers@flop.ENGR.ORST.EDU>
Message-ID: <Pine.SUN.3.93.960425152154.14520E-100000@flop.ENGR.ORST.EDU>
Source record: 84207
Cross-posted to:
rec.games.video.marketplace,alt.games.video.classic,rec.games.video.classic,rec.games.video.atari,comp.sys.atari.8bit

4/25/96 15:00 PDT

NOTICE: Auction has now entered the 'going once, twice, gone' phase.

Please read the rules at the end of the auction.

Atari 8-bit----------

Hardware:

Atari XE Game System: $35 produnl2
Includes Atari Light Gun, one CX40 joystick, GOING ONCE
keyboard, and power supply. A very nice
system and quite hard to find.

Atari 400 Computer: $13 Zrocool376
Includes one CX40 joystick, power supply, GOING ONCE
and built-in RF cable.

Auction Rules:

o The most recent auction update is now available on WWW at the
following address: http://www.cs.orst.edu/~summers/8bit

o In case of ties, the first bid received is the bid accepted.

o The first part of the auction will end on April 25th. After
that, highest bidder will be determined through a "going once, going
twice, gone" format, with each step in the process being a day long.

o Bids will be made in increments of $1.00 for items under $20 and
increments of $2.00 for items $20 and over.

o If you bid, you are expected to buy. BIDDERS FAILING TO FOLLOW
THROUGH ON A PURCHASE WILL HAVE THEIR NAMES POSTED TO THE NET AS A
WARNING TO OTHER SELLERS!

o The auction is open to buyers in the United States and Canada.

o Payment is by check or money order. No CODs please. Canadian orders
must be paid with a Canadian Postal money order in US dollars. Allow 10
business days for checks to clear.

o Shipping and handling is above and beyond the amount bid and will be
paid by the buyer and will be as follows (Continental US only): Smaller
items will be shipped with larger items if possible.

XE game system: $10 (UPS)
Atari 400: $10 (UPS)

o In the event of a sale not going through, the item will go to the next highest bidder.

o All items have been tested and are in working condition, except where noted.

___ ___ ___ Benjamin C Summers
//_>>// << E-mail: summersb@ucs.orst.edu
//_>>//_ __>> WWW: http://www.engr.orst.edu/~summers/
Telephone: (541) 258-5930

2411. Re: AtariDOS/MyDOS info requried

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-25 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31800b59.1455978@news.superlink.net>
Source record: 84208

On Wed, 24 Apr 1996 12:07:56 +0100, Ivan Mackintosh <ivan@rcp.co.uk>
wrote:

>Hi,
>
>I am looking for information about the layout of an AtariDOS/
>MyDOS disk structure for Enhance Desity and larger size
>disks/disk images.
>
>For example, on Single density the VTOC is store on sector
>360, but for a disk/disk image containing more sectors there
>is not enough room in this sector to store the entire Volume
>bitmap. Where is the rest stored?
>
>Are 16Mbyte ATR files still limited to 64 files?
>

I think so, that's what I was running into. The rest of the FAT is
stored on earlier sectors. (Format a large image using the APE
instructions and watch the pc screen. It writes first to 360-368, then
switch to earlier sectors for the rest of the fat. It still only
allocates $169-$170 for the directory, tho)

Scott

2412. Re: Emulator video modes (was Re: XL-IT question impression)

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-25 00:00:00 UTC
From: uglmiller@cc.memphis.edu
Message-ID: <1996Apr25.183813@msuvx1.memphis.edu>
Source record: 84209

In article <4lg22h$8eb@hades.rz.uni-sb.de>, magi@stud.uni-sb.de (Markus Gietzen) writes:
> : Rob Funk (rfunk@magnus.acs.ohio-state.edu) wrote:
> : : Why should 640x480 automatically mean a tiny Atari screen? Why not
> : : double up on hi-res pixels?
>
> : Umm - that defeats the purpose! :) The best you'll get is up to 40
> : overscanned rows, but still absolutely no left/right overscanning.
>
> I don't like the idea of 640x480 at all.
> If I double-scan the whole screen, the emulator will slow-down by a
> factor of 2 ! (this is a guess, maybe a bit less maybe more).
>
> There is a way to setup 352x240 pixels on every VGA. But I have to
> browse my resources to find it again. I try to add 320x240 as soon
> as possible to get some games playable. (I hate it if I can't
> see my score ;-)
>
> Bye,
> Markus
>
> PS: Before you start flaming the actual speed: My dev. version
> is upto 3 times faster than 0.12.
>
>

Well, 640x480 wouldn't produce any noticeable slowdown with VESA 2.0, but with prior versions,
the slowdown can be serious, though likely not as bad as 320x240 VGA (depending on how you update the screen). Doubling pixels is not really all that costly, but it kind of defeats the
purpose.
--
If Superman can fly, why can't super models?

Check out my home page (CCGs, classic computers, Revolution BBS):
http://www.people.memphis.edu/~uglmiller/home.htm (under construction)

2413. Re: Atari 800 Emulator

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-25 00:00:00 UTC
From: "Yoda <Chris Hackmann>" <369-3452@tnet.bluethun.com>
Message-ID: <3180153D.4A9E@tnet.bluethun.com>
Source record: 84210

Reinhard Taubert wrote:
>
> Hi,
>
> is there somebody, knowing an ftp-server where to catch a version
> of the PC-Xformer, the on a PC working Atari-400/800-emulator.
> The 2 years old free version 2.0 is good enough for me but if there's
> a newer one - and also free - it would be really better.
>
> R.

I think version 2.55 is posted at this address:
(Washington University - St. Louis' Archive)

http://wuarchive.wustl.edu/systems/atari/umich.edu/applications/emulators/stxf255.lzh

if not, try here:

http://wuarchive.wustl.edu/systems/atari/umich.edu/
--

```
_____
_/ \_
_//-\ /-\\_ "Consume you it will!"
\--___| (*) ^ (*) |___--/
\_ | \_/ - \_/ | _/ "The Force is your greatest ally."
\__| |__/
\_ ----- _/ Yoda
\_ _ _ _/
\_-_/ 369-3452@tnet.bluethun.com
~
```

2414. Re: Disk Images / Running full disk programs

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-25 00:00:00 UTC
From: classics@nacs.net
Message-ID: <4lot4r$1v1@wariat.wariat.org>
Source record: 84211

On 24 Apr 1996 04:40:25 GMT, kendrick@zippy.sonoma.edu (William Kendrick) wrote:

>Uncle Fester (thester@nyx.cs.du.edu) wrote:
>
>: >Jan Meisler (meislerj@charm.net) wrote:
>
>: http://zippy.sonoma.edu/~kendrick/nbs/new_and_emu.html
>
>: This is Bill Kendrick's "New Breed Software" site.
>: You can find the "Unofficial Atari 8-Bit New User, Emulator
>: Help FAQ" there along with other fine things for your
>: real or emulated Atari.
>
>TECHNICALLY, "http://zippy.sonoma.edu/~kendrick/nbs/" is the New Breed Soft-
>ware site, while the above URL is the actual unofficial FAQ itself.
>
>: As to your other question regarding copy-protected disk
>: images and your emulator-- No, you don't need to be a
>: hacker. While you're at the site listed above, check for
>: links to other Atari related sites and keep an eye out
>: for A.P.E. (Atari Peripheral Emulator). You use this
>: along with SIO2PC. As I understand it, there is a provision
>: for loading copy-protected disk images with this to your
>: PC's hard drive. Since you use A.P.E. with your REAL
>: Atari along with SIO2PC, it's obvious that the ATR file
>: format will be capable of use by the 8-bit emulator running
>: on your PC.
>
>Ah - actually, although APE works with the SIO2PC cable, there are two prob-
>lems here:
>
> (1) You can't MAKE ProSystem (copy protected) disk images with an SIO2PC
> cable. You need the ProSys Cable. Different wiring.
> (2) I know of no emulator which supports the ".PRO" file format which APE
> uses to store ProSystem (copy protected) disks. The "PRO" format is
> ALMOST identical to the "ATR" format (which all of the emulators except
> ST Xformer (and I think that very very wierd and authorless German
> "800XL" which nobody uses) EXCEPT it contains the copy protection data.
> (Dunno exactly how). Inotherwords, only APE knows how to use PRO files.

Actually the .PRO format is nothing like the ATR format except that it does
contain disk image data. Not like anybody cares, but I just had to say it :)

>So.. Darek, Chris, David, Markus, Frank, you guys gonna support PRO any time
>soon? :)

Since full .PRO support is limited to registered users of APE I will not be releasing the .PRO format or emulation source code used in APE. I could however create a dos TSR that acts as a 'disk server' and fields requests from other running dos programs for sectors.

So if any emulator authors are interested in such a server let me know. Its .Pro funcionality would be identical to ape, and fully enabled only for registered users.

Steve

2415. Re: ATTENTION--(jdf@firewall.nscs.fast.net)

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-25 00:00:00 UTC
From: thester@nyx10.cs.du.edu
Message-ID: <4lplpq$81g@nyx10.cs.du.edu>
Source record: 84212

```
From MAILER-DAEMON@mordor.cs.du.eduThu Apr 25 22:56:50 1996
Date: Thu, 25 Apr 1996 20:57:24 -0600
From: Mail Delivery Subsystem <MAILER-DAEMON@mordor.cs.du.edu>
To: thester@nyx.net
Subject: Returned mail: Host unknown

----- Transcript of session follows -----
550 firewall.nscs.fast.net (TCP)... 550 Host unknown
554 <jdf@firewall.nscs.fast.net>... 550 Host unknown
(Authoritative answer from name server)

----- Unsent message follows -----
Received: from nyx.net (nyx10.nyx.net) by mordor.cs.du.edu
with SMTP id A25384
(5.65c/IDA-1.4.4 for <jdf@firewall.nscs.fast.net>);
Thu, 25 Apr 1996 20:57:24 -0600
Received: by nyx.net (4.1/SMI-4.1)
id AA05566; Thu, 25 Apr 96 22:45:22 MDT
Date: Thu, 25 Apr 96 22:45:22 MDT
From: thester@nyx.net (Uncle Fester)
Message-Id: <9604260445.AA05566@nyx.net>
Newsgroups: comp.sys.atari.8bit
Subject: ATTENTION--(jdf@firewall.nscs.fast.net)
Summary: YOUR HOST IS UNKNOWN
Organization: Big Ass Technologies, UNlimited
Apparently-To: jdf@firewall.nscs.fast.net

Jeff -

Your mail keeps bouncing back to me as "host unknown."
I CC'd this post to the email address that I have,
jdf@firewall.nscs.fast.net if that's correct.

I'll send the requested material when this is resolved.

Uncle Fester

--
| SOCIOPATH n. - an aggressively antisocial psychopath taking |
| no responsibility for his/her actions. See "INTERNET" for |
| a collective of distinguishing characteristics - e.g., viz EFF. |
| : *thester@nyx.cs.du.edu* : |
```

2416. ATTENTION--(jdf@firewall.nscs.fast.net)

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-25 00:00:00 UTC
From: thester@nyx10.cs.du.edu
Message-ID: <4lpkcp$5c4@nyx10.cs.du.edu>
Source record: 84213

Jeff -

Your mail keeps bouncing back to me as "host unknown."
I CC'd this post to the email address that I have,
jdf@firewall.nscs.fast.net if that's correct.

I'll send the requested material when this is resolved.

Uncle Fester

--
| SOCIOPATH n. - an aggressively antisocial psychopath taking |
| no responsibility for his/her actions. See "INTERNET" for |
| a collective of distinguishing characteristics - e.g., viz EFF. |
| : *thester@nyx.cs.du.edu* : |

2417. Its been 10 years and...

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-25 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <830558562_OASIS_@pcc-uky.campus.mci.net>
Source record: 84214

Okay, I picked up an 800XL for only $30.00, a 13" composite monitor, a cable from Toad for $10.00, and now I'm functional...(barely) I turn everything on and holding down Option I can get it to go into the self-test mode. Everything reports as being fine...Just turning it on gives the blue screen with "Ready" in the upper left hand corner...At this point, can't you type anything in? Its been 10 years since I owned an 8-bit Atari but I thought I remembered being able to type in program listings even though I didn't have a disk-drive...the only key it will respond to is the break key, which makes it drop down one line. No other key does anything at this point...Am I doing something wrong (or forget-ing some vital step) or do I have a problem with the machine? Thanks in advance for any info... :)

--

```
_/_/_/
```

2418. Re: AtariDOS/MyDOS info requried

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-25 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <DqE9oM.8Mv@iglou.com>
Source record: 84287

In Atari DOS 2.5, there is a VTOC in sector 1024, using all 128 bytes of the sector to map sectors 1-1023. There is also a VTOC at sector 360 for compatibility with DOS 2.0.

Mydos uses sectors 360 and 359 (in enhanced density), and for larger disk drives it uses lower sector numbers. On a true double density drive, the VTOC can use all 256 bytes per sector, but directories use only the first 128 bytes. Mydos allows 64 files or subdirectories in each directory, so the main directory of a hard drive partition might consist mostly of subdirectories. The source code for Mydos is available, so it could be patched to allow more files per directory.

--
Bill Marcum bmarcum@iglou.com
"Even the samurais have teddy bears, and even the teddy bears get drunk"
(don't ask me what it means, it came from the 'fortune' program).

2419. Re: What's best disk drive?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-25 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <DqEABs.9vF@iglou.com>
Source record: 84288

The best disk drive, if you can find one, is probably the Atari XF551. It can read and write single, enhanced, and double density, and double sided-double density. It can also be modified to use a 3.5 drive mechanism to store 720K per disk.
--
Bill Marcum bmarcum@iglou.com
"Even the samurais have teddy bears, and even the teddy bears get drunk"
(don't ask me what it means, it came from the 'fortune' program).

2420. Re: Moving the 'official' 8-bit FTP site?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-25 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4lmv49$582@nuke.csu.net>
Source record: 84289

Jason Duerstock (jduersto@kendall.mdcc.edu) wrote:
: I'm starting to think we need a better FTP site to replace
: atari.archive.umich.edu. Currently, the FTP archive is hard to access via
: direct methods, and it is also sorely in need someone to maintain it on a
: regular basis. I'd be willing to volunteer my FTP server
: (ftp.kendall.mdcc.edu) for the duty. I'm also open to other suggestions
: to help remedy the problems of the current situations. Comments?

Well - although I can't help about the difficulty in accessing UMich
(my hint is to Gopher to: "gopher.archive.umich.edu" but that doesn't help
when you want to upload), I'd like to point out that (as SOON as some
of the other folks having to do with this get around to it) I'm going to be
replacing Jody Lenn as the UMich FTP site Atari 8-bit section 'keeper.'

And we ALL know that >I< had time to do it! ;)

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/~kendrick/ <- proof! ;)

2421. Re: Running Action! code w/o cart

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-25 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4lmvb0$582@nuke.csu.net>
Source record: 84290

Robert Stone (UASZ40A@prodigy.com) wrote:
: I hope the "free" version of the Action Runtime Library isn't just a copy
: of the copyrighted one now marketed through Fine Tooned at B&C
: Computervision, 408-986-9960. That's all we need, another way to cheat
: Atari developers....

Well, unless Mike Hohman is using the same stuff which has been up at
UMich all this time... :)

Anyone care to inform us?

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/~kendrick/

2422. Re: Marble Madness & Gunslinger

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-25 00:00:00 UTC
From: fu511@cleveland.Freenet.Edu
Message-ID: <4ln27a$mda@madeline.INS.CWRU.Edu>
Source record: 84291

In a previous article, ken@cup.hp.com (Ken Sumrall) says:

>OK. The rumors are getting strong enough that I believe that EA released
>Marble Madness for the Atari 8bit. In a post at the beginning of April, Tom
>Pschar says he has the packaging for Marble Madness for the 8bit, but can't
>find the disk. In an issue of Antic magazine I have at home, in the letters
>section, Trip Hawkins of EA (I think it was Trip) wrote in saying that the
>letter writing campaign that Antic encouraged their readers to do had convinced
>EA to release more Atari 8bit software, and Marble Madness would be the next
>release they did.
>
>About 1 year ago, someone on this list sold a copy of Marble Madness to someone
>else on the list, I called just a little too late :-(, but I've lost the names
>of both people involved.
>
>Also, James King on this list claims to have a copy. Since it is a rare game,
>and _MANY_ people, including myself, seem to want it, I hope _SOMEBODY_ comes
>forward with a copy and posts it to the net. If someone who owns the game
>can't copy it because of copy protection, I hereby offer to loan my 1050 Happy
>Drive to them to copy it, or if they prefer, they can send me the disk, and
>I'll copy it and send it back.
>
>| Ken Sumrall HP Cupertino Systems Lab ken@cup.hp.com |
>| "He who will not reason, is a bigot; he who cannot is a fool; |
>| and he who dares not is a slave." -- Sir William Drummond |
>| The views here are my own, _NOT_ HP's

There was really a better game produced. It was called 'Air Ball'.
Perhaps this is where the confusion lies...I don't know. But,
The best games are the ones that are played in fun...

Kevin..
--

2423. Re: What ever happened to PC XFormer?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-25 00:00:00 UTC
From: rosans00@marvin.informatik.uni-dortmund.de
Message-ID: <4lncqr$g2m@fbi-news.Informatik.Uni-Dortmund.DE>
Source record: 84292

```
Christian Wiese (C.WIESE@LDB.han.de) wrote:
: gromit@carroll.com meinte am 22.04.96
: zum Thema "What ever happened to PC XFormer?":

: g>I used to be real big into 8-bit Atari. Anyway, in 1994,
: g>Darek Kendrick wrote an MS-DOS 130XE emulator, which
: g>I bought. (Ver. 3.0) Does anyone know what the latest
: g>info is on this?

: Where can I get this software (in germany)?

Try to contact:
ABUC e.V.
c/o Wolfgang Burger
Wieschenbeck 45
4599 Herten
Tel./Fax. (023) 3923
(siehe auch "Deutsche ATARI-Club" in dieser Newsgroup)

oder KE-Soft (Adresse zur Zeit nicht zur Hand, schau mal in die
Vendor-Liste, die hier regelmaessig gepostet wird).

Gruss...

___ Thomas Rosanski * rosans00@marvin.informatik.uni-dortmund.de
| _ World Wide Web Homepage: http://dosis.uni-dortmund.de/~toro
| | | _ BETA Webpages: http://dosis.uni-dortmund.de/~toro/beta.html
|_| |_| _
|\ | | freedom is the freedom to say that two plus two make four
|_| if that is granted, all else follows (George Orwell, 1984)
```

2424. Re: Moving the 'official' 8-bit FTP site?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-25 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <4lnncm$nt0@news.xmission.com>
Source record: 84293

```
: Jason Duerstock (jduersto@kendall.mdcc.edu) wrote:
: : I'm starting to think we need a better FTP site to replace
: : atari.archive.umich.edu. Currently, the FTP archive is hard to access via
: : direct methods, and it is also sorely in need someone to maintain it on a
: : regular basis. I'd be willing to volunteer my FTP server
: : (ftp.kendall.mdcc.edu) for the duty. I'm also open to other suggestions
: : to help remedy the problems of the current situations. Comments?

I support the idea for a replacement FTP site. In fact, if this
replacement site has enough storage, I'd be willing to upload my huge
collection of files there, provided I get some admin authorities to
maintain some of the directory structure.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!
```

2425. Re: Marble Madness & Gunslinger

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-25 00:00:00 UTC
From: tpp@cbnews.cb.att.com
Message-ID: <4lo1f9$n0b@nntpa.cb.att.com>
Source record: 84294

In article <4lj6hi$1dv@hpax.cup.hp.com>, Ken Sumrall <ken@cup.hp.com> wrote:
>OK. The rumors are getting strong enough that I believe that EA released
>Marble Madness for the Atari 8bit. In a post at the beginning of April, Tom
>Pschar says he has the packaging for Marble Madness for the 8bit, but can't
>find the disk. In an issue of Antic magazine I have at home, in the letters

Oops, I apologize for that one. I finally dug out the packaging, only to find
that it was an old EGA IBM version. B(

Sorry for perpetuating the rumor. I really thought I had it for the 8-bit.
It may still exist, but I don't have it.

Tom

--
Tom Pschar | Hi there. I am an Apteryx, a wingless bird with hairy feathers.
* Hong Kong Phooey lives! * White Dragon whacks Oozing Stenchbeast *
*>LOOK *
*It is pitch black. You are likely to be eaten by a grue. *

2426. Re: Atari 800 Emulator

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-25 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <4lo84f$17s6@useneta1.news.prodigy.com>
Source record: 84295

Branch Always Software, the maker of PC Xformer, has a web page at
http:/www.halcyon.com/brasoft/ and allows downloading of the newest
version to any registered user of version 3.0 and above.

2427. Re: Moving the 'official' 8-bit FTP site?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-25 00:00:00 UTC
From: jduersto@kendall.mdcc.edu
Message-ID: <4lo7v9$gkh@kendall.mdcc.edu>
Source record: 84296

William Kendrick (kendrick@zippy.sonoma.edu) wrote:
: Well - although I can't help about the difficulty in accessing UMich
: (my hint is to Gopher to: "gopher.archive.umich.edu" but that doesn't help
: when you want to upload), I'd like to point out that (as SOON as some
: of the other folks having to do with this get around to it) I'm going to be
: replacing Jody Lenn as the UMich FTP site Atari 8-bit section 'keeper.'

Well this certainly answers my question about timely maintenance and updates,
however, I still believe the site should be directly accessible via FTP. I
don't suppose you have any brilliant answers to this question too? =)

Jason Duerstock
jduersto@kendall.mdcc.edu

2428. Re: HP Printer Gizmo?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-25 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <4lo8th$1j88@useneta1.news.prodigy.com>
Source record: 84297

If it has a standard Centronics printer interface, like for PC compatibles, any of the Atari printer interfaces should work. MPP made one. There's the Atari 850 interface. And there's the PR connection. All of these are available at B&C Computervision in California at 408-986-9960.
If your HP printer has only a Macintosh interface, good luck. I don't know of anything for that.

2429. Re: Manual for the 800XL...

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-25 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <4lo93r$2064@useneta1.news.prodigy.com>
Source record: 84298

"Your Atari Computer, XL edition" is great for the basics. Even though the pictures show the older Atari 400/800 stuff, the commands are almost all the same. If there are any differences, the XL or XE editions should point them out. B&C Computervision has them at 408-986-9960.

2430. Re: Email

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-25 00:00:00 UTC
From: cy <cy@amd.com>
Message-ID: <317FA0BE.536@amd.com>
Source record: 84299

Winston Smith wrote:
>
>
> P.S. Now that folks are issuing SMTP, anyone want to try for FTP ?
> Hmm... it probably takes more than a simple batch protocol ?
> I never looked at the paper about FTP as I assumed that it was
> some type of spooler "punch class" that the ATARI couldn't
> keep up with, rather than XMODEM ? Could you FTP in "store-
> -and-forward", or does it have to be in "realtime" ? Hmm...
> I guess you really wouldn't need to, as you could UUENCODE
> and SMTP, instead! Hmm... quite a bit to think about....
>

Winston,

I don't know about uploading via FTP, but for downloading, you can
always use FTPmail (batch) with your SMTP access. This of course requires
a means of retrieving your mail...

On the matter of telnet-ing in to a Port 25, I have always wondered
if you could somehow retrieve mail this way. From speaking to
sysadmins, etc...it did not seem possible. Prove me wrong and
I'll be happy though.

my 2c.
--
================== ================== ==================
Opinions expressed aren't necessarily those of my employer.
Actually, they may not be mine either.
cyrus.malek@amd.com

2431. Re: Marble Madness

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-25 00:00:00 UTC
From: Brian Wiklem <brian_wiklem@interactive.sony.com>
Message-ID: <4loj7h$4mr@usenet1.sjc.in.sel.sony.com>
Source record: 84300

Actually, I think the letter writing campaign only convinced
EA to port Marble Madness to the Atari ST.

I heard an 8-bit was planned, but that's as far as it got.

However, the ST version was crap, especially compared to the
Amiga version. The Sega Genesis version was far better than
the ST one. I own the coin op of Marble Madness, so I definitely
can compare it to all formats.

But the one cool thing the ST version did that the Amiga didn't have
was the MIDI interface was active. So if you had a Tone Generator or
keyboard, the music would run through it. I wish more ST games
did this instead of relying only on the sound chip.

Just my 2 cents, as I was/am a huge fan of Marble Madness.

2432. Re: FS: SHAMUS (Atari 8bit cart) $5, shrinkwrapped

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-25 00:00:00 UTC
From: Mark Androvich <MAndrovic@aol.com>
Message-ID: <1996Apr25.110408.98@sen.ca.gov>
Source record: 84301
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,comp.sys.atari.8bit

>Mark Androvich <MAndrovic@aol.com> wrote:
>>rpribish@wheel.ucdavis.edu (Reinhard Pribish) wrote:
>>>For Sale (or trade for Atari 2600 carts):
>>>
>>>SHAMUS, a cool action adventure game on cartridge by Synapse
>>>for the Atari 8-bit computers. Shrinkwrapped! $5 plus $1 shipping.
>> ^^^^^
>>>Thanks, Reinhard
>>
>>I bought one recently from Reinhard without remembering that the game
>>only works on the older Atari 400/800 computers-- not the XL series.
^^^^^^^^^^^^^^^^
As many of you pointed out, it does work if you hold START down while
turning on the computer.

I though I had tried this, but apparently I was holding down OPTION (out
of habit, I guess).

Therefore, the game DOES work on all Atari computers. I was in error.

SO, what are you waiting for? Go buy one from Reinhard right now! Buy a
bunch even. A steal at $6...

Mark

2433. Re: Atari 800 ??

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-25 00:00:00 UTC
From: jlodoen@mega.megamed.com
Message-ID: <4lom33$4ug@news.wco.com>
Source record: 84302

In article <4lmua3$cfq@ren.cei.net>, alner@cei.net wrote:
>Does anyone know what the right cartridge slot was ever for on the Atari
>800??
>
>Alan

Very few did. Eastern House made two of them. Monkey Wrench added commands to Atari BASIC (Monkey Wrench II was for XLs), and KISS a truly crappy word processor (modified the Atari BASIC editor).

GeminiSoft's Magic Dump, a printer utility.

The Austin 80-column Board was to come with an 80-column driver cartridge.

2434. Re: What's best disk drive?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-25 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <4lorgm$6gn@blackice.winternet.com>
Source record: 84303

> bmarcum@iglou.iglou.com (Bill Marcum) writes:
>
> The best disk drive, if you can find one, is probably the Atari XF551. It
> can read and write single, enhanced, and double density, and double
> sided-double density. It can also be modified to use a 3.5 drive
> mechanism to store 720K per disk.
> --
> Bill Marcum bmarcum@iglou.com
>
>>>>
Yes and don't forget that even with the 720K, 3.5" installed, it
still supports High Speed Mode. Makes a big difference when you are
backing up a Hard Disk.

Rich Mier

2435. MYDOS to PC, 360K Floppy Support

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-25 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <4los66$6gn@blackice.winternet.com>
Source record: 84304

At one time, 1988, '89 timeframe, there was a PC program that
supported READING and WRITING to a Atari 8Bit, MYDOS formated,
360K diskette. Does anyone know what the program was and where it
is located? Also, was it ever upgraded to support 720K, 3.5" diskettes
and/or SpartaDOS format? I'm getting pretty sick and tied of using a
Null modem cable and having to string it 20 feet when ever I need it.

Thanks for any info; Rich Mier

2436. Re: FS: SHAMUS (Atari 8bit cart) $5, shrinkwrapped

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-25 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <4lor63$6gn@blackice.winternet.com>
Source record: 84305

> Kit Kimes <KitKimes@aol.com> writes:
> Rich Mier wrote:
> >
> > I beleive the Translator or UltraTranslator will make it work on
> > the XL/XE. It's been a long time but I think that's what I used to get it
> > running on my XE for my kids.
>
> I would be very surprised if there was any way to run the translator in
> conjunction with a cartridge. I have Shamus on disk (not cartridge) and
> it works (or did last time I tried it) on my 600XL with 256K.
>
>>>>
I think it is the Ultra Translator that Will work with Cartridges. I
know one of the Translators will, it's in the DOC's and I've used it. You
do have to install the Cartridge after you have Booted and then run the
Translator. Something like that, I'd have to go back reread them to get
it right.
Rich Mier

2437. Pepper's Cartridge Auction Update 9

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-25 00:00:00 UTC
From: pepper@freenet.edmonton.ab.ca
Message-ID: <Pine.A32.3.91.960425153831.30903F-100000@fn1.freenet.edmonton.ab.ca>
Source record: 84306

```
MINIMUM BID IS $2 unless stated otherwise and Increaseaments
OF $1 thereafter. Payments is done in US Funds (cheques or money orders).
All Payments must be received within 10 days following the auction
Shipping is Extra
Updates will be done by E-Mail .......Other Rules follows the auction.

*********************************************************************
Atari 400/600XL/800/800XL/1200XL/1400XL Disks, Carts - Untested -
(Mainly for 400/800 computers)
*********************************************************************
Pac-Man (Cart)
Star Raiders (Cart)
Track & Field (Cart) +6.00 brian_wiklem
---- Disks below ----

Bishop's Square/Maxwell's Demon (Disk & Box) DataSoft
Bug Off (SW) Adventure Inter
Caverns of Mars (SW) Atari
Cohen's Towers (complete) DataMost
Compu-Math Decimals Disk and Inst Edu-Ware
Gorf (SW) Roklan
Hellcat Ace (Complete) Microprose Soft
Jeepers Creepers (SW) QS
Jumpman Disk only Epyx
Nato Commander (Complete) Microprose Soft
Rebel Chare at Chickamauga (SW) SSI
Serpentine Disk & Box Broderbund Soft
Snake O nyms & Word Flip (SW) EduFun
Sneakers (complete) Sirius Soft
Space Eggs (complete) Sirius Soft
Supersort (complete) Atari Program Ex.
Survivor (complete) Infocom
Suspended (2 Disks) Disks only Infocom
Tax Dodge (complete) Island Graphics +2.00 jcampbe
Threshold (SW) Sierravision +2.00 ghunter
Witness (the) Box and Disk Infocom
*************************************************************
Atari 400/800 Cassettes - Untested -
*************************************************************
Aliencounter & Face Flash (SW) Edufun
Anti-Sub Patrol (complete) Roklan Software
Arena 3000 (complete) ScreenPlay
Black 'Em (complete) Atari Program Exchange
Black Jack Tutor (complete) Atari Program Exchange
British Heritage Jigsaw Puzzles Vol. 1 Thorn Emi Video
```

Bumper Ball (complete) London Software
Frenzy & Flip Flop (complete) EduFun
Intruder (complete) Inhome Software
Jumpman (complete) Epyx
The Jar Game & Chaos Box & Disk EduFun

Dust Cover - FOR Atari 400 computers - NEW -

Rules!!

After Auction end date a once, twice, Sold Format will occur
(to ensure fairness to all bidders) Auction Ends April 26/96
There will be no guarantee, No warranty and no refunds on anything
purchased from this auction. I reserve the right to refuse bids or
withdraw items from the auction. TRADES: Send me your trade list Or
ask me my Want lists.

Send E-Mail's to pepper@freenet.edmonton.ab.ca

thanks

2438. Re: HP Printer Gizmo?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-26 00:00:00 UTC
From: mbrown@freenet.edmonton.ab.ca
Message-ID: <4lp54u$ijo@news.sas.ab.ca>
Source record: 84215

wolf@grove.iup.edu wrote:
: Is there a gizmo out there that will allow a Hewlett Packard Inkjet
: printer operate with an Atari 8-bit? If so, where can I get a new or
: used one. Thanks much.

I use an interface board called Zetec (I think, it's packed away right now), that works quite well from my 800XL to HP DeskJet. I have the older Deskjet, with an Epson FX80 emulator cartridge. I think this is the sticking point. There isn't much for software on an 8-bit Atari that supports HP LaserJets, so Epson emmulation is a must. With this emmulator, every program I've tried on the 8-bit that supports the FX-80 (common) works quite well. Without the cart for the printer, you should still be able to dump ascii code to the printer, or write your own software to support the HP's codes. But it is quite possible to get it to run with an interface card for the Atari SIO port.

/\
Michael 'Amra' Brown |==| To all the Smegheads, Metaldogs
mbrown@freenet.edmonton.ab.ca []-ww-[] and Hyboreans: Up The Irons!

2439. Re: Email

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-26 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <4lp755$4bj@charm.magnus.acs.ohio-state.edu>
Source record: 84216

In article <317FA0BE.536@amd.com>, cy <cy@amd.com> wrote:
>On the matter of telnet-ing in to a Port 25, I have always wondered
>if you could somehow retrieve mail this way. From speaking to
>sysadmins, etc...it did not seem possible. Prove me wrong and
>I'll be happy though.

If your ISP supports popmail, take a look at
http://er4www.eng.ohio-state.edu/~funkr/pub/pop3.html
I wrote it for people here at OSU, but the main part of it should
apply anywhere. It also has links to the RFCs for POP3 and SMTP.

Note that some sysadmins will frown on you telnetting to port 25,
since it's a classic way to forge email.
When you do send email that way, don't forget to type the headers
(From:, To:, Subject:, etc.) after your DATA line.

Information on all the usual internet protocols can be found in the
internet RFCs. You can find them on the web at
http://www.cis.ohio-state.edu/hypertext/information/rfc.html
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

2440. Re: Turn off Atari Basic screensaver?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-26 00:00:00 UTC
From: froygif@infonet.no
Message-ID: <4lpnkd$j6r@nms.telepost.no>
Source record: 84217

bmarcum@iglou.iglou.com (Bill Marcum) wrote:

>In article <4lkhr7$e39@oslo-nntp.eunet.no>,
>Gisle Froysland <froygif@infonet.no> wrote:
>>Does anybody know how to do this on an XE Games Console?
>>I'm trying to do some graphics programming, but this thing turns on
>>all the time - driving me crazy!
>>
>POKE 77,0
>You have to do this from time to time to reset the timer which counts down
>to start the screen saver.

Great ! This is just what i needed. Thanks!

|/|\|
froygif@infonet.no |/ | \| Gisle Froysland,
gf@vestkunst.no |/ | \| Nylundsveien 66c,
gislef@notam.uio.no |/ | \| 5031 Laksevaag, Norge
Irc: froy |/ | \| Tlf.: +47 55 34 13 94

2441. Re: Chips Still Exist??

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-26 00:00:00 UTC
From: keshler@dreamscape.com
Message-ID: <4lpgj7$1hh@newsfeed.dreamscape.com>
Source record: 84218

Repost

Stumbled across this group and reminded me on my old Atari 400 (great computer in it's day). Anyway. In Early 80's had chip for a 400. Fit in slot and had a switch. Allowed cracked programs to run off disk. Well ,400 died about 4 years ago and found 800 but chip won't work in it. Have close to 500 programs (most better than todays Sega/Nintendo games) but no way to access.

Are there any chips availble out there? For Sale? Please post or E-Mail me @ keshler@dreamscape.com.

2442. Re: Running Action! code w/o cart

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-26 00:00:00 UTC
From: nickd@vpnet.chi.il.us
Message-ID: <DqGA83.3vF@espada.chi.il.us>
Source record: 84219

Actually, the ACTION! compiler is in the cartridge. What one needs to compile ACTION! programs so that they will run without the cartridge is an ACTION! runtime library. There was a commercial one available from OSS/ICD, and there is also a PD/freeware one (I'm pretty sure I have it, because I remember compiling an ACTION! program that way). Check FTP sites (like a.a.u.e), BBSs, online services, etc. (I think I downloaded the one I have from Delphi, that's where I download most stuff from.)

Nick DiMasi

2443. Re: Moving the 'official' 8-bit FTP site?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-26 00:00:00 UTC
From: RCAD40A@prodigy.com
Message-ID: <4lpikr$vri@usenetp1.news.prodigy.com>
Source record: 84220

Greetings from an old Atarian,
I would like to know how to upload files to the umich atari 8-bit site? I know about ftp and gopher, but those just let you navigate through the directories and download. How do you send files to those directories?

Thanks for any replies, DOUG

2444. Re: SpartaDOS on .xfd File?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-26 00:00:00 UTC
From: RCAD40A@prodigy.com
Message-ID: <4lpj31$41c@usenetp1.news.prodigy.com>
Source record: 84221

Continuing the XFormer Emulator <=> SpartaDOS Topic,
I have received a SpartaDOS image file that is called version 33A.
This will boot up using the Xformer. I used that image to format a second
image using the init.com file from the old SpartaDOS 1.1 disks using the
STANDARD.DOS. This will also run on the XFORMER (3.5). The Sparta 1.1
image will run more games than the 33A image. The 33A image can make a
double density image too!
I can e-mail one or both of these images to interested Atari users.

from Doug Feldman in Ann Arbor, MI

2445. ACE emulator disk fixed (v0.02)

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-26 00:00:00 UTC
From: feb6399@osfmail.isc.rit.edu
Message-ID: <4lpd2b$qms@news.isc.rit.edu>
Source record: 84222
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

First of all, I'd like to apologize to everyone who downloaded
ACE v0.01 and found that it couldn't boot disk images. That was
due to a last minute "fix" I made years ago the last time I worked
on it. Well, I found the problem, and now it works.

So, give v0.02 a chance (it boots very fast too for anything
that uses the OS vector for reading the disk, but it can handle
software that has its own SIO/disk routines as well)

It's at:
http://www.csh.rit.edu/~shaggy/software.html

(and for those who don't know, ACE: the Atari Computer Emulator
is mainly for Unix systems (Linux and others) and supports X-windows
and SVGA graphics and comes in source code form, and it's free,
so if people want to add features to it and fix bugs it can
become a community effort!)

Have fun!

- Frank

--
Frank "Shaggy" Barrus: feb6399@osfmail.isc.rit.edu, shaggy@csh.rit.edu
http://www.csh.rit.edu/~shaggy

2446. New Utility

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-26 00:00:00 UTC
From: Ivan Mackintosh <ivan@rcp.co.uk>
Message-ID: <3180984C.4E61@rcp.co.uk>
Source record: 84223

A new utility has been added to my XFD/ATR disk image
utilities Web Page:

http://www.netlink.co.uk/users/helix/atari8/

It is an ATR image that provides a quick-loading menu
for other AtariDOS/MyDOS images of any size (including
mega images!).

How to use:

The menu is loaded as disk image 1 into APE/Sio2PC or
an emulator and the DOS disk is loaded as disk image 2

This utility has been provided by Yogi.

Ivan

2447. Structure of an Atari DOS disk

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-26 00:00:00 UTC
From: Ivan Mackintosh <ivan@rcp.co.uk>
Message-ID: <3180D704.229E@rcp.co.uk>
Source record: 84224

Hi,

I have another DOS problem:

At the end of each sector for a file on a DOS disk is
3 bytes:
hi and low sector offsets for the next sector
number of bytes used within the sector.

The hi sector offset also provides something called
a directory number in the top 5 bits.

Has anyone got any info on what this is?????

Any help appreciated.

I am currently writing a Disk image manager that will
allow creating XFD/ATRs, XFD<->ATR, adding files to,
deleting, extractings files from etc.
--
e-mail: ivan@rcp.co.uk
XFD/ATR Utilities: http://www.netlink.co.uk/users/helix/atari8/

2448. Re: Atari 800 ??

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-26 00:00:00 UTC
From: rpinnega@spartan.ac.BrockU.CA
Message-ID: <1996Apr26.185938.21830@spartan.ac.BrockU.CA>
Source record: 84225

: >Does anyone know what the right cartridge slot was ever for on the Atari
: >800??

: Very few did. Eastern House made two of them. Monkey Wrench added commands to
: Atari BASIC (Monkey Wrench II was for XLs), and KISS a truly crappy word
: processor (modified the Atari BASIC editor).

I've actually got the Monkey Wrench II around somewhere, but since my
old 800 long ago bit the dust (to be replaced with an even more
dilapidated 400) I can no longer use it. Oh well.

It did a few useful things, like automatic renumbering of line numbers
and stuff like that, but it also took up 8K of RAM and left you with very
little memory. Because of this, it wasn't really all that useful. The
right cartridge slot had possibilities -- for example, I suppose it
could've been used to upgrade 8K left-cartridge games -- but it was never
utilized for that purpose.

Rob

2449. Re: NES versions of Atari 400/800/XL/XE games

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-26 00:00:00 UTC
From: Mark Androvich <MAndrovic@aol.com>
Message-ID: <1996Apr26.131130.105@sen.ca.gov>
Source record: 84226
Cross-posted to: comp.sys.atari.8bit,rec.games.video.nintendo,rec.games.video.classic,rec.games.video.atari

What about Raid on Bungeling Bay (Broderbund)? I remember seeing this computer game end up as a NES cartridge.

Mark

2450. Re: Structure of an Atari DOS disk

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-26 00:00:00 UTC
From: jduersto@kendall.mdcc.edu
Message-ID: <4lrdsa$375@kendall.mdcc.edu>
Source record: 84227

Ivan Mackintosh (ivan@rcp.co.uk) wrote:

: At the end of each sector for a file on a DOS disk is
: 3 bytes:
: hi and low sector offsets for the next sector
: number of bytes used within the sector.

: The hi sector offset also provides something called
: a directory number in the top 5 bits.

The 'directory number' is the # of the file as listed in sector 361.
If the file # doesn't match the directory entry number, then you'll
get an error when trying to read it.

Jason Duerstock
jduersto@kendall.mdcc.edu

2451. Re: FS: SHAMUS (Atari 8bit cart) $5, shrinkwrapped

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-26 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960426081311.18099F-100000@PEAK.ORG>
Source record: 84228
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,comp.sys.atari.8bit

On 25 Apr 1996, Mark Androvich wrote:

[discussion about the cartridge SHAMUS for Atari 8-bit computers]

> As many of you pointed out, it does work if you hold START down while
> turning on the computer.
>
> I though I had tried this, but apparently I was holding down OPTION (out
> of habit, I guess).
>
> Therefore, the game DOES work on all Atari computers. I was in error.
[snip]

I wasn't aware of holding down START for any reason other than to load
machine code off of cassette! I have no doubt it works, but WHY?

James

2452. looking for a "Parrot" sound module

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-26 00:00:00 UTC
From: cooley@nevada.edu
Message-ID: <4lr6tc$g31@pioneer.nevada.edu>
Source record: 84229

```
hello. looking for a "Parrot" sound module. please reply if you have
one or know of someone who wants to sell one. thanks

email seppie@mcomm.mclv.net
thanks
```

2453. Re: NES versions of Atari 400/800/XL/XE games

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-26 00:00:00 UTC
From: jlodoen@mega.megamed.com
Message-ID: <4lrku5$n7a@news.wco.com>
Source record: 84230
Cross-posted to: comp.sys.atari.8bit,rec.games.video.nintendo,rec.games.video.classic,rec.games.video.atari

In article <1996Apr26.131130.105@sen.ca.gov>,
Mark Androvich <MAndrovic@aol.com> wrote:
>What about Raid on Bungeling Bay (Broderbund)? I remember seeing this
>computer game end up as a NES cartridge.
>
>Mark

Raid on Bungeling Bay never came out for Atari. Broderbund also ported
Lode Runner (screen-shot looks bad, oversized characters) and Spelunker
to the NES.

Other NES games available for Atari 8-bits previously:

Activision Archon
Mindscape M.U.L.E.
Micropose F-15 Strike Eagle
Milton Bradley Jordan vs. Bird: One-on-One
JVC Boulder Dash
Ultra Silent Service

(not including arcade ports)

2454. Re: Moving the 'official' 8-bit FTP site?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-26 00:00:00 UTC
From: Jason Duerstock <jduersto@kendall.mdcc.edu>
Message-ID: <Pine.LNX.3.91.960426102517.30237A-100000@kendall.mdcc.edu>
Source record: 84231

On Fri, 26 Apr 1996 bosco@host.yab.com wrote:

> In article <4lmndq$8be@kendall.mdcc.edu> you wrote:
> : I'm starting to think we need a better FTP site to replace
> : atari.archive.umich.edu. Currently, the FTP archive is hard to access via
> : direct methods, and it is also sorely in need someone to maintain it on a
> : regular basis. I'd be willing to volunteer my FTP server
> : (ftp.kendall.mdcc.edu) for the duty. I'm also open to other suggestions
> : to help remedy the problems of the current situations. Comments?
>
>
> I'm all for it! UMICH just isn't cutting it. I may be mistaken, but the
> last time I used your site, I couldn't find the Atari stuff. What is the
> geographical location of your site?
>
> I have loads of stuff to upload, but nowhere to upload it to! UMICH is
> out of the question.

mdcc.edu == Miami-Dade Community College, located in Miami, Florida.

I recently upgrade the whole system so you may have logged in in the
interim period. Everything Atari-related should be in /pub/atari.

Jason Duerstock
jduersto@kendall.mdcc.edu

2455. Re: Running Action! code w/o cart

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-26 00:00:00 UTC
From: gsbruner@aol.com
Message-ID: <4lrr71$hpg@newsbf02.news.aol.com>
Source record: 84232

I was wrong about B&C ComputerVisions having some copies of the Action Runtime kit. I talked to Bruce yesterday and he said Mike Hohman of FTe never supplied him any. If you can manage to get a hold of Mike Hohman (I was looking for his address in the newsletter he put out last summer but can't locate it at this time) I think he was selling it still. In fact he packaged together Action cart, toolkit, and sold them all together.

Clay Halliwell, if you're reading this, do you know how to get a hold of Mike?

Glenn Bruner

2456. NES versions of Atari 400/800/XL/XE games

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-26 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960426084344.18099H-100000@PEAK.ORG>
Source record: 84233
Cross-posted to: comp.sys.atari.8bit,rec.games.video.nintendo,rec.games.video.classic,rec.games.video.atari

Sorry for the crosspost; seeking those disciplined in the ways of gaming
on the Atari 8-bit computer and the 8-bit Nintendo Entertainment System.

The Atari 400 was my first 6502. The NES was my (the?) last.
I was surprised to see that some of the old 400/800 games had such
staying power that they were released on the NES later. I was pleasantly
surprised, that is.

I am hoping to compile a list of games that are common to both of these
gaming platforms (yes the Atari is really a computer). So far, I know
these games are common:

1. Archon
2. Arkanoid
3. Boulderdash
4. Defender
5. Donkey Kong
6. Donkey Kong Jr.
7. F15 Strike Eagle
8. Ghostbusters
9. Gyruss (just got this on NES; forgot how fun it was)
10. Infiltrator
11. Joust
12. Lode Runner
13. MULE
14. Pac-Man
15. Popeye
16. Q-bert
17. Qix
18. Spy Hunter
19. Spy vs. Spy

That's all I can think of! Anybody know for sure?
Thanks a mil.

James

2457. WANTED: Dealers for SwapMeet: Pacific NorthWest!

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-26 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <4ls9dp$rok@kelly.teleport.com>
Source record: 84234
Cross-posted to: alt.forsale,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.mac.wanted,comp.sys.tandy,comp.sys.ti,or.forsale

The next SwapMeet is Monday, May 6th, 1996.

WANTED: Dealers to sell at Upcoming Swap Meets. Dealerships sought fall into such Categories as Computer Dealers, all kinds. All kinds of Computer HardWare, SoftWare, Peripherals & Accessories for ALL Computer Makes and Types.

Also Sought are Dealers in Video Gaming Equipment, such as Video Game Consoles, Cartidges, Video Game CD Players and Video Game CDs. ALL Video Game Makes and Types. ALL Video Game Consoles, Cartridges, CDs, Peripherals & Accessories.

On the May 6th SwapMeet, we will be Raffling off a Panasonic Printer! Anyone showing up can win. Just be their for the Drawing. The first Ticket is ***FREE***! Additional Tickets are a Dollar each. This is One of Many good reasons to come to Our SwapMeets.

Recruiting New Dealers with Membership for Dealer Value. You could setup at a full year of swapmeets, 12 Monthly swapmeets at $10 a Meet, for $120 a year, or join our group and setup ***FREE*** for a year for ONLY $50! Greater than a 50% Savings!

Also Wanted are Dealers in ALL Types of Electronics.

WANTED are Dealers in Ham Radio, CB Radio, Music CDs and other Recorded Music. Stereo Equipment also Wanted.

Also Wanted are VCR's, Video Tapes, TVs and Satelite Gear.

This is an ALL Computers, Game Machine and Electronics Swap Meet!!

Small Businesses, and Dealers Welcome and Wanted!!

NO ADMISSION CHARGE!!! PLENTY OF FREE PARKING!!! NO ADMISSION CHARGE!!!

TABLES $10! TABLES, FIRST COME, FIRST SERVE!

Swap Meet Location in Portland, Oregon. USA. At 1819 N.W. Everett St. at the NorthWest Service Center On the First Monday of each Month.

To find out about more about the Swap Meet call our 24 Hour Recorded info line at (503)650-7196 or for Live info, call from 3 PM - Midnight, Monday - Thursday, Friday 3 PM - 6 PM. Please call, especially dealers at: (503)256-9974 (VOICE/VOICE MESSAGING), leave your home number if Ben is not answering!

Reply in E-Mail to bensmith@teleport.com. Or Call Ben Anytime at

Please Direct all replies to bensmith@teleport.com in E-Mail or Call
Our 24 Hour Recorded Info Line at (503)650-7196

The next SwapMeet is Monday, May 6th, 1996.
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Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. Mon - Thurs 3 PM - Midnight. Friday 3 PM - 6 PM PST Call above # these Hours.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Catalogs are FREE & updated monthly. Reply in E-Mail to bensmith@teleport.com
http://www.teleport.com/~bensmith/bscomputers.shtml Bravo Sierra Atari Store

2458. Web Page: Bravo's Atari Store: On-Line Catalogs. Check this out!

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-26 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <4ls95r$r9l@kelly.teleport.com>
Source record: 84235
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,fr.comp.sys.atari,de.comp.sys.st,fido.ger.atari,ger.atari,ka.comp.sys.atari

Check out my Web Page for Bravo Sierra Computers. Where you can find Both
Classic Atari 8 Bit & Atari ST. HardWare, SoftWare, Books & Accessories. My
Web Address is below. On-Line Catalogs that you can View and Contact me via
my Web Page! Or Request Catalogs in E-Mail. Specify Classic 8 Bit or ST.
E-Mail: bensmith@teleport.com

http://www.teleport.com/~bensmith/bscomputers.shtml
--
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PM - Midnight. Friday 3 PM - 6 PM PST Call above # these Hours.
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Catalogs are FREE & updated monthly. Reply in E-Mail to bensmith@teleport.com
http://www.teleport.com/~bensmith/bscomputers.shtml Bravo Sierra Atari Store

2459. Re: Email

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-26 00:00:00 UTC
From: tomhunt@bright.net
Message-ID: <3180c980.2192056@news.bright.net>
Source record: 84236

On Wed, 24 Apr 1996 13:18:31 GMT, winston@merk.com (Winston Smith)
wrote:

>
> Now that I have answered your question... how do you do concurrent
>I/O out an "R1:" port of an ATARI 850 using CC65 ? I'd like to hang a
>VT100 off of my 850 for that true VT100 feel (then maybe try a VT220 and a
>VT340...).
>
>
The concurrency I'm about to describe is for simultaneous open
channels to both the disk drive and a modem over the SIO cable. If
you ever want to see a major lock up on an atari 8bit, just open a
channel to the modem, then open a channel to a disk file, and try to
do i/o to both of them. It will lock up your system rock solid. But
if either your disk drive is connected to a bb/mio, or your modem is
connected to a bb/mio, or both your modem and drive are connected to a
bb/mio, you can do real concurrent i/o.

If you want to do i/o with both your drive and modem over the
SIO cable, you absolutely must write a SUSPEND and RESUME routine.
Suspend has to be called before any disk i/o, and resume must be
called immediately aftwards. It gets to be a mess, but it must be
done. Example in MAC/65:

```
jmp start

exit
jsr suspend
close 2
rts

r.dev .byte "R1:"

suspend
close 1
rts

resume
open 1,12,0,r.dev
xio 40,1,0,0,r.dev
rts

start
open 1,12,0,r.dev
xio 36,1,15,0,r.dev ;Set the port to 19.2k baud.
xio 38,1,32,0,r.dev ;No translation.
```

```
xio 40,1,0,0,r.dev ;Start concurrent mode.

jsr suspend
open 2,4,0,"D:>term.cnf"
bpl ?b0
print 0,"Open error!"
jmp exit

?b0
.local

jsr resume

; more code.....
```

You have to do a jsr suspend immediately before any i/o to the disk drive, and you have to do a jsr resume immediately afterward. Of course this is a very cursory example. If you were writing a bbs program you'd want to set which lines to monitor for carrier drop, put in more error trapping, etc. But I hope this helps.

Tom Hunt, Closer To Home Enterprises. | PGP key available on keyservers, or
Developer of CTH Shareware. | Finger tomhunt@brutus.bright.net
Sysop of The Closer To Home BBS, 419-368-4413, 3-14.4, USR.
Key Fingerprint = 98 43 51 AD AA 85 69 07 42 51 A9 A0 65 4F 21 44

2460. ALL Computer & Electronics SwapMeet & Raffle: Pacific NorthWest!

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-26 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <4ls9qk$stn@kelly.teleport.com>
Source record: 84237
Cross-posted to: alt.forsale,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.mac.wanted,comp.sys.tandy,comp.sys.ti,or.forsale

The next SwapMeet is Monday, May 6th, 1996.

ACE of America, an All Computers and Electronics User Group, with a special emphasis on Atari. At ACE Swap Meets you might find Atari, Apple, Macintosh, Commodore, Amiga, IBM & Clones, Nintendo, SNES, Sega Genesis, Jaguar, Game Boy, Game Gear and Lynx. You could also find the following items to go with your system, such as Printers, MoDeMs, Monitors, Hard Drives, Disk Drives, Power Supplies, MIDI Devices, Mice, Joysticks, CD Roms, Cables, supplies and Accessories.

ALL COMPUTERS, GAME MACHINES AND ELECTRONICS ARE WELCOME!!

ACE Is currently holding Monthly Swap Meets on the First Monday of each Month from 7 PM, except on certain Holidays that we must reschedule due to our facility being closed. Swap Meets are Held at 1819 NW Everett at the NW Service Center 3 Blocks North of the corner of 18th and W Burnside in Portland, Oregon. USA! Table space is $10. Tables provided as long as they last. Show up early to get a good table, like 6:30 PM.

FREE ADMISSIONFREE ADMISSION**FREE ADMISSION**FREE ADMISSION**

On the May 6th SwapMeet, we will be Raffling off a Panasonic Printer! Anyone showing up can win. Just be their for the Drawing. The first Ticket is ***FREE***! Additional Tickets are a Dollar each. This is One of Many good reasons to come to Our SwapMeets.

PLENTY OF FREE PARKINGEVERYONE WELCOME**PLENTY OF FREE PARKING**

FOR INFO CALL OUR SWAPMEET HOTLINE WITH 24 HOUR RECORDED INFO, CALL: (503)650-7196 OR FOR FURTHER INFO FROM BEN, INCLUDING TABLES: CALL FROM 3 PM - MIDNIGHT / MON-THU, FRI 3 PM - 6 PM: CALL BEN AT (503)256-9974!! IF BEN IS AWAY FROM THE PHONE, PLEASE LEAVE YOUR HOME NUMBER AND HE'LL TRY TO RETURN YOUR MESSAGE! THESE SWAP MEET SPONSORED BY ACE OF AMERICA!!

This Message is distributed throughout the Pacific NorthWest, everyone reading and their Brother is welcome to come and Attend!!

Please Direct all Replies to bensmith@teleport.com in E-Mail or call (503)650-7196 anytime.

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Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.

Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Catalogs are FREE & updated monthly. Reply in E-Mail to bensmith@teleport.com
http://www.teleport.com/~bensmith/bscomputers.shtml Bravo Sierra Atari Store

2461. Re: Moving the 'official' 8-bit FTP site?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-27 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4lrv1b$g24@nuke.csu.net>
Source record: 84238

Douglas Feldman (RCAD40A@prodigy.com) wrote:
: I would like to know how to upload files to the umich atari 8-bit
: site? I know about ftp and gopher, but those just let you navigate
: through the directories and download. How do you send files to those
: directories?

Actually, Gopher lets you ownly download. FTP is how you upload. Either
that or <gasp> e-mail it.

-bill!
kendrick@zippy.sonoma.edu ||| kendrick@vax.sonoma.edu
** New Breed Software ** / | \ ** William Kendrick **
http://zippy.sonoma.edu/~kendrick/ http://sterba.com/

2462. Re: Its been 10 years and...

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-27 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4lrvhe$g24@nuke.csu.net>
Source record: 84239

Ronald J. Hall (thechyld@pcc-uky.campus.mci.net) wrote:
: listings even though I didn't have a disk-drive...the only key it will
: respond to is the break key, which makes it drop down one line. No other
: key does anything at this point...Am I doing something wrong (or forget-
: ing some vital step) or do I have a problem with the machine? Thanks in
: advance for any info... :)

Hmm - sounds like the keyboard is dead or isn't hooked up right. Pop the case open and see if that <crappy> plastic-with-metal-tracings `cable' is hooked up correctly.

From the self test, can you run the keyboard test and get a response? If so, then perhaps the BASIC part of your interal ROM is flakey??

Good luck!

-bill!
kendrick@zippy.sonoma.edu ||| kendrick@vax.sonoma.edu
** New Breed Software ** / | \ ** William Kendrick **
http://zippy.sonoma.edu/~kendrick/ http://sterba.com/

2463. Re: Running Action! code w/o cart

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-27 00:00:00 UTC
From: mcmahon@inil.com
Message-ID: <41b7cc$0829.17@NEWS>
Source record: 84240

gsbruner@aol.com (GSBruner) wrote:

>I was wrong about B&C ComputerVisions having some copies of the Action
>Runtime kit. I talked to Bruce yesterday and he said Mike Hohman of FTe
>never supplied him any. If you can manage to get a hold of Mike Hohman (I
>was looking for his address in the newsletter he put out last summer but
>can't locate it at this time) I think he was selling it still. In fact he
>packaged together Action cart, toolkit, and sold them all together.

>Clay Halliwell, if you're reading this, do you know how to get a hold of
>Mike?

>Glenn Bruner

I dragged this out of storage -- dated 2-28-96

>Hi All,
>
>I've been having one heck of a time posting to the newsgroup through
>Delphi for the past 5-6 weeks, and have opted to change the FTe E-Mail
>address to ftooned@crl.com

>If this message gets through OK, I'll be back on-line with an update
>with what's going on out here in AZ.

>Thanks, Mike (ftooned@crl.com)

Rory McMahon

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,
* Rory McMahon Atari Fanatic by CHOICE! Falcon030/4/85/SyQuest EZ135 *
# mcmahon@inil.com 8 bits and above! Pentium 90 Xformer! #
'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'

2464. Re: NES versions of Atari 400/800/XL/XE games

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-27 00:00:00 UTC
From: dgb@great-horned.owlnet.rice.edu
Message-ID: <4ltek3$677@larry.rice.edu>
Source record: 84241
Cross-posted to: comp.sys.atari.8bit,rec.games.video.nintendo,rec.games.video.classic,rec.games.video.atari

In article <Pine.SUN.3.91.960426084344.18099H-100000@PEAK.ORG> James Wood
<jamesw@PEAK.ORG> writes:
>I am hoping to compile a list of games that are common to both of these
>gaming platforms (yes the Atari is really a computer). So far, I know
>these games are common:

[list deleted]

Add Ms. Pac-Man, Millipede, Gauntlet (the arcade game), and if you
want to stretch it, Tetris (I don't think there is an "official"
Tetris for the 8-bit, but there are plenty of clones).

Anyone know if the NES Boulderdash has been Nintendo-ized?

--
Dennis Brown - dgb@owlnet.rice.edu - Fan of ROM-based games & systems
Visit the Classic Home Games Museum at http://www.owlnet.rice.edu/~dgb/museum/
2600 Emulator FAQ: http://www.owlnet.rice.edu/~dgb/museum/texts/2600emu.faq

2465. Re: Procedure for saving to program recorder on XE ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-27 00:00:00 UTC
From: froygif@infonet.no
Message-ID: <4ltfdh$bad@relay.eunet.no>
Source record: 84242

newton@kalvi.nacto.lkg.dec.com (Tom Newton) wrote:

>Have you tried printing to the line printer device before doing the CSAVE? I
>remember there was a bug with the SIO routines and the cassette recorder that
>could be worked around by doing a print. I'm not sure if it is the one which
>you describe, though. Good luck!

Nope, it didn't work:(The recorder still stops when the record light
goes on.

2466. Re: NES versions of Atari 400/800/XL/XE games

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-27 00:00:00 UTC
From: walt0101@maroon.tc.umn.edu
Message-ID: <4ltpjm$aov@maroon.tc.umn.edu>
Source record: 84243
Cross-posted to: comp.sys.atari.8bit,rec.games.video.nintendo,rec.games.video.classic,rec.games.video.atari

>>I am hoping to compile a list of games that are common to both of these
>>gaming platforms (yes the Atari is really a computer). So far, I know
>>these games are common:
>
>[list deleted]
>
>Add Ms. Pac-Man, Millipede, Gauntlet (the arcade game), and if you
>want to stretch it, Tetris (I don't think there is an "official"
>Tetris for the 8-bit, but there are plenty of clones).
>

There does exist a beta version of Arkanoid for the Atari 8 bit. After a
certain level when I was playing it, it crashed.

--
walt0101@maroon.tc.umn.edu
1979 Triumph Spitfire 1500(under restoration)
http://www.umn.edu/nlhome/m235/walt0101/index.html

2467. Diskcomm specs

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-27 00:00:00 UTC
From: asmolar@smol.fast.net
Message-ID: <slrn4o4rhr.6l.asmolar@smol.fast.net>
Source record: 84244

Hello,

I'm trying to write a Diskcomm -> .XFD converter, but I have a problem
with the diskcomm specs that I have. I've implemented the RLE decoding the
way it was described in my specs, and it will not work right.
Can anyone explain exactly
how diskcomm does its RLE encoding, or point to a document that does a good
job at explaining it?
--

Tony Smolar

---
asmolar@fast.net home email
tonys@nscs.fast.net work email
http://www.users.fast.net/~smol homepage

2468. Re: Structure of an Atari DOS disk

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-27 00:00:00 UTC
From: jmcgowan@metric.inch.com
Message-ID: <4lu4k4$ugk@sleepy.inch.com>
Source record: 84245

In article <3180D704.229E@rcp.co.uk>, Ivan Mackintosh (ivan@rcp.co.uk) wrote:
> Hi,

> I have another DOS problem:

> At the end of each sector for a file on a DOS disk is
> 3 bytes:
> hi and low sector offsets for the next sector
> number of bytes used within the sector.

> The hi sector offset also provides something called
> a directory number in the top 5 bits.

> Has anyone got any info on what this is?????

Yes... it is why one can only have 64 files on an AtariDOS formatted disk.

First... there are 6 bits for the file number and 10 bits for the sector number. Those 10 bits limit the number of sectors to 1024 (which is why the 1050 drive in enhanced mode on AtariDOS formatted disks could only use 1024 sectors, though there were 1040 sectors. The six bits give the number of the file in the directory... 0 for the first file, 1 for the next file, 2 for the next file, etc.

That way, if (for some reason) one file overwrites sectors of another, when looking through the first (overwritten) file (say, file #6), going through the sectors, DOS would notice that, say, the sixth sector really belongs to file #10 (say) and would know that file #6 got overwritten.

Those six bits can handle numbers from 0 to 63 which is why only 64 different file numbers (64 files) fit on an AtariDOS format disk.

2469. kilohertz, not megahertz

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-27 00:00:00 UTC
From: cooley@nevada.edu
Message-ID: <4lu2ed$av0@pioneer.nevada.edu>
Source record: 84246

hello. the previous article talked about sound files that were in
megahertz. i meant kilohertz. 11 kilohertz files.

thanks

2470. Commodore 64...

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-27 00:00:00 UTC
From: gg@telebyte.nl
Message-ID: <4lu7dc$jr5@rubens.telebyte.nl>
Source record: 84247

For all Commodore-64 freaks....

Remember those games ?
Thing on a Spring, River Raid, Pitfall, Crazy Comets, Commando,
Monty on the Run, Kong Strikes Back, Mask of the Sun, Raid over
Moscow,
Impossible Mission, Toy Bizzare, Pitstop I & II, Fort Apocalypse,
One on One, Choplifter, Plotting, Dallas Quest, Space Taxi,
Boulderdash,
Castle Wolfenstein, Rambo, Yie Ar Kun Fu, Poster Paster, Kung Fu
Master,
Bruce Lee, Blagger, Moon Cresta, Monty Mole, Who Dares Wins, Exploding
Fist, International Karate, Parallax, Skramble, Suicide Express,
War, Hyper Olympics, Dan Dare, Hawkeye, Ghostbusters, Break Streat,
H.E.R.O, Little Computer People, Mickey's Space Adventure, Penetrator,
Decathlon, Summer Games I & II, Winter Games, Comic Bakery,
Alt. Reality, ... , ..., ... ,. ... , ... <more> <more> <more>

The C64,
The C64-games,
The C64-demos,
The C64-utils,
All compiled on one CD-ROM.

The C64-CD-ROM-'96 contains 5650 C-64 disks.... over 30.000 programs,
run them on your C64-emulator, run them on your C64 again.

This CD-ROM contains the most complete C64-collection ever!
More than 650Mb of C64 software on one little disc.

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For a complete index-file ftp to:
utopia.hacktic.nl pub/c64/Misc/c64cd96.lha
dhp.com pub/c64/scene/others/c64cd96.lha
arnold.hiof.no pub/incoming/c64cd96.lha

Emulators and utils are also on the cd.

For more info, questions, or orders send e-mail to: gg@telebyte.nl

2471. sound files

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-27 00:00:00 UTC
From: cooley@nevada.edu
Message-ID: <4lu1fm$gbv@pioneer.nevada.edu>
Source record: 84248

hello. I recently downloaded Tom Hunt's "P4" sound utility, which can play all those .wav files floating around cyberspace. Unfortunately, some of these files can't be played where they will sound right. I think it has to do with the megahertz. The atari can'd handle these files, which are created on 16 bit pc systems with the newest version of soundblaster. Does anyone know how many megahertz the Atari 8 bit can handle? I THINK the .wav files i've downloaded that dont seem to want to sound good are about 11 megahertz. can the 8bits handle these files, where it might take a new revision of Tom's file?

please reply...

2472. Re: Marble Madness & Gunslinger

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-27 00:00:00 UTC
From: tomhunt@bright.net
Message-ID: <3181b1a1.769993@news.bright.net>
Source record: 84249

On 25 Apr 1996 14:16:09 GMT, tpp@cbnews.cb.att.com (Grue) wrote:

>Sorry for perpetuating the rumor. I really thought I had it for the 8-bit.
>It may still exist, but I don't have it.
>

I might be wrong, since I've never owned one. But, wasn't
Marble Madness one of the games included in the atari gs? I thought
it was burned into it's eprom.

Tom Hunt, Closer To Home Enterprises. | PGP key available on keyservers, or
Developer of CTH Shareware. | Finger tomhunt@brutus.bright.net
Sysop of The Closer To Home BBS, 419-368-4413, 3-14.4, USR.
Key Fingerprint = 98 43 51 AD AA 85 69 07 42 51 A9 A0 65 4F 21 44

2473. Re: Marble Madness & Gunslinger

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-27 00:00:00 UTC
From: classics@nacs.net
Message-ID: <4lth7e$dm0@wariat.wariat.org>
Source record: 84250

On 23 Apr 1996 18:12:02 GMT, ken@cup.hp.com (Ken Sumrall) wrote:

>Also, James King on this list claims to have a copy. Since it is a rare game,
>and _MANY_ people, including myself, seem to want it, I hope _SOMEBODY_ comes
>forward with a copy and posts it to the net. If someone who owns the game
>can't copy it because of copy protection, I hereby offer to loan my 1050 Happy
>Drive to them to copy it, or if they prefer, they can send me the disk, and
>I'll copy it and send it back.

I will be happy to make a working .PRO image of marble madness, some just
needs to mail me a working copy. If you have a copy of MM your willing
to loan for a day I just e-mail.

Steve

2474. Re: HP Printer Gizmo?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-27 00:00:00 UTC
From: classics@nacs.net
Message-ID: <4lthg1$dm0@wariat.wariat.org>
Source record: 84251

On Wed, 24 Apr 1996 22:30:28 GMT, wolf@grove.iup.edu wrote:

>Is there a gizmo out there that will allow a Hewlett Packard Inkjet
>printer operate with an Atari 8-bit? If so, where can I get a new or
>used one. Thanks much.

You need an interface product of some kind. If its a normal Paralell
printer then you need:

1) Pr Connection/850 Interface (Standard Hardware Printer Interfaces)

Or if your HP is hooked to a PC, get a copy of APE, the Atari Peripheral
Emulator and use your printer right through the PC from the Atari.

APE can be had @ http://www.nacs.net/~classics

Steve

2475. Re: AtariDOS/MyDOS info requried

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-27 00:00:00 UTC
From: classics@nacs.net
Message-ID: <4lthas$dm0@wariat.wariat.org>
Source record: 84252

On Wed, 24 Apr 1996 12:07:56 +0100, Ivan Mackintosh <ivan@rcp.co.uk> wrote:

>Hi,
>
>I am looking for information about the layout of an AtariDOS/
>MyDOS disk structure for Enhance Desity and larger size
>disks/disk images.

This information is availabe in the mydos technical manual, which
in on disk 'b' of the mydos distribution.

Steve

2476. Re: Moving the 'official' 8-bit FTP site?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-28 00:00:00 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <4luke0$g0t@madeline.INS.CWRU.Edu>
Source record: 84253

In a previous article, RCAD40A@prodigy.com (Douglas Feldman) says:

>Greetings from an old Atarian,
> I would like to know how to upload files to the umich atari 8-bit
>site? I know about ftp and gopher, but those just let you navigate
>through the directories and download. How do you send files to those
>directories?

Doug,

Frankly the Umich atari archive is dead. Nobody ever posts the
files uploaded there. You can try mailing them to the person in
the faq, but those e-mails are ignored as well.

Steve
--
-- Video game playing, adventure junkie, choclate craving, woman loving,
Limbaugh hating, Trek watching, all around lazy computer fart.

!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

2477. Re: Its been 10 years and...

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-28 00:00:00 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <4luklk$g25@madeline.INS.CWRU.Edu>
Source record: 84254

In a previous article, thechyld@pcc-uky.campus.mci.net (Ronald J. Hall) says:

>
> Okay, I picked up an 800XL for only $30.00, a 13" composite monitor, a
> cable from Toad for $10.00, and now I'm functional...(barely) I turn
> everything on and holding down Option I can get it to go into the self-
> test mode. Everything reports as being fine...Just turning it on gives
> the blue screen with "Ready" in the upper left hand corner...At this
> point, can't you type anything in? Its been 10 years since I owned an
> 8-bit Atari but I thought I remembered being able to type in program
> listings even though I didn't have a disk-drive...the only key it will
> respond to is the break key, which makes it drop down one line. No other
> key does anything at this point...Am I doing something wrong (or forget-
> ing some vital step) or do I have a problem with the machine? Thanks in
> advance for any info... :)

Sounds like you were sold a very expensive, very broken 800xl :) If your
in basic ('READY') then you should be able to type.

There are more qualified people here to help you fix it, but if you
can just take it back and get your $$$ back or get another 800xl if
it came from an Atair shop.

Steve
--
-- Video game playing, adventure junkie, choclate craving, woman loving,
Limbaugh hating, Trek watching, all around lazy computer fart.

!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

2478. Re: ATTENTION--(jdf@firewall.nscs.fast.net)

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-28 00:00:00 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <4lukq6$g2v@madeline.INS.CWRU.Edu>
Source record: 84255

In a previous article, thester@nyx10.cs.du.edu (Uncle Fester) says:

>From MAILER-DAEMON@mordor.cs.du.eduThu Apr 25 22:56:50 1996
>Date: Thu, 25 Apr 1996 20:57:24 -0600
>From: Mail Delivery Subsystem <MAILER-DAEMON@mordor.cs.du.edu>
>To: thester@nyx.net
>Subject: Returned mail: Host unknown
>
> ----- Transcript of session follows -----
>550 firewall.nscs.fast.net (TCP)... 550 Host unknown

Gee thanks for posting that. :) Try removing the 'firewall.' prefix, it looks like they have misconfigured some things there.

Steve
--
-- Video game playing, adventure junkie, choclate craving, woman loving, Limbaugh hating, Trek watching, all around lazy computer fart.

!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

2479. _Send APE Friendly Utilitys_!

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-28 00:00:00 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <4lulaa$gf2@madeline.INS.CWRU.Edu>
Source record: 84256

Hi Everyone!

Since I've been working on my home page a little, I would like
to give credit where credit is due to all the people who have added
support for APE to thier menu progrmas, image converters, etc.

Actually no need to be APE specific, just APE useful :) Menu loaders,
image tools, etc.

Just send a URL for the file, or if you don't host the file just
uuencoded/mime the file and send it directly to me with a
description.

Also, I will be putting in a small gallery of disk images, so
if you have anything you think should be on the APE page just let me know :)

Thanks!

Steve
(Author of APE, posting from a more reliable news source)
--
-- Video game playing, adventure junkie, choclate craving, woman loving,
Limbaugh hating, Trek watching, all around lazy computer fart.

!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

2480. Re: Disk Images / Running full disk programs

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-28 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <3182da87.5744796@news.superlink.net>
Source record: 84307

>>
>>: As to your other question regarding copy-protected disk
>>: images and your emulator-- No, you don't need to be a
>>: hacker. While you're at the site listed above, check for

Anyone have protected disk images, I will have a go at cracking them
for you if you send me the disk. Will supply original disk back when
done along with a pc floppy or email to you the "cracked" image.
(Will be in ATR format, which PCxformer should read.)

2481. Alternate Reality Atari 8-bit and/or IBM version wanted

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-28 00:00:00 UTC
From: kirk/webb@m.cc.utah.edu
Message-ID: <4lui6n$gkm@news.cc.utah.edu>
Source record: 84308

I am looking for an original or used copy of Alternate Reality the Dungeon and/or City. I am also interested in any documentation or information on the Alternate Reality project. If anyone has any information on these items, please reply.

Thanks,

Kirk Webb

kwebb@eng.utah.edu

2482. Re: Structure of an Atari DOS disk

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-28 00:00:00 UTC
From: bmarcum@iglou2.iglou.com
Message-ID: <DqJy2t.Jsn@iglou.com>
Source record: 84309

In article <4lrdsa$375@kendall.mdcc.edu>,
Jason Duerstock <jduersto@kendall.mdcc.edu> wrote:
>Ivan Mackintosh (ivan@rcp.co.uk) wrote:
>
>: At the end of each sector for a file on a DOS disk is
>: 3 bytes:
>: hi and low sector offsets for the next sector
>: number of bytes used within the sector.
>
>: The hi sector offset also provides something called
>: a directory number in the top 5 bits.
>
>The 'directory number' is the # of the file as listed in sector 361.
>If the file # doesn't match the directory entry number, then you'll
>get an error when trying to read it.
>
On Mydos disks with more than 720 sectors (enhanced density, DSDD or
larger disks), there is no directory number; the sector offset uses all 16
bits.

--
Bill Marcum bmarcum@iglou.com
"Even the samurais have teddy bears, and even the teddy bears get drunk"
(don't ask me what it means, it came from the 'fortune' program).

2483. Re: NES versions of Atari 400/800/XL/XE games

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-28 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.960428001914.8319A-100000@PEAK.ORG>
Source record: 84310
Cross-posted to: comp.sys.atari.8bit,rec.games.video.nintendo,rec.games.video.classic,rec.games.video.atari

On 27 Apr 1996 walt0101@maroon.tc.umn.edu wrote:

>
> There does exist a beta version of Arkanoid for the Atari 8 bit. After a
> certain level when I was playing it, it crashed.
>

Yeah, I played that one. It was **terrible.** The ball wasn't even
round; it was a kludgy block. The ball must not even have been a sprite;
it was jumpy and flicked so bad it was hard to play. Joystick control
was awful. The graphics _and_ gameplay were the worst. Sad, because the
8-bit Atari could do so much better. The Atari ST version is the best.
THe NES version is darn good, though you need an optional "paddle"
controller for it.

James

2484. Re: Structure of an Atari DOS disk

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-28 00:00:00 UTC
From: feb6399@osfmail.isc.rit.edu
Message-ID: <4m0d9c$f48@news.isc.rit.edu>
Source record: 84311

In article <3180D704.229E@rcp.co.uk>, Ivan Mackintosh <ivan@rcp.co.uk> wrote:
>Hi,
>
>I have another DOS problem:
>
>At the end of each sector for a file on a DOS disk is
>3 bytes:
>hi and low sector offsets for the next sector
>number of bytes used within the sector.
>
>The hi sector offset also provides something called
>a directory number in the top 5 bits.
>
>Has anyone got any info on what this is?????

Yes, it's the index of that file in the directory.
It can be used to make sure that a sector really belongs
to the file it says it belongs to, and it can be used by
disk utilities to find chains of sectors from deleted or
lost files.

>I am currently writing a Disk image manager that will
>allow creating XFD/ATRs, XFD<->ATR, adding files to,
>deleting, extractings files from etc.

Check out the source code to ACE, my Atari Computer Emulator.
It's got support builtin in for reading/writing XFD
and ATR disks (as well as the real disks if you want to
build a parallel port to SIO cable) And it has some
basic Atari DOS functionality in it, for accessing directories
and files on those disks, and copying them to/from
the native file system of the machine you're using.
(probably most of what you need is there already, but feel
free to add what you feel is missing)

It's at:
http://www.csh.rit.edu/~shaggy/software.html

(and if someone wants to move a copy to the Atari archives,
I'd appreciate it... I can't ever seem to get through)

- Frank

--
Frank "Shaggy" Barrus: feb6399@osfmail.isc.rit.edu, shaggy@csh.rit.edu
http://www.csh.rit.edu/~shaggy

2485. Anyone want Atari 8-bit disk? -- Strip Poker!

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-28 00:00:00 UTC
From: C615681@mizzou1.missouri.edu
Message-ID: <17777EE1BS86.C615681@mizzou1.missouri.edu>
Source record: 84312
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,alt.atari.2600

Hi all! Anybody want this atari disk Strip Poker. I am not sure which atari computers it will play on. I got it with a 1050 disk drive. I used it on an atari 800xl. BTW, the game is not original, it is on a maxwell disk.
Thanks, Brett

2486. FlickerTerm-80 V. .52+?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-28 00:00:00 UTC
From: Joe Walsh <ransom@connect.iconnect.net>
Message-ID: <Pine.BSD/.3.91.960428151348.26491A-100000@connect.iconnect.net>
Source record: 84313

Hi,

Has a version of FlickerTerm-80 later than version .51 been
released? If so, where is it available?

Thanks in advance,

-Joe

Joseph E. Walsh | Atari 8-Bit User and Programmer Since 1982
ransom@iconnect.net | Classic Traveller Referee Since 1983
Stuck in the '80s | Microsoft-Free and Loving It! :)

2487. Re: NES versions of Atari 400/800/XL/XE games

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-28 00:00:00 UTC
From: Lawrence Staveley <Lawrence@kwll.demon.co.uk>
Message-ID: <203408593wnr@kwll.demon.co.uk>
Source record: 84314

> Yeah, I played that one. It was **terrible.** The ball wasn't even
> round; it was a kludgy block. The ball must not even have been a sprite;
> it was jumpy and flicked so bad it was hard to play. Joystick control
> was awful. The graphics _and_ gameplay were the worst. Sad, because the
> 8-bit Atari could do so much better. The Atari ST version is the best.
> THe NES version is darn good, though you need an optional "paddle"
> controller for it.

It actually got released, 'cos I bought it. You're right, the ST version is the best.

"I can't see the solution - Through this state of confusion....."

Lawrence@kwll.demon.co.uk

2488. Let's Trade Files - Part II

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-28 00:00:00 UTC
From: thester@nyx10.cs.du.edu
Message-ID: <4m19u9$28s@nyx10.cs.du.edu>
Source record: 84315

Ask, and ye shall receive!

Finally, here's a list of _most_ of what I have available.
I've tried to get it all listed, but I'm sure that a few
things have been missed here and there. Whatever.
If you want any of these sent to you via email in uuencoded
form, just tell me. I'm not going to ZIP any packages because
duplicate requests from others make this just more work than
necessary. Until a real (and accessable) FTP site is set up,
this looks like the way things should be done. The 'warez'
groups are unavailable at many sites also. (like mine)
If you have something that isn't listed here, I'd appreciate
it if you'd send it my way. It will be added to the list
and shared with everyone.
If you send me a request for something and you don't get it
right away-don't worry-you'll get it. Sometimes I'm a little
slow to respond, but that just shows that I have a life. ;-)

Don't copy this whole list and send it back to me!

Files listed as "EXE" are binary load files.
Some work with DOS, some don't. In fact, some will work
with Atari DOS, yet not with MYDOS. The best thing to do
if you get a file that doesn't load and run, is to use a
bootstrap loader. That is, no DOS, but a menu that boots
up with a list of all files on the disk. If you need one of
these, just ask and I will send you a file that will create
just such a thing for you. (Single Density only)

Files listed as "DCM" are files that require Bob Puff's
Disk Communicator 3 to re-create the compacted disk image.
If you don't have Diskcom3, I can send that to you as well.

If there are any particular utilities that you are in need of,
just ask and I will see what I can do for you. I have many
such things. Best thing, check the archives before you come
to me. If you can't get in to them after really trying, then
ask me. If I don't have it, maybe I will know where it is.

Lastly, files described below as "untested" doesn't mean
that they don't work. Most of them are just things that
I can't recall what they are off hand. If anything doesn't
work, email me and describe what happened. You may merely
need the Translator program, or you may be trying to run
XL/XE programs on a 400/800 computer. If it's the latter,
then you're out of luck unless you get an XL/XE.

If you received this message via email, obviously not everything
applies to you personally. This was posted to c.s.a.8.
You got it via email because you're one of my traders and should
be kept up to date.

Let's all work to make this list longer!

Uncle Fester
=-=-=-

FORTAPOC.EXE - FORT APOCALYPSE-UNDERGROUND CAVERNS HELICOPTER GAME-HARD
FORTRESS.EXE - FORTRESS- UNTESTED
FROGGER .EXE - FROGGER-CLASSIC ARCADE GAME
FROGGER2.EXE - FROGGER II, THREE-DEEP-SEQUEL TO ABOVE
GALAXIAN.EXE - GALAXIAN ARCADE GAME-CARTRIDGE VERSION
GALCHASE.EXE - GALACTIC CHASE-GALAXIAN CLONE
GHSTBSTR.DCM - GHOSTBUSTERS-WHO YA GONNA CALL? ENHANCED DENSITY DCM
GHSTHNTR.EXE - GHOSTHUNTER- UNTESTED
GREMLINS.EXE - GREMLINS-5200 CONVERSION GAME FROM MOVIE OF SAME NAME
GUMBALL .EXE - GUMBALL FACTORY-FRANTIC GUMBALL SORTING GAME
GUNFIGHT.EXE - GUNFIGHT-SHOOT HIM BEFORE HE SHOOTS YOU WILD WEST GAME
HMPTDMTY.EXE - HUMPTY DUMPTY PUZZLE MIX-UP GAME FOR PRESCHOOLERS
HOTCOPTR.EXE - HOT COPTER-HORIZ. SCROLLING SHOOT 'EM UP-FUN
JAGGI .EXE - RESCUE ON FRACTALUS
JOUST .EXE - JOUST THE ARCADE GAME-CARTRIDGE VERSION
JMPMANJR.EXE - JUMPMAN JUNIOR-CLIMBING/FALLING/GETTING SHOT FUN GAME
JUMPMAN .DCM - JUMPMAN-THE DADDY OF ABOVE GAME-FUN
JUNGLBOY.EXE - JUNGLE BOY-DONKEY KONG JR. MEETS BOUNTY BOB AND SUCKS
JUNGLHNT.EXE - JUNGLE HUNT-VINE SWINGING, CROC FIGHTING, ZULU JUMPING FUN.
K-RAZY .EXE - K-RAZY SHOOT OUT-UNTESTED
KABOOM .EXE - KABOOM-CATCH FALLING BOMBS LIKE THE 2600 CLASSIC
KANGAROO.EXE - KANGAROO-DODGE FRUIT THROWING MONKEYS AND RESCUE BABY
KAYOS .EXE - UNTESTED
LASWAT .DCM - L.A. SWAT/PANTHER-TWO GAMES ON ONE DISK
LODERUNR.DCM - LODE RUNNER-CLASSIC-GET THE GOLD AND GET OUT IF YOU CAN
MARIOBRO.EXE - MARIO BROS PROTOTYPE-NOT THE XL/XE CARTRIDGE VERSION
MEGAMNIA.EXE - MEGAMANIA-UNTESTED
MISSILE2.EXE - UNTESTED
MOUSKTCK.EXE - MOUSEKATTACK-MICE IN A MAZE GAME-UNTESTED
MSSLCMND.EXE - MISSILE COMMAND-CLASSIC-CARTRIDGE VERSION
MILLIPDE.EXE - MILLIPEDE-CENTIPEDE SEQUEL-CARTRIDGE VERSION
MINER49R.EXE - MINER 2049'er-BOUNTY BOB ORIGINAL-CART VERSION
MOONPAT .EXE - MOON PATROL-CLASSIC-CART VERSION
MR_ROBOT.EXE - MR. ROBOT AND THE ROBOT FACTORY-SIMILAR TO BOUNTY BOB
MSPACMAN.EXE - MS. PACMAN-CLASSIC-CART VERSION
MTKING .EXE - MOUNTAIN KING-
NCOUNTER.EXE - ENCOUNTER-UNTESTED
NECROMAN.EXE - NECROMANCER- I DON'T KNOW HOW TO DESCRIBE IT
NITERADR.EXE - NIGHT RAIDER-FLY OVER ENEMY CITIES AND BOMB 'EM
PACMAN .EXE - PACMAN-CARTRIDGE CLASSIC
PACMANJR.EXE - PACMAN JUNIOR-SCROLLING MAZE PACMAN GAME
PCIFCRUN.EXE - PACIFIC RUN-UNTESTED-(GET CHICKEN ACROSS ROAD??)
PENGO .EXE - PENGO-CART CLASSIC- PENGUIN AGAINST SNOBEES
PINCONST.DCM - PIN BALL CONSTRUCTION SET
PINHEAD .EXE - PINHEAD-CATCH AND POP BALLOONS ON HEAD RIDING UNICYCLE
PITSTOP .EXE - PIT STOP-RACE GAME WITH PIT STOPS, WHAT ELSE?
PITSTOP2.EXE - TWO PLAYER PIT STOP-SPLIT SCREEN RACING
POLEPOS3.EXE - POLE POSITION THREE-RACE GAME WITH TRACK DESIGNER
POOYAN .EXE - POOYAN-THREE LITTLE PIGS AGAINST LITTLE WOLVES-FUN
POPEYE .EXE - POPEYE-CATCH OLIVE OYL'S KISSES AND AVOID BLUTO

PREPPIE .EXE - PREPPIE-FROGGER LIKE GAME WITH LAWN MOWERS AND BOATS
PREPPIE2.EXE - PREPPIE II- UH OH-BIG FROGS ARE AFTER YOU
PROTCTR .EXE - PROTECTOR-DEFENDER CLONE
PROTCTR2.EXE - PROTECTOR II-DEFENDER CLONE
QBERT .EXE - Q-BERT-CLASSIC-CART VERSION-HOLD YOUR JOYSTICK CORRECTLY
QIX_V1 .EXE - QIX-ARCADE CLASSIC-ATARI PROTOTYPE??
QIX_V2 .EXE - QIX-ARCADE CLASSIC-ATARI CARTRIDGE VERSION
RAINBWLK.EXE - RAINBOW WALKER-FUN GAME
RCADERUN.EXE - ARCADE RUN-UNTESTED
REPTON .EXE - REPTON-YET ANOTHER DEFENDER CLONE
SHAMUS .EXE - SHAMUS-SHAME ON YOU IF YOU HAVEN'T HEARD OF THIS ONE
SHOOT .EXE - UNTESTED
SLINKEY .EXE - SLINKEY (LIKE THE TOY) Q-BERT-LIKE YET DIFFERENT
SNOWBALL.EXE - SNOWBALL-A SNOWBALL THROWING FIGHT
SNOWFITE.EXE - SNOW FIGHT-SAME AS ABOVE - BOTH ARE GROIN BUSTING FUN
SPACE .EXE - UNTESTED
SPACEGGS.EXE - SPACE EGGS- SIMILAR TO GALAXIAN-BUT IT _IS_ DIFFERENT
SPCNVDR .EXE - SPACE INVADERS- AT LEAST ATARI'S BAD ADAPTATION OF IT
SPEEDWAY.EXE - SPEEDWAY - A RACECAR THAT SHOOTS STREETCLEANERS-REALLY
SPYHUNTR.EXE - SPY HUNTER-CLASSIC-REQUIRES TWO JOYSTICKS FOR WEAPONS SEL.
SPYVSPY2.DCM - SPY VS SPY II-ISLAND CAPER-SPLIT SCREEN HIJINKS FROM MAD
STARTREK.EXE - STAR TREK SIMULATOR GAME- COULD HAVE BEEN BETTER
STARWARS.EXE - STAR WARS-IT LOOKS LIKE THE ARCADE GAME BUT IT'S NOT
REALLY-I DON'T KNOW IF THE CRACKER WHO HACKED THIS ONE
DIDN'T MESS SOMETHING UP-YOU CAN'T DIE AND IT'S TOO EASY
STEALTH .EXE - STEALTH- I LOVE THIS GAME- NICE GRAPHICS TRICKS IN IT.
STRATOS .EXE - STRATOS-UNTESTED
STRRAID2.EXE - STAR RAIDERS II - DISAPPOINTING SEQUEL
SUBCMAND.EXE - SUBMARINE COMMANDER - UNTESTED
SUBMISS .EXE - SUB MISSION (SUB-TERRANEAN THAT IS) A.N.A.L.O.G. GAME?
SUPERPAC.EXE - SUPER PACMAN- NO BUGS IN THIS VERSION AS FAR AS I KNOW
SUPRBUNY.EXE - SUPER BUNNY- LAME GAME - DID THEY REALLY SELL THIS?
SUPRZAXN.EXE - SUPER ZAXXON-ZAXXON ALL OVER AGAIN-NOT TOO DIFFERENT
TAPPER .EXE - TAPPER-UNTESTED-BEERMUG CATCHING BARTENDER?
TCTCTO3D.EXE - TIC-TAC-TOE 3D - UNTESTED
TETRIX .EXE - TETRIX(WITH AN X) TETRIS GAME- NICE BUT LOOK BELOW
THEWALL .EXE - THE BEST VERSION OF TETRIS FOR THE ATARI YET-
BY ITAY CHAMIEL - (HE DENIES IT, BUT HE'S REALLY
A PROGRAMMING WIZARD)
TURMOIL .EXE - TURMOIL-UNTESTED
VANGUARD.EXE - VANGUARD-HORIZ. SCROLLING CAVERNS GAME-UNTESTED
WAYOUT .DCM - WAYOUT-UNTESTED
WIZRDWOR.EXE - WIZARD OF WOR-ARCADE CLASSIC-
ZYBEX .EXE - ZYBEX-HORIZONTAL R-TYPE STYLE GAME-XL/XE ONLY

--
| SOCIOPATH n. - an aggressively antisocial psychopath taking |
| no responsibility for his/her actions. See "INTERNET" for |
| a collective of distinguishing characteristics - e.g., viz EFF. |
| : *thester@nyx.cs.du.edu* : |

2489. Re: Anyone want Atari 8-bit disk? -- Strip Poker!

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-28 00:00:00 UTC
From: thester@nyx10.cs.du.edu
Message-ID: <4m1amf$3hi@nyx10.cs.du.edu>
Source record: 84316
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,alt.atari.2600

In article <17777EE1BS86.C615681@mizzou1.missouri.edu>,
Brett Fuehring (Atari 2600 Fanatic) <C615681@mizzou1.missouri.edu> wrote:
>Hi all! Anybody want this atari disk Strip Poker. I am not sure which
>atari computers it will play on. I got it with a 1050 disk drive.
>I used it on an Atari 800xl. BTW, the game is not original, it is on a
>maxwell disk.
>Thanks, Brett

Is it a 'protected' copy? I have a Happy backed up copy
that was given to me, but even though I have a Happy 810,
I haven't been able to copy it (yet) because I don't play
good enough to get the program to access all sectors (for
trace). What I mean is, the ladies have to get nekkid
first.

Can you make a DiskComm (Disk Communicator 3 by Bob Puff)
disk image file of the thing and uuencode it and send it
to me? I have many files for trade as well. Look in
c.s.a.8 for details. (Let's Trade Files - Part II)

If you can't DisComm the thing, then it's copy protected.

Uncle Fester

--
| SOCIOPATH n. - an aggressively antisocial psychopath taking |
| no responsibility for his/her actions. See "INTERNET" for |
| a collective of distinguishing characteristics - e.g., viz EFF. |
| : *thester@nyx.cs.du.edu* : |

2490. Re: NES versions of Atari 400/800/XL/XE games

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-29 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4m1b5j$k1c@nuke.csu.net>
Source record: 84317

<people write how much Atari 8-bit Arkanoid sucked>

Anyone here ever play "Unicum", "Technoid" or "Exploding Wall?"

Three excellent `souped-up breakout' games. I dunno what their statuses are, except for Unicum, which came on the back of a Top Magazin disk (so it must be PD, Freeware or Shareware). The other two I got ahold of via other folks, and I hate to say it, but I'm guessing I got sent pirated copies. Anyone know where to buy them if they are commercial?

BTW - Technoid (from what I recall) is the best of the three.. Or, uh.. maybe Exploding Wall was.

Oh yeah, they all three need PAL to work (properly)

-bill!
kendrick@zippy.sonoma.edu ||| kendrick@vax.sonoma.edu
** New Breed Software ** / | \ ** William Kendrick **
http://zippy.sonoma.edu/~kendrick/ http://sterba.com/

2491. Re: Marble Madness & Gunslinger

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-29 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <DqLrME.Iz0@iglou.com>
Source record: 84318

In article <3181b1a1.769993@news.bright.net>,
Tom Hunt <tomhunt@bright.net> wrote:
> I might be wrong, since I've never owned one. But, wasn't
>Marble Madness one of the games included in the atari gs? I thought
>it was burned into it's eprom.
>
Missile Command was the game in the GS rom. They also came with Flight
Simulator and Bug Hunt cartridges.

--
Bill Marcum bmarcum@iglou.com
"Even the samurais have teddy bears, and even the teddy bears get drunk"
(don't ask me what it means, it came from the 'fortune' program).

2492. Re: NES versions of Atari 400/800/XL/XE games

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-29 00:00:00 UTC
From: dalessio@manatee.cig.mot.com
Message-ID: <dalessio.830751761@manatee>
Source record: 84319
Cross-posted to: comp.sys.atari.8bit,rec.games.video.nintendo,rec.games.video.classic,rec.games.video.atari

James Wood <jamesw@PEAK.ORG> writes:

>The Atari 400 was my first 6502. The NES was my (the?) last.
>I was surprised to see that some of the old 400/800 games had such
>staying power that they were released on the NES later. I was pleasantly
>surprised, that is.

Spelunker and Millipede are two more.

>1. Archon
>2. Arkanoid
>3. Boulderdash
>4. Defender
>5. Donkey Kong
>6. Donkey Kong Jr.
>7. F15 Strike Eagle
>8. Ghostbusters
>9. Gyruss (just got this on NES; forgot how fun it was)
>10. Infiltrator
>11. Joust
>12. Lode Runner
>13. MULE
>14. Pac-Man
>15. Popeye
>16. Q-bert
>17. Qix
>18. Spy Hunter
>19. Spy vs. Spy

2493. Atari 600XL , manual

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-29 00:00:00 UTC
From: 100140.164@compuserve.com
Message-ID: <4m1sbm$kf@dub-news-svc-5.compuserve.com>
Source record: 84320

I am looking for the manual of the Atari 600XL. I know it is an old one, but if anyone knows where I could find it please reply. You'll make me and my kids very happy.

2494. ST Xformer cable?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-29 00:00:00 UTC
From: rosans00@marvin.informatik.uni-dortmund.de
Message-ID: <4m1tdr$s05@fbi-news.Informatik.Uni-Dortmund.DE>
Source record: 84321

Hello!

I am looking for a description (plan, etc.) of the ST XFormer cable.
As far as I know, it is in the public domain.

I want to modify it (as BRAsoft described to ABBUC), so that it will
work with the PC Xformer. (as you may know, BRAsoft does not produce
the cable any more).

greetings...

___ Thomas Rosanski * rosans00@marvin.informatik.uni-dortmund.de
| _ World Wide Web Homepage: http://dosis.uni-dortmund.de/~toro
| | | _ BETA Webpages: http://dosis.uni-dortmund.de/~toro/beta.html
|_| |_| _
|\ | | freedom is the freedom to say that two plus two make four
|_| if that is granted, all else follows (George Orwell, 1984)

2495. Wanted..software

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-29 00:00:00 UTC
From: koutsos@ux7.cso.uiuc.edu
Message-ID: <4m1tj5$9jn@vixen.cso.uiuc.edu>
Source record: 84322

I was wondering if someone could sell me a box of software for cheap.

I just bought an Atari 65XE system but the guy only gave me 20 disks.

To all you atari die-hards.....have pity and sell me some cheap
software!!!

koutsos@students.uiuc.edu

2496. ATR-8000

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-29 00:00:00 UTC
From: necronus@erinet.com
Message-ID: <4m201m$eip@eri2.erinet.com>
Source record: 84323

Does anyone out there know if a standard 3.5" drive can be hooked up to this interface? I need to back up my harddrive, but using the 1050 will take dozens of diskettes to cover it all! Any advice?

Also, anyone know how to get the RS-232 port to work correctly on this thing? Unless I miss my guess, there was no provision made for modems that require the DTR line...

2497. Re: Atari 800 ??

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-29 00:00:00 UTC
From: romer@access.digex.net
Message-ID: <4m2lrb$cps_001@news.digex.net>
Source record: 84324

In article <1996Apr26.185938.21830@spartan.ac.BrockU.CA>,
rpinnega@spartan.ac.BrockU.CA (Robert Pinnegar) wrote:
>: >Does anyone know what the right cartridge slot was ever for on the Atari
>: >800??
>
>: Very few did. Eastern House made two of them. Monkey Wrench added commands
to
>: Atari BASIC (Monkey Wrench II was for XLs), and KISS a truly crappy word
>: processor (modified the Atari BASIC editor).
>
> I've actually got the Monkey Wrench II around somewhere, but since my
>old 800 long ago bit the dust (to be replaced with an even more
>dilapidated 400) I can no longer use it. Oh well.
>
> It did a few useful things, like automatic renumbering of line numbers
>and stuff like that, but it also took up 8K of RAM and left you with very
>little memory. Because of this, it wasn't really all that useful. The
>right cartridge slot had possibilities -- for example, I suppose it
>could've been used to upgrade 8K left-cartridge games -- but it was never
>utilized for that purpose.

I have (buried in a closet somewhere, with my 800) an 80-column graphics card
that combined with a right-hand cartridge to allow you to use 80 columns on a
monitor or TV... it required replacing a circuit board on the 800, feeding 2
cables CAREFULLY out through an air vent, and plugging a right-hand cartridge
in... kinda fuzzy, but it did work...

2498. Old software, dead companies

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-29 00:00:00 UTC
From: mgorelick@pmh.com
Message-ID: <4m2qso$6cg@alterdial.UU.NET>
Source record: 84325

This weekend, I puchased an Atari 800 with 1050 disk and some other goodies, much like the system I had from about 1980-1985. I really loved the machine (hey, I sold my Commodore PET to buy it!) back then and thought it would be fun to fool around with a 6502 and play some of my old favourite games, like Archon and Star Raider.Of course, there really isn't a way to buy these anymore except from people who are selling their old stuff, and that's rather hit-or-miss at best.

I wonder, though...how vigorously do you suppose companies like Electronic Arts would protect a copyright on a game they haven't sold in 10 years? I might be able to get a cracked copy of Archon from a friend, and since I bought the game at one time, it's sort of a gray area...And companies like DataEast (I think they made Bruce Lee, another fave game) don't even exist anymore.

Anybody got any thoughts on this issue?

On the subject, whatever happened to alt.binaries.atari.8-bit.warez?

2499. S: 8-Bit FTP Site

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-29 00:00:00 UTC
From: QNTAL@ZEDAT.fu-berlin.de
Message-ID: <4m2rlv$920@fu-berlin.de>
Source record: 84326

Hi !

Does anybody know some good FTP-Sites for the ATARI 8-Bit wgere you can
also get some commercial classics ?
As far as I know no software company worries about copyrites any longer...

CU !

Freddy.

P.S.: Please send a copy to my PM, too, because I don't read this group
very often...

No use to turn out the light
You feel so depressed inside
When you think of your wasted
Years at night
(Horn/Veljanov)

2500. FS 800XL and Support items

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-29 00:00:00 UTC
From: "Kenneth C. Brown" <kbrown@gi.com>
Message-ID: <3185223D.772E@gi.com>
Source record: 84327

I have the following for sale:

800XL w/256K memory upgrade, modified for
split composite video thru DIN conn.
1050 Disk Drive
1030 Modem
ICD Multi I/O w/256K memory

All are in good shape and were working the last
time I used them.
I believe I have the boxes and manuals for all.
I have a couple of software titles to be thrown
in also. Prefer all to go otherwise the dump.

Located in San Diego, CA area.
Make offer, if to be mailed you pay shipping.

email: kbrown@gi.com

Thanks
kenb

2501. Hypocrites Rule The Net

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-29 00:00:00 UTC
From: thester@nyx10.cs.du.edu
Message-ID: <4m38q5$bo3@nyx10.cs.du.edu>
Source record: 84328

Subject: Re: Let's Trade Files - Part II

[see end of post to understand the following rant_ U.F.]

Cheezen H. Cripes!

I can obtain pictures of women from Playboy magazine
on UseNet.
I can obtain pictures of men from Playgirl magazine
on UseNet.
I can obtain pictures of copulating males and females
on UseNet.
I can obtain pictures of naked children on UseNet.
I can obtain pictures of children engaging in sex acts
with adults on UseNet.
I can spread anti-semitic propaganda on UseNet.

I can obtain the most vile stuff anyone can imagine on UseNet.

I can apparently POST any of the above material with NO
FEAR OF REPERCUSSIONS ON USENET!!!!!!

But just let me post a list (yes--just a goddam LIST) to
UseNet--NOT THE F***ING material ITSELF--and look what happens!

The sheer asinine, HYPOCRISY OF THE INTERNET makes me PUKE!

All of you (AND YOU KNOW WHO YOU ARE) who complained about
the CDA, no matter its faults, who would then turn right
around and "TSK, TSK" me for POSTING A GODDAMN EFFING *LIST*
are out of your EFFING, TINY, MINISCULE, NEARLY-NONEXISTANT
MINDS!

If YOU THINK (and I seriously doubt that you comprehend what
the term "think" actually means) that UNCLE FESTER is going
to turn over and play dead because of this, then you have
got some BIG surprises in store for you now.

If ANYONE is mistakenly thinking that this is going to just
blow away--THEN YOU ARE WRONG!!

The publicity I am going to generate over this is going
to extend WAY BEYOND the Denver Post.

There is a collective of morons who seem to think that the
media somehow misunderstands "the net" by running stories
about the salacious material that is an abundant portion
of the internet. You buttheads have it wrong. The media

is only exposing the rot that the internet spreads by
facilitating it with its hypocritical implementation of a
thing called UseNet.

Take all of your "blue ribbon campaigns" and shove them
directly up your hyocritical assholes where they seem
to truly belong.

Here's the reason:

[Re: Let's Trade Files - Part II]

>As you know, this kind of activity (and posts that indicate this kind
>of activity) are -strictly- forbidden from Nyx; not only is it illegal
>but it also places Nyx's very existance into jeopardy.

>This is your only warning on this matter; any repeat of this type of
>activity from Nyx -will- result in the immediate removal of your account
>from Nyx.

>The System Administrator has been fully informed on this matter.

Illegal?
Well shit, then I'll just go back to posting pictures
of women with semen all over their faces. That's okay.

"Fully informed" - fulla shit is more like it.

Uncle "Fucking Fuck You" Fester

Exercising my "Blue Ribbon" rights, thank you!

(my .sig should be perfectly understandable now to everyone who
used to wonder what it means. The EFF is not the solution
to the problem--they're part of the problem.)

--
| SOCIOPATH n. - an aggressively antisocial psychopath taking |
| no responsibility for his/her actions. See "INTERNET" for |
| a collective of distinguishing characteristics - e.g., viz EFF. |
| : *thester@nyx.cs.du.edu* : |

2502. Hypocrites Rule The Net - Part II

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-29 00:00:00 UTC
From: thester@nyx10.cs.du.edu
Message-ID: <4m3c56$i57@nyx10.cs.du.edu>
Source record: 84329

Subject: Re: Let's Trade Files - Part II

After receiving the initial missive pertaining to
the alleged "illegal" activity that I am supposedly
engaged in, I pointed out that the files in question
are not obtainable through any retailer or other
official source. I got this in reply:

>This is not a matter for debate. It is illegal to give away copies
>of copyrighted materials without permission of the copyright holders.

How in the hell does anyone know that I don't have
their permission?
How does he know that the material in question may
actually be "copyrighted". Presumption only.
Hypocrites in action.

>If there are any other users from Nyx giving away copies of copyrighted
>materials through their Nyx account without the permission of said
>copyright holders, they will be dealt with in -exactly- same manner.

Exactly the same hypocritical manner, I guess.

Look for Uncle Fester to make a Big Ass[tm] of both
himself *AND* his UseNet 'pusher' (Nyx) in ways never
before dreamed possible for such an insignificant
little corporation. (Yes-Big Ass Technologies is a
real incorporated business-but it doesn't sell a dang
thing-yet)

Big Ass Technologies, UNlimited is re-tooling the "production
line" for the introduction of an innovative little
bit of irritating 'fluff' that uses a form of stealth
technology to grow into a HUMONGOUS mass of irritating
'fluff'. And best of all--it's going to be ABSOLUTELY
FREE! That's right! FREE! They didn't ask for it,
but Uncle Fester saw the need and he's going to fill
that dark little niche in the marketplace with something
so repulsive-YET AT THE SAME TIME-attractive, the hypocrites
will come out in droves to buy it and eat it up like
manna from Heaven. The indigestion they will get will
be OF THEIR OWN MAKING! But the hypocrites won't be
able to help themselves and they'll just continue to feed
on this 'chum', as any true hypocrite is wont to do.
The resulting indigestion they will feel will be their
own fault.

The Atari 8-Bit computers may be dead and/or dying, but
Uncle Fester is alive and well. Make no mistake about
that. This time around, the fight is going to be so
'public' that even the Greencard Lawyers will be green
with envy.

The can o' worms has been opened and getting it closed
is not going to happen anytime soon.

Uncle Fester
Exposing UseNet Hypocrites To The World At Large

--
| SOCIOPATH n. - an aggressively antisocial psychopath taking |
| no responsibility for his/her actions. See "INTERNET" for |
| a collective of distinguishing characteristics - e.g., viz EFF. |
| : *thester@nyx.cs.du.edu* : |

2503. Question about SC1224 monitor

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-29 00:00:00 UTC
From: kuhns@genesis.mc.maricopa.edu
Message-ID: <4m3aee$1bf@news.maricopa.edu>
Source record: 84330

I have an Atari SC1224 monitor that I picked up really cheap a while back because I thought I could use it with one of my current systems. It turns out that I can't. I would just like to know about how much this thing is worth. I'm not looking to make money on this...I'd actually prefer to trade it for something. If a bunch of you would let me know what you think this is worth, I can average out the estimates so I can have SOME idea of what kind of trade I can make with this. Thanks for any help!

--
+---+
| Ken Kuhns kuhns@genesis.mc.maricopa.edu |
| Computer Maintenance Assistant kuhns@mc.maricopa.edu |
| Mesa Community College, Mesa AZ kkuhns@next.mc.maricopa.edu |
| http://genesis.mc.maricopa.edu/~kuhns |
+---+

2504. R-time8 files?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-29 00:00:00 UTC
From: BRUCKA@eruvin.jct.ac.il
Message-ID: <19960429162159.aaaa004sB@babyblue.cs.yale.edu>
Source record: 84331

Hi,

I need someone who owns an R-Time8 cartridge, to mail me the files that are on the disk that comes with the cart. In particular, I'm looking for assembly source code for the handler that allows you to access the cart from high-level cartridges.. I want to add R-Time8 support in my software (Ice-T).

-itay

2505. Atari Stuff For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-29 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <4m37e8$lr@main.freenet.hamilton.on.ca>
Source record: 84332

I have the following surplus Atari equipment which I will accept offers on:

I reserve the right to reject the best offer if in my opinion, it would be better to keep said item as a backup.

Atari 130XE with Power Plus 320 k upgrade, Ultra Speed Plus OS, TRANSKEY. Will not separate Transkey.

The Multiplexer, with 1 Master and 3 Slaves. Possible (not confirmed) problem with (NEVER USED) third Slave cart. The cart seemed to switch Ident numbers during a test. Unknown potential problem. AS IS. (Original master and slaves work fine)

Black Box, Floppy Board with CASE.

Adaptec 4000a controller board.

Rtime 8

Express Cart terminal

Atari XF551 (stock)

Atari 810 disk drive with "The Chip"

Please make offer in US funds. Shipping paid by purchaser. (Note: Shipping from Canada is twice as expensive as to Canada from the USA) Will not be responsible for lost shipments if purchaser does not insure! All items are working and in excellent condition except where noted.

Please leave Email to William Moeller at af332@freenet.hamilton.on.ca

--

2506. Re: Old software, dead companies

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-29 00:00:00 UTC
From: thester@nyx10.cs.du.edu
Message-ID: <4m3iq3$p3@nyx10.cs.du.edu>
Source record: 84333

Newsgroups: comp.sys.atari.8bit.hypocrites
Subject: Re: Old software, dead companies

In article <4m2qso$6cg@alterdial.UU.NET>,
Marc Gorelick <mgorelick@pmh.com> wrote:
>This weekend, I puchased an Atari 800 with 1050 disk and some other
>goodies, much like the system I had from about 1980-1985. I really
>loved the machine (hey, I sold my Commodore PET to buy it!) back then
>and thought it would be fun to fool around with a 6502 and play some
>of my old favourite games, like Archon and Star Raider. Of course,
>there really isn't a way to buy these anymore except from people who
>are selling their old stuff, and that's rather hit-or-miss at best.

You're preaching to the choir there. :-)

>I wonder, though...how vigorously do you suppose companies like
>Electronic Arts would protect a copyright on a game they haven't
>sold in 10 years?

Like the rest of the companies -not at all- (yet).
Look at the Commodore 64 and Apple FTP sites and you'll
see something that is continually being denied the
dwindling Atari 8-bit community because of hypocritical
tight-asses who have nothing better to do than whine
about copyright issues that mean absolutely nothing in
relation to a dead platform. IMO

>I might be able to get a cracked copy of Archon from a friend, and
>since I bought the game at one time, it's sort of a gray area...

Many people (like myself) purchase >most< of the software
that they have and can't make backup copies for many reasons.
No Happy Drive or Pill or equivalent.
So they're just supposed to let their LEGAL software slowly
fade away and forget about ever seeing it again.

That's what the hypocrites want us to do.

>And companies like DataEast (I think they made Bruce Lee, another fave
>game) don't even exist anymore.
>
>Anybody got any thoughts on this issue?

By now, most everyone knows my thoughts. :-)

>On the subject, whatever happened to alt.binaries.atari.8-bit.warez?

Well--it exists someplace. Like a lot of sites, Nyx
(where I'm at) refuses to carry these sinister-type
newsgroups.

But they make up for it by allowing access and posting priveleges
to all the sex groups like:

alt.binaries.pictures.erotica.teens/oral/facials/butts/
alt.sex.pictures
alt.sex.pedophilia.pictures/male/female/swaps
alt.sex.pedophile.mike-labbe

You see--pornography--no matter what it is,is OKAY on UseNet.

Just don't you DARE post or solicit the trading of programs
for dead platforms like the Atari 8-bit.

But hey, if you're C= or Apple then it's tolerated for some
obscure reason that nobody has been able to explain fully
to my satisfaction yet.

Uncle Fester

--
| SOCIOPATH n. - an aggressively antisocial psychopath taking |
| no responsibility for his/her actions. See "INTERNET" for |
| a collective of distinguishing characteristics - e.g., viz EFF. |
| : *thester@nyx.cs.du.edu* : |

2507. WTB: Joysticks for 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-29 00:00:00 UTC
From: hcho@icaen.uiowa.edu
Message-ID: <4m3edt$nfr@server05.icaen.uiowa.edu>
Source record: 84334

I need a joystick or two for my ATARI 800XL. Anyone has one for sale?

Hyon-Yong

2508. Re: HP Printer Gizmo?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-29 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <4m2i3n$cs9@news.xmission.com>
Source record: 84335

wolf@grove.iup.edu wrote:
: Is there a gizmo out there that will allow a Hewlett Packard Inkjet
: printer operate with an Atari 8-bit? If so, where can I get a new or
: used one. Thanks much.

Well, you could always do what I've done, which is to tie your 8bit
Atari into a Novell network via SIO2PC or APE. I now have access to
that disk storage and multiple printers.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

2509. Re: Atari Stuff For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-29 00:00:00 UTC
From: William Moeller <af332@freenet.hamilton.on.ca>
Message-ID: <Pine.SOL.3.91.960429234421.826A-100000@james.freenet.hamilton.on.ca>
Source record: 84336

On Mon, 29 Apr 1996, drake thomas wrote:

> In article <4m37e8$lr@main.freenet.hamilton.on.ca> you wrote:
>
>
>
> : I have the following surplus Atari equipment which I will accept offers on:
>
> : Atari 130XE with Power Plus 320 k upgrade, Ultra Speed Plus OS, TRANSKEY.
> : Will not separate Transkey.
>
> Is the TRANSKEY integrated with the 130XE? Does it allow for any
> compatible PC keyboard? What kind of connector?
>

The Transkey is installed in the computer. An IBM keyboard plugs into a
connector on the side of the 130XE. Just plug in a 101 keyboard.

2510. Rainbow/Horizon *New* Web Site

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-29 00:00:00 UTC
From: lamcw@aston.ac.uk
Message-ID: <DqMtnE.BLv@aston.ac.uk>
Source record: 84337
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

Dear users,

A quick note to say that the web pages for Rainbow and
Horizon have move to

http://www.cityscape.co.uk/users/jx91/emulators.html

and my new e-mail is

jx91@cityscape.co.uk

Regards,

Chris Lam,
Rainbow/Horizon Keeper.

2511. Mega st4 & megafile30

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-29 00:00:00 UTC
From: cache_comp@3lefties.com
Message-ID: <4m5rh9$3rr@news.3lefties.com>
Source record: 84338

I am trying to help out a local company that uses the atari Mega st4 delete some files that have strange, old dates, & garbled descriptions. These files cant be deleted or moved to floppy
or folder. OS says the file isnt there and wond copy it. The files are as large as 13meg. Also if anyone knows why a SLM804 printer would keep blowing fuses? E-mail to cache_comp@3lefties.com.
ThankX

2512. XE info.

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-30 00:00:00 UTC
From: Chris Meighan <cts@cali.co.uk>
Message-ID: <4m4ofp$b53@pub.news.uk.psi.net>
Source record: 84157

I just picked up a second hand XE with keyboard, joystick, Light gun, but nothing much else, exept a flight sim. cart.

Can anyone point out anywhere where I can find basic stuff, like a definition of the XE BASIC? Even better, can someone lend me a manual (I live in the UK).

Please help !!!

By the way, I have a 2600 - can the light gun for the XE be used with this?

Bye,

Chris.

2513. Re: Moving the 'official' 8-bit FTP site?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-30 00:00:00 UTC
From: maffia@fox.CS.Berkeley.EDU
Message-ID: <4m3rhl$8c7@agate.berkeley.edu>
Source record: 84339

I would like to sincerely say,

Thank you! Thank you! Thank you! Thank you! Thank you!
Thank you! Thank you! Thank you! Thank you! Thank you!
Thank you! Thank you! Thank you! Thank you! Thank you!
Thank you! Thank you! Thank you! Thank you! Thank you!
Thank you! Thank you! Thank you! Thank you! Thank you!
Thank you! Thank you! Thank you! Thank you! Thank you!
Thank you! Thank you! Thank you! Thank you! Thank you!
Thank you! Thank you! Thank you! Thank you! Thank you!
Thank you! Thank you! Thank you! Thank you! Thank you!

- Anthony

2514. Re: Marble Madness & Gunslinger

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-30 00:00:00 UTC
From: RCAD40A@prodigy.com
Message-ID: <4m42js$1tq0@usenetz1.news.prodigy.com>
Source record: 84340

Re: Marble Madness for Atari?
I have a version of this game for the PC. It was made by EA in 1987.
I think it uses EGA graphics. It comes on two 5 1/4 inch disks. The first
disk is used to "boot-up" the computer. Then, you have to insert disk #2
into the 5 1/4 drive at the half-way point in the game (unless you have
two 5 1/4 drives).
My newest computer does have a 5 1/4 drive but it won't let me boot
from that drive (only from the 3 1/2 drive).
SO, does anybody know what to do with this ancient type of software?
I remember that it does play very nicely and looks like the real thing.
Of course PC joysticking is not the greatest......
Any comments from all you Atari / PC Game Gurus ???

2515. Re: Hypocrites Rule The Net

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-30 00:00:00 UTC
From: eyvind@pvv.unit.no
Message-ID: <jpb4tq2m5ly.fsf@apollo.orakel.unit.no>
Source record: 84341

In article <4m38q5$bo3@nyx10.cs.du.edu> thester@nyx10.cs.du.edu (Uncle Fester) writes:

[...]

> The sheer asinine, HYPOCRISY OF THE INTERNET makes me PUKE!

Did you forget your Prozac this morning?

[...]

> | SOCIOPATH n. - an aggressively antisocial psychopath taking |
> | no responsibility for his/her actions. See "INTERNET" for |
> | a collective of distinguishing characteristics - e.g., viz EFF. |
> | : *thester@nyx.cs.du.edu* : |

Psychopathic tendencies? No responsibility for his/her actions?
Let's see.

> All of you (AND YOU KNOW WHO YOU ARE) who complained about
> the CDA, no matter its faults, who would then turn right
> around and "TSK, TSK" me for POSTING A GODDAMN EFFING *LIST*
> are out of your EFFING, TINY, MINISCULE, NEARLY-NONEXISTANT
> MINDS!

My, my, my. Abuse. Fortunately, I didn't "TSK, TSK" you for your
list. I knew you'd get in trouble when I saw it, but figured that was
your problem, and you'd learn not to do it again. However, you don't
appear to be able to "take responsibility for [your] actions"... You
stupidly posted a warez-list to USENET, in a channel that's known to
be ambivalent about the subject of piracy at best, and now that you
got your wrist slapped, you're whining about it like a little baby.

> If YOU THINK (and I seriously doubt that you comprehend what
> the term "think" actually means) that UNCLE FESTER is going
> to turn over and play dead because of this, then you have
> got some BIG surprises in store for you now.

Nobody's expecting you to turn over and play dead. I, personally, am
hoping that you'll shut the fuck up, but I'm not *expecting*
anything.

> If ANYONE is mistakenly thinking that this is going to just
> blow away--THEN YOU ARE WRONG!!
>
> The publicity I am going to generate over this is going
> to extend WAY BEYOND the Denver Post.

"Newbie gets wrist slapped, whines about his God-granted right to post
anything he wants to USENET."

> There is a collective of morons who seem to think that the
> media somehow misunderstands "the net" by running stories
> about the salacious material that is an abundant portion
> of the internet. You buttheads have it wrong. The media
> is only exposing the rot that the internet spreads by
> facilitating it with its hypocritical implementation of a
> thing called UseNet.

Here we go. "Uncle Fester" admits to doing something (arguably)
illegal, gets a talking to from his internet provider, and suddenly
"the net" is this nest of hypocritical morons, all out to
spread their vile porn while poor little "Uncle Fester" can't even
distribute his wAr3zZZZ in peace.

Listen, uncle SHITHEAD. I've been on "the net" since the only
Internet providers were universities and the military. I *don't* like
to see whiny little newbie lamers like yourself scream yourself blue
in the face about your supposed "right" to anything, *especially* when
you're apparently the only one who *deserves* this right.

I don't even understand how you can *possibly* think that anyone is
going to take you seriously when you're obviously the little kid in
the playground yelling that all the other kids are assholes just
because you didn't get to go first on the swings.

Thank you, and good bye, mister sociopath.
--
Eyvind Bernhardsen

2516. Mai Atari 8 Bit Show in Hanau Germany

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-30 00:00:00 UTC
From: Torsten Schall <schallt@worms.fh-rpl.de>
Message-ID: <4m4l8l$aji@widukind.worms.fh-rpl.de>
Source record: 84342

Hi Atarians out there

Next Atari 8BIT Show in Germany (Hanau) on So. the 12th of Mai 96ix
Danger !!!!!!!!!!!!!!! 12th of Mai 96 Hanau Germany !!!!!!!!!!!!!!! Danger

The show is held in a pub in Hanau and the show opens at 10 o'clock for public visitors (Traders 0830). The organisation is done by Kemal Ezcan (KE-Soft) who has established the show. For Germans is this the last Atari 8 Bit Show for the next months. The last before the ABBUC e. V. JHV 96 (Oktober) in Herten (Germany). The show gives you the chance to find software that is not in your software libary.

KE has got some lost treasures from Atari and other sources. The never released Superman 3 Card, Tower Topler, Lords of Conquest, Seven City's of Gold, Great American Cross., Infocom Seastalker-Moonmist...., and many classics.

AMC will show the Stereo Blaster/Phaser , Multipad and a infrared Mouse for the Atari 8 BIT and some new developed Hardware. He shows games like Herbert, Ski 3D and more.

Kaisersoft show the new Polensoft from 94/95 including some erotic games for the 8 Bit Atari with 256 Colors, the new Ram developments. He hpefully has the new TOP Mag finished and has a part of PPP stock Software there.

Privates:
There are private trader who show and sell the soft- and hardware.
There should be a place for your secondhand Soft- & hardware give others a chance to get your's before it falls in the trashcan.

Meals and Drinks:
You can buy your meals and drinks in the pub and rest between you hunt for new soft- & hardware for your kute system.

Overall:
It's clear thet you will find there many lost treasures for the Atari 8 BIT System at a incredible low price (for the traders " Aeh a joke "). You can meet people with the same hobby and talk between the buisness. You must not be hungry or thirsty but you should be there. A must for people who want more for their system. Meet us !!!

Hints:
Call KE-Soft for more Info (Way to the Show ...)
Come and sell your secondhand soft- Hardware
Take a close look to Marek Tomczyk Atari 8 Bit Resort
http://www.uni-karlsruhe.de/~Marek.Tomczyk/8bit.html
or call Phone: +49 (0)6181-20739

++
C O M I N G S O O N

Softlist Info:
The Software list follows the next days. I hope i can send Marek Tomz... a
picture of the way to the show.
****

****
+ +
+ L O O K A T +
+ http://www.uni-karlsruhe.de/~Marek.Tomczyk/8bit.html +
+ +
++

Greetings:
Marek Tomzyk (Internet Homepage for Atari 8 Bit) Ke Soft, Kaisersoft,
Highlander Soft , AMP , AMC , PPP , Iron Maid Marian , Args , Har , and
all the people that love their kute system.

Torsten Schall
Date of writing: 30.04.96

2517. Re: HP Printer Gizmo?

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-30 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <3185F0B5.76F0@ncweb.com>
Source record: 84343

James King wrote:
>
> wolf@grove.iup.edu wrote:
> : Is there a gizmo out there that will allow a Hewlett Packard Inkjet
> : printer operate with an Atari 8-bit? If so, where can I get a new or
> : used one. Thanks much.
>
> Well, you could always do what I've done, which is to tie your 8bit
> Atari into a Novell network via SIO2PC or APE. I now have access to
> that disk storage and multiple printers.

OR ....

You could buy the HP Deskjet 500 w/Epson Emulation cart. that I have for
sale! With this cart plugged in, the HP Deskjet behaves just like an
Epson FX/RX 80 series printer. Since most of the Atari programs supported
Epson printers, it makes for an elegant solution to the print driver dilemma.

BTW, I'm offering the HP Deskjet 500 w/cart (This cart cost $80 when it was available)
for a total of $150 shipped in Continental US.

Bill
--
****
* /_/\ /_/\ * cooncat@ncweb.com *
* Hi! | O O | | O O | * http://www.ncweb.com:80/users/lws *
* = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* from ^ ^ ************************************
* "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* Bill (my 2 cats) * Please Spay or Neuter *
* say "Hello" too! * your pet cat or dog! *
****

2518. Re: Old software, dead companies

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-30 00:00:00 UTC
From: Tony Smolar <asmolar@fast.net>
Message-ID: <Pine.LNX.3.91.960430085821.14262A-100000@firewall.nscs.fast.net>
Source record: 84344

> I wonder, though...how vigorously do you suppose companies like Electronic
> Arts would protect a copyright on a game they haven't sold in 10 years? I
> might be able to get a cracked copy of Archon from a friend, and since I
> bought the game at one time, it's sort of a gray area...And companies like
> DataEast (I think they made Bruce Lee, another fave game) don't even exist
> anymore.
>
> Anybody got any thoughts on this issue?

I've thought about this too. I've been thinking about trying to get in touch
with some of the people who own the licenses to these old games to try
to get permission to include them on a CD-ROM of old 8-bit stuff.

It's just the hassle of tracking these people down, esp. if the company
doesn't exist anymore.

Tony Smolar

2519. Re: Anyone want Atari 8-bit disk? -- Strip Poker!

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-30 00:00:00 UTC
From: MARTY D PAULIN <mpaulin>
Message-ID: <DqoGMp.7F1@on.bell.ca>
Source record: 84345
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,alt.atari.2600

if no one has claimed it yet...sure send me an e-mail md.paulin@resonet.com
I've just gotten my 4 year old interested in the Atari - and he loves it
we've got 2 130XE's...about 75 ROM carts. and maybe 25 games on floppy

2520. Re: Anyone want Atari 8-bit disk? -- Strip Poker!

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-30 00:00:00 UTC
From: MARTY D PAULIN <mpaulin>
Message-ID: <DqoGn1.7Fz@on.bell.ca>
Source record: 84346
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,alt.atari.2600

if no one has claimed it yet...sure send me an e-mail md.paulin@resonet.com
I've just gotten my 4 year old interested in the Atari - and he loves it
we've got 2 130XE's...about 75 ROM carts. and maybe 25 games on floppy

2521. Atari 800/XL/XE cartridge list

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-30 00:00:00 UTC
From: krieg@earth.execpc.com
Message-ID: <4m5b03$8bd@earth.alpha.net>
Source record: 84347
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari

```
================================================================================
= Cartridge List for the Classic Atari 800/XL/XE Computers =
================================================================================
= Rev. 1.0 April 22nd, 1996 =
= =
= Author: Andrew Krieg krieg@execpc.com =
= =
= This list is also available via the WWW at: =
= http://www.cs.uwm.edu/public/krieg/fun.html =
================================================================================
= Welcome to the Classic Atari Computers Cartridge List! This list is based =
= on a list originally started by Kevin Chase. Many personalized versions of =
= Kevin's list started to pop-up, so I have attempted to consolidate every =
= bit of data I could find into one list. I hope you find it useful! =
================================================================================
= Key =
= ------ =
= NR = Never released =
= ?xx = Year of release not known for certain =
= kbo = Keyboard overlay was included with cartridge =
= <none> = No catalog # on cartridge or manual, box may have had a # on it =
= [O] = Checklist for cartridge ownership =
= [M] = Checklist for manual ownership =
= [B] = Checklist for original box ownership =
= =
= To reuse the checklists, use your favorite editor and replace all of the =
= string patterns "[x]" with "[ ]". =
================================================================================
= The rarity ratings are still undergoing fine tuning. I would appreciate =
= any feedback on them. It should be noted that common carts for the Atari =
= computers are harder to find than common 2600 carts. They would probably =
= rank as uncommon or rare on the VGR 2600 list. =
= =
= Rarity =
= ------ =
= C Common These carts can be found fairly easily at thrift =
= stores, in sale posts on the 'Net, or in Atari =
= computer vendor catalogs (yes there still are some =
= vendors!). =
= U Uncommon A little harder to find, but they pop up on the 'Net =
= infrequently. =
= R Rare Very elusive to find carts. Some vendors still have =
= them in stock, but they are generally more expensive. =
```

```
= ER Extremely These are very, very hard to find. They usually have =
= Rare had a very low production run or are prototypes. =
= Consider yourself very lucky to come across one! =
================================================================================
Rar-
Manufacturer Catalog # Yr Title ity [O][M][B]
-------------- --------- -- ---------------------------------- --- - - -
Activision Beamrider U [ ][ ][ ]
Activision CC-008-04 83 Decathlon C [ ][ ][ ]
Activision Designer's Pencil, The U [ ][ ][ ]
Activision CZ-005-04 84 Dreadnought Factor, The C [x][x][ ]
Activision CZ-007-04 84 H.E.R.O. U [ ][ ][ ]
Activision CZ-002-04 83 Kaboom! C [ ][ ][ ]
Activision CZ-006-04 84 Keystone Kapers U [ ][ ][ ]
Activision CZ-003-04 83 MegaMania U [ ][ ][ ]
Activision Pastfinder R [ ][ ][ ]
Activision CZ-004-04 84 Pitfall! U [ ][ ][ ]
Activision CA-011-04 84 Pitfall II C [x][x][ ]
Activision CZ-001-04 83 River Raid C [ ][ ][ ]
Activision CA-012-04 83 Space Shuttle C [ ][ ][ ]
Activision CZ-010-04 84 Zenji C [x][x][ ]
Activision CC-101-04 84 Zone Ranger U [ ][ ][ ]
Adventure Intl Rally X Speedway R [ ][ ][ ]
Atari CXL4010 ?79 3-D Tic-Tac-Toe U [ ][ ][ ]
Atari 400/800 SALT Diagnostic cartridge ER [ ][ ][ ]
Atari RX8099 88 Ace of Aces (by Accolade) C [x][x][ ]
Atari RX8109 Airball R [x][ ][ ]
Atari RX8092 87 Archon (by Electronic Arts) C [x][x][ ]
Atari CXL4003 79 Assembler Editor Computing Language U [ ][ ][ ]
Atari CXL4013 81 Asteroids C [x][x][ ]
Atari RX8053 83 Atari Artist (w/ CX77 Touch Tablet) U [ ][ ][ ]
Atari RX8054 83 Atari Graphics (w/ CX75 Light Pen) R [ ][ ][ ]
Atari RX8032 83 Atari LOGO Computing Language U [ ][ ][ ]
Atari AED80013 83 AtariLab: Light Module U [ ][ ][ ]
Atari AED80014 84 AtariLab: Temperature Module U [ ][ ][ ]
Atari RX8036 82 AtariWriter (version A, brown) C [x][ ][ ]
Atari RX8036 84 AtariWriter (version C, silver) U [x][ ][ ]
Atari RX8064 87 Ballblazer (by Lucasfilm) C [x][x][x]
Atari RX8086 87 Barnyard Blaster (uses lightgun) U [x][x][x]
Atari CXL4002 ?79 BASIC Computing Language (ver. A) C [x][x][ ]
Atari BASIC Computing Language (ver. B) ER [ ][ ][ ]
Atari CXL4002C ?83 BASIC Computing Language (ver. C) R [ ][ ][ ]
Atari CXL4004 79 Basketball C [x][x][ ]
Atari RX8077 87 Battlezone U [ ][ ][ ]
Atari Berzerk (prototype) ER [ ][ ][ ]
Atari Blast 'Em NR [ ][ ][ ]
Atari RX8081 ?87 Blue Max (by Synapse) U [ ][ ][ ]
Atari RX8087 87 Bug Hunt (uses lightgun) U [x][ ][ ]
Atari RX8021 87 Caverns of Mars C [x][x][ ]
Atari CXL4020 82 Centipede C [x][x][ ]
```

Atari RX8096 Choplifter! (by Br0derbund) U [ ][ ][ ]
Atari RX8094 Commando R [ ][ ][ ]
Atari CXL4009 79 Computer Chess U [ ][ ][ ]
Atari RX8104 88 Crime Buster (uses lightgun) U [x][x][x]
Atari RX8088 87 Crossbow (uses lightgun) U [x][ ][ ]
Atari RX8102 ?88 Crystal Castles U [ ][ ][ ]
Atari RX8101 88 Dark Chambers U [x][x][ ]
Atari RX8083 87 David's Midnight Magic(by Br0derbund) U [x][x][x]
Atari CXL4025 82 Defender C [x][x][ ]
Atari RX8??? Deflektor R [ ][ ][ ]
Atari RX8089 88 Desert Falcon U [x][x][x]
Atari RX8026 83 Dig Dug C [x][x][ ]
Atari RX8031 83 Donkey Kong C [x][x][ ]
Atari RX8040 83 Donkey Kong Jr. C [x][x][ ]
Atari RX8039 83 Eastern Front (by APX) C [x][x][ ]
Atari CXL4001 79 Educational System Master Cartridge U [x][ ][ ]
Atari RX8030 83 E.T. Phone Home! C [x][ ][ ]
Atari RX8085 ?87 Fight Night (by Accolade) U [ ][ ][ ]
Atari RX8067 84 Final Legacy C [x][x][ ]
Atari RX8091 ?87 Flight Simulator II (by subLogic) C [x][x][ ]
Atari RX8079 87 Food Fight C [ ][ ][ ]
Atari CXL4024 82 Galaxian C [x][ ][ ]
Atari RX8090 ?87 Gato U [ ][ ][ ]
Atari RX8084 87 Hardball (by Accolade) U [x][x][ ]
Atari RX8114 88 Into the Eagle's Nest (by Pandora) U [x][x][x]
Atari RX8044 83 Joust C [x][x][ ]
Atari RX8049 83 Jungle Hunt C [x][x][ ]
Atari Kangaroo (prototype) ER [ ][ ][ ]
Atari RX8095 Karateka (by Br0derbund) U [ ][x][ ]
Atari Letter Tutor (prototype) ER [ ][ ][ ]
Atari RX8082 87 Lode Runner (by Br0derbund) U [x][x][x]
Atari Macro Assembler ?NR [ ][ ][ ]
Atari CXL4014 Mailing List R [ ][ ][ ]
Atari RX8103 88 Mario Bros. U [x][x][ ]
Atari AX2025 ?83 Microsoft BASIC II Computing Language U [ ][ ][ ]
Atari RX8124 MidiMaze ?NR [ ][ ][ ]
Atari RX8048 84 Millipede C [x][x][ ]
Atari CXL4012 81 Missile Command C [x][x][ ]
Atari RX8052 87 Moon Patrol C [x][x][ ]
Atari RX8043 83 Ms. Pac-Man C [x][x][ ]
Atari CXL4007 80 Music Composer C [x][x][ ]
Atari RX8108 88 Necromancer U [x][x][x]
Atari RX8093 87 One-on-One Basketball (by Elec. Arts) U [x][x][ ]
Atari CXL4022 82 Pac-Man C [x][x][ ]
Atari RX8045 Pengo U [ ][ ][ ]
Atari CXL4018 80 Pilot Computing Language C [ ][ ][ ]
Atari RX8080 85 PLATO Learning Phone R [ ][ ][ ]
Atari RX8034 83 Pole Position C [x][x][ ]
Atari CXL4027 82 Qix C [x][x][ ]
Atari RX8029 83 RealSports Football C [x][x][ ]

Atari RX8028 RealSports Soccer ?NR [ ][ ][ ]
Atari RX8063 Rescue on Fractalus (by Lucasfilm) U [ ][ ][ ]
Atari RX8033 83 Robotron: 2084 C [x][x][ ]
Atari SALT II Diagnostic Cartridge ER [ ][ ][ ]
Atari RX8059 Skywriter (Educational) U [ ][ ][ ]
Atari CXL4008 81 Space Invaders C [ ][ ][ ]
Atari CXL4011 80 Star Raiders C [x][x][ ]
Atari RX8078 87 Star Raiders II U [x][x][x]
Atari RX8037 Star Trux (prototype?) ?NR [ ][ ][ ]
Atari CXL4019 Store Demo R [ ][ ][ ]
Atari RX8098 Summer Games (by Epyx) U [ ][ ][ ]
Atari CXL4006 79 Super Breakout C [x][ ][ ]
Atari RX8120 Super Football U [ ][ ][ ]
Atari CB101931 Super Pac-Man (prototype) ER [ ][ ][ ]
Atari Superman III (prototype) ER [ ][ ][ ]
Atari SuperPILOT NR [ ][ ][ ]
Atari CXL4015 80 Telelink I C [ ][ ][ ]
Atari CXL4016 Telelink II U [ ][ ][ ]
Atari RX8042 83 Tennis C [x][ ][ ]
Atari RX8113 88 Thunderfox U [x][x][x]
Atari RX8111 Tower Toppler R [ ][ ][ ]
Atari RX8069 Track and Field U [ ][ ][ ]
Atari RX8057 Typo Attack (by APX) U [ ][ ][ ]
Atari CXL4005 79 Video Easel U [x][ ][ ]
Atari CA400201 XE Demo Cartridge (4 games) ER [ ][ ][ ]
Atari RX8118 ?89 Xenophobe R [ ][ ][ ]
Atari Xevious ?NR [ ][ ][ ]
Beaumont PUP (Primary Utility Pack) ER [ ][ ][ ]
Big Five <none> ?85 Bounty Bob Strikes Back R [ ][ ][ ]
Big Five <none> 83 Miner 2049er C [x][x][ ]
Br0derbund 82 Choplifter! U [x][ ][ ]
Br0derbund Sea Fox U [ ][ ][ ]
Br0derbund ATCART190 82 Serpentine C [x][x][ ]
Chalkboard Inc. Leo's Lectric Paintbrush (Powerpad) ER [ ][ ][ ]
Chalkboard Inc. Leo's Links (uses Powerpad tablet) ER [ ][ ][ ]
Chalkboard Inc. Micro Maestro (uses Powerpad tablet) ER [ ][ ][ ]
CBS Software 75350 84 Astro-Grover (w/ kbo) C [ ][ ][ ]
CBS Software Big Bird's Egg Catch ?NR [ ][ ][ ]
CBS Software 84 Big Bird's Funhouse C [ ][ ][ ]
CBS Software 84 Big Bird's Special Delivery C [ ][ ][ ]
CBS Software Blue Print U [ ][ ][ ]
CBS Software Boulders & Bombs U [ ][ ][ ]
CBS Software 84 Coconotes U [ ][ ][ ]
CBS Software Domino Man R [ ][ ][ ]
CBS Software 4L9889 84 Ducks Ahoy! C [ ][ ][ ]
CBS Software 84 Ernie's Magic Shapes C [ ][ ][ ]
CBS Software 84 Halftime Battlin' Bands U [ ][ ][ ]
CBS Software M8786 82 K-razy Antiks (by K-Byte) C [x][x][ ]
CBS Software M8788 82 K-razy Kritters C [ ][ ][ ]
CBS Software M8784 82 K-razy Shoot-Out (by K-Byte) C [x][x][ ]

CBS Software M8790 82 K-star Patrol C [ ][ ][ ]
CBS Software Madden's Football R [ ][ ][ ]
CBS Software 75010 84 Math Mileage U [ ][ ][ ]
CBS Software 4L2541 83 Mountain King (by K-Byte) C [ ][ ][ ]
CBS Software 84 Movie Musical Madness U [ ][ ][ ]
CBS Software Omega Race R [ ][ ][ ]
CBS Software 84 Peanut Butter Panic U [ ][ ][ ]
CBS Software Satan's Hollow U [ ][ ][ ]
CBS Software 84 Sea Horse Hide'n Seek U [ ][ ][ ]
CBS Software 75370 84 Sesame Street Letter-Go-Round(w/ kbo) C [ ][ ][ ]
CBS Software Solar Fox U [ ][ ][ ]
CBS Software Time Bound C [x][x][ ]
CBS Software Time Trials R [ ][ ][ ]
CBS Software 84 Webster: The Word Game U [ ][ ][ ]
CBS Software Wings R [ ][ ][ ]
CPS 1200xl Diagnostic Cartridge R [ ][ ][ ]
Dana <none> 83 Alien Ambush U [ ][ ][ ]
Dana <none> 83 Cloudburst R [ ][ ][ ]
Datasoft Letter Wizard C [ ][ ][ ]
Eastern House KISS (right slot only cart) R [ ][ ][ ]
Eastern House Monkey Wrench (right slot only cart) U [ ][ ][ ]
Eastern House 83 Monkey Wrench II (right slot only) R [ ][ ][ ]
Elcomp Atext-1 (word processor) ER [ ][ ][ ]
Elcomp Atmas (macro assembler) ER [ ][ ][ ]
Elcomp Atmona-1 (machine language monitor) ER [ ][ ][ ]
Epyx 54 82 Alien Garden U [x][x][ ]
Epyx <none> Fun with Art C [ ][ ][ ]
Epyx <none> Fun with Music U [ ][ ][ ]
Epyx 614R 83 Gateway to Apshai C [x][x][ ]
Epyx <none> 83 Jumpman Junior C [x][x][ ]
Epyx <none> Lunar Outpost U [ ][ ][ ]
Epyx <none> 82 Monster Maze U [ ][ ][ ]
Epyx 604R 83 Pitstop C [x][x][ ]
Epyx 55 82 Plattermania U [x][x][ ]
Epyx 664R 83 Silicon Warrior C [x][x][ ]
Epyx <none> SWAT Rescue R [ ][ ][ ]
Exidy Demo Cartridge ER [ ][ ][ ]
First Star Astrochase ER [ ][ ][ ]
First Star <none> 83 Bristles ER [ ][ ][ ]
First Star <none> 84 Boulder Dash ER [ ][ ][ ]
First Star <none> 83 Flip and Flop ER [ ][ ][ ]
Fisher Price DCF-AT 84 Dance Fantasy U [ ][ ][ ]
Fisher Price LNL-AT 84 Linking Logic C [ ][ ][ ]
Fisher Price LLV-AT 84 Logic Levels U [ ][ ][ ]
Fisher Price MMA-AT 84 Memory Manor C [ ][ ][ ]
Gebelli Doc Goodlode's Cavern ER [ ][ ][ ]
Gebelli Embargo ER [ ][ ][ ]
Gebelli Firebird ER [ ][ ][ ]
GeminiSoft Magic Dump (right slot only cart) R [ ][ ][ ]
HES 83 Gridrunner R [ ][ ][ ]

Hsu Software Math Encounter R [ ][ ][ ]
ICD R-Time 8 (clock cartridge) U [ ][ ][ ]
ICD SpartaDOS X (OS) U [ ][ ][ ]
IDSI ID-200? 81 Pool 400 U [ ][ ][ ]
IDSI ID-200? Speedway Blast R [ ][ ][ ]
IDSI ID-200? Survival of the Fittest R [ ][ ][ ]
Imagic 720125-1A 83 Atlantis C [x][x][ ]
Imagic 720149-1A 82 Demon Attack C [ ][ ][ ]
InHome Baseball R [ ][ ][ ]
K-Byte 81 K-razy Antiks R [ ][ ][ ]
K-Byte ATR 1000 81 K-razy Shoot-Out R [x][ ][ ]
K-Byte 83 Mountain King R [ ][ ][ ]
Koala AT00315-1 83 KoalaPainter (uses lightpen) U [ ][ ][ ]
LJK Data Perfect (80 column) R [ ][ ][ ]
LJK Edit 6502 R [ ][ ][ ]
LJK Letter Perfect (40 column) U [ ][ ][ ]
LJK Letter Perfect (80 column) R [ ][ ][ ]
MPP Assault Force 3-D R [ ][ ][ ]
MPP Microfiler (database) R [ ][ ][ ]
MPP Smart Terminal R [ ][ ][ ]
MPP 85 Supercharger (BBS software) U [ ][ ][ ]
OrionMicro Express! R [ ][ ][ ]
O.S.S. <none> 84 Action! C [x][x][ ]
O.S.S. <none> 85 Basic XE U [ ][ ][ ]
O.S.S. <none> Basic XL C [ ][ ][ ]
O.S.S. <none> 84 Mac/65 U [ ][ ][ ]
O.S.S. <none> Writer's Tool, The U [ ][ ][ ]
Pandora <none> 85 Powerstar ER [x][x][x]
Parker Bros. Astrochase (by First Star Software) U [ ][ ][ ]
Parker Bros. Chess U [ ][ ][ ]
Parker Bros. PB1110 83 Frogger C [x][x][ ]
Parker Bros. Frogger II: Threedeep U [ ][ ][ ]
Parker Bros. PB1280 84 Gyruss U [ ][ ][ ]
Parker Bros. 84 James Bond 007 U [ ][ ][ ]
Parker Bros. Montezuma's Revenge ?NR [ ][ ][ ]
Parker Bros. <none> 83 Popeye C [x][x][ ]
Parker Bros. <none> 83 Q*Bert C [x][x][ ]
Parker Bros. Risk R [ ][ ][ ]
Parker Bros. 83 Star Wars: The Arcade Game C [x][ ][ ]
Parker Bros. PB101303 Star Wars: RotJ-Death Star Battle U [ ][ ][ ]
Parker Bros. PB1140 83 Super Cobra U [ ][ ][ ]
Parker Bros. Tutankham U [ ][ ][ ]
Rantom Trust R [ ][ ][ ]
Reevesoft Diamond GOS 1.0 R [ ][ ][ ]
Reevesoft Diamond GOS 2.0 R [ ][ ][ ]
Reston Movie Maker R [ ][ ][ ]
Roklan Anti-Sub Patrol ?NR [ ][ ][ ]
Roklan <none> Deluxe Invaders C [x][x][ ]
Roklan 09-01131 83 Diamond Mine U [x][x][ ]
Roklan 09-01102 83 Gorf C [x][x][ ]

Roklan 09-01124 83 Journey to the Planets C [x][x][ ]
Roklan Lifespan R [ ][ ][ ]
Roklan Rack Em Up R [ ][ ][ ]
Roklan 09-01116 83 Space Journey U [x][x][ ]
Roklan <none> 81 Wizard of Wor C [x][x][ ]
Romox Ant Eater U [ ][ ][ ]
Romox Attack at EP-CYG-4 (by BRAM) R [ ][ ][ ]
Romox Flapper R [ ][ ][ ]
Romox Fortune Hunter R [ ][ ][ ]
Romox Princess and the Frog R [ ][ ][ ]
Romox Sea Chase R [ ][ ][ ]
Romox Spark Bugs R [ ][ ][ ]
Romox Starion R [ ][ ][ ]
Romox Typo R [ ][ ][ ]
Romox Whiz Kid R [ ][ ][ ]
Scarborough MasterType U [ ][ ][ ]
Sega 005-03 83 Buck Rogers: Planet of Zoom C [ ][ ][ ]
Sega 006-03 83 Congo Bongo C [ ][ ][ ]
Sega 83 Spy Hunter U [ ][ ][ ]
Sega 004-03 83 Star Trek C [ ][ ][ ]
Sega 012-03 84 Super Zaxxon U [ ][ ][ ]
Sega Tac-Scan U [ ][ ][ ]
Sega Tapper C [ ][ ][ ]
Sega Up N Down U [ ][ ][ ]
Sega 008-03 84 Zaxxon C [ ][ ][ ]
Sierra On-Line 83 BC's Quest for Tires U [ ][x][ ]
Sierra On-Line Creepy Corridors U [ ][ ][ ]
Sierra On-Line ORM-001 81 Crossfire U [x][x][x]
Sierra On-Line Jawbreaker U [ ][ ][ ]
Sierra On-Line Jawbreaker II U [ ][ ][ ]
Sierra On-Line Learning with Leeper U [ ][ ][ ]
Sierra On-Line Maurauder R [ ][ ][ ]
Sierra On-Line 83 Mr. Cool U [ ][ ][ ]
Sierra On-Line Sammy Lightfoot R [ ][ ][ ]
Sirius Alpha Shield U [ ][ ][ ]
Sirius Capture the Flag R [ ][ ][ ]
Sirius 82 Fantastic Voyage(by 20th Century Fox) U [ ][ ][ ]
Sirius Fast Eddie R [ ][ ][ ]
Sirius <none> 83 Final Orbit R [x][x][ ]
Sirius <none> 83 Spider City U [ ][ ][ ]
Sirius 83 Squish 'Em R [ ][ ][ ]
Sirius 82 Turmoil (by 20th Century Fox) U [ ][ ][ ]
Sirius Worm War I R [ ][ ][ ]
SoftCountry Chessmaster 2000 ER [ ][ ][ ]
Softmark 86 ESP Mindlock BBS ER [ ][ ][ ]
Spinnaker ADV-AT 84 Adventure Creator C [x][x][ ]
Spinnaker Aegean Voyage U [ ][ ][ ]
Spinnaker ALF-AT Alf in the Color Caves U [ ][ ][ ]
Spinnaker ABZ-AT Alphabet Zoo C [ ][ ][ ]
Spinnaker Cosmic Life U [ ][ ][ ]

Spinnaker DLD-AT Delta Drawing Learning Program C [ ][ ][ ]
Spinnaker Delta Music U [ ][ ][ ]
Spinnaker FMK-AT Facemaker C [ ][ ][ ]
Spinnaker FRF-AT Fraction Fever C [ ][ ][ ]
Spinnaker Kid Writer U [ ][ ][ ]
Spinnaker KOK-AT Kids on Keys C [ ][ ][ ]
Spinnaker KDC-AT Kindercomp C [ ][ ][ ]
Spinnaker Ranch R [ ][ ][ ]
Spinnaker SMC-AT 83 Story Machine U [x][x][ ]
Spinnaker Up for Grabs U [ ][ ][ ]
Synapse <none> 82 Chicken U [x][x][ ]
Synapse <none> 82 Claim Jumper U [x][x][ ]
Synapse Drelbs U [ ][ ][ ]
Synapse File Manager U [ ][ ][ ]
Synapse Fort Apocalypse U [ ][ ][ ]
Synapse Nautilus U [ ][ ][ ]
Synapse Necromancer U [ ][ ][ ]
Synapse Pharaoh's Curse, The U [ ][ ][ ]
Synapse 82 Picnic Paranoia U [ ][ ][ ]
Synapse 82 Protector II U [ ][ ][ ]
Synapse Shadow World U [ ][ ][ ]
Synapse <none> 82 Shamus C [x][x][ ]
Synapse <none> 82 Slime C [x][x][ ]
Synapse Survivor U [ ][ ][ ]
Synapse Synassembler R [ ][ ][ ]
Tech-Sketch Paint-N-Sketch Level I(uses lightpen) ER [ ][ ][ ]
Tech-Sketch Paint-N-Sketch Level II(uses lightpen)ER [ ][ ][ ]
TG Software <none> 83 Abracadabra U [ ][ ][ ]
TG Software <none> 83 Droids R [ ][ ][ ]
TG Software <none> 83 Nightstrike R [ ][ ][ ]
TG Software <none> Ozzy's Orchard U [ ][ ][ ]
Thompson Elec. Proburner R [ ][ ][ ]
Thorn EMI THA12010 83 Computer War U [ ][ ][ ]
Thorn EMI THA12002 82 Jumbo Jet Pilot U [x][x][ ]
Thorn EMI THB12004 82 Kickback C [x][x][ ]
Thorn EMI THB12009 83 Major League Hockey U [ ][ ][ ]
Thorn EMI ORC Attack U [ ][ ][ ]
Thorn EMI THB12005 83 River Rescue U [ ][ ][ ]
Thorn EMI THB12003N 82 Soccer U [ ][ ][ ]
Thorn EMI THA12001 82 Submarine Commander C [x][x][ ]
Thorn EMI Tank Commander U [ ][ ][ ]
TigerVision 84 MatterHorn R [ ][ ][ ]
TigerVision 83 Springer R [ ][ ][ ]
Walling Co. AProm ER [ ][ ][ ]
Walling Co. AProm XL ER [ ][ ][ ]
Walling Co. Six Pack I ER [ ][ ][ ]
Walling Co. Six Pack II ER [ ][ ][ ]
??? Bumper Bash ER [ ][ ][ ]
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2522. Re: Anyone want Atari 8-bit disk? -- Strip Poker!

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-30 00:00:00 UTC
From: glennb <glennb@interport.net>
Message-ID: <31865A0F.4E81@interport.net>
Source record: 84348
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,alt.atari.2600

Uncle Fester wrote:
>
> In article <17777EE1BS86.C615681@mizzou1.missouri.edu>,
> Brett Fuehring (Atari 2600 Fanatic) <C615681@mizzou1.missouri.edu> wrote:
> >Hi all! Anybody want this atari disk Strip Poker. I am not sure which
> >atari computers it will play on. I got it with a 1050 disk drive.
> >I used it on an Atari 800xl. BTW, the game is not original, it is on a
> >maxwell disk.
> >Thanks, Brett
>
> Is it a 'protected' copy? I have a Happy backed up copy
> that was given to me, but even though I have a Happy 810,
> I haven't been able to copy it (yet) because I don't play
> good enough to get the program to access all sectors (for
> trace). What I mean is, the ladies have to get nekkid
> first.

I know this wont help but...

I remember having this years ago and it was a cracked copy of some sort. I did have a happy 810 but I was able to give it to all my friends. Besides that, you were able to "cheat" and get all the way to the naked girls automatically by doing something. What, I can't remember as this was ~13 years ago.

One day, if I ever get lucky enough to find my crate of old Atari 8 bit disks, it will be among them. Until then I slowly rebuild my collection.

-Glenn

2523. Re: Anyone want Atari 8-bit disk? -- Strip Poker!

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-30 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <4m5ec8$3hm@crl2.crl.com>
Source record: 84349
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,alt.atari.2600

glennb (glennb@interport.net) wrote:
: I know this wont help but...

: I remember having this years ago and it was a cracked copy of some
: sort. I did have a happy 810 but I was able to give it to all my
: friends. Besides that, you were able to "cheat" and get all the way to
: the naked girls automatically by doing something. What, I can't remember
: as this was ~13 years ago.

It was pretty simple; rename the files so that the naked files are
the first read.

John
jvogel@crl.com

2524. FS: misc atari things!

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-30 00:00:00 UTC
From: x92jablonski@wmich.edu
Message-ID: <1996Apr30.112903@winnie>
Source record: 84350

for sale atari stuff:

1 130xe
3 800
1 400

1 1050 disk drive
1 830 modem
1 850 i/o thing
1 410 casette drive
1 star brand dot matrix printer

i know that the stuff that we have set up right nmow works fine,
this is the 130xe, 1050 dd, 850 i/o, and the printer.
the other stuff hasnt been used in about 5 years, but it all worked
fine then.
i dont know what all or any of this is worth to anyone, so
e-mail me any offers.

thanks
-chris
x92jablonski@wmich.edu

2525. Re: Anyone want Atari 8-bit disk? -- Strip Poker!

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-30 00:00:00 UTC
From: maffia@fox.CS.Berkeley.EDU
Message-ID: <4m5ns9$6k5@agate.berkeley.edu>
Source record: 84351
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,alt.atari.2600

In article <DqoGn1.7Fz@on.bell.ca>, MARTY D PAULIN <mpaulin> wrote:
>if no one has claimed it yet...sure send me an e-mail md.paulin@resonet.com
>I've just gotten my 4 year old interested in the Atari - and he loves it
>we've got 2 130XE's...about 75 ROM carts. and maybe 25 games on floppy

Strip poker to a 4 year old? You have got to be kidding!
I know the computer is 10 years old, but some games were meant
for the pre-schoolers. It's people w/ no thoughts like you that
incite the republican congress to piss all over the internet.

Besides, the game sucked anyway.

- Anthony

2526. Re: Hypocrites Rule The Net - Part II

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-30 00:00:00 UTC
From: ivop@helpdesk.euronet.nl
Message-ID: <4m5tkm$hje@news.euro.net>
Source record: 84352

What a loser....

'nuff said.

Ivo

2527. Disk image file question

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-30 00:00:00 UTC
From: mgorelick@pmh.com
Message-ID: <4m5sh0$qd9@alterdial.UU.NET>
Source record: 84353

Hi!

I have carefully read all the FAQs I can find and still have a couple of questions for other folks reading this newsgroup. Hope someone can help me figure these out!

1. I've got a couple of files that have .PRO extensions, but can't find anything that looks like it turns this type of file back into a disk. Since I'm actually using an Atari and not an emulator, I'd need a way to do this on the Atari itself. Which leads me to...

2. I also have a few .ATR files and an .XFD file. These would be great if I wanted to use the XF2 emulator, but I don't. I'd like to turn these into .DCM files or some other helpful format...but how? The only thing I can think of is to use a utility like "Disktran" (old utility I used to use to transfer a whole disk, sector by sector) on both the real Atari and an emulated Atari and send it via serial. Is there another solution?

Thanks much for any help you folks might have to offer!

-Marc Gorelick

2528. Re: Old software, dead companies

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-30 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <4m64fg$12uq@useneta1.news.prodigy.com>
Source record: 84354

I guess you can include me as one of those "hypocritical tight asses".
Even though getting copyrighted software for free for the Atari 8 bit
line might not bother the major software companies, it can still hurt the
remaining few Atari 8 bit dealers in the world, which I appreciate dearly.
And there really are a few 8 bit developers out there too, though they
do it for the love of it more than the money. You can still buy games
like Bruce Lee at B&C Computervision and other dealers. OK, so the C64
and Apple users don't care as much about this. Does that make them better?
OK, I'll get off the soapbox for now. Anyone else?

2529. Re: WTB: Joysticks for 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-30 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <4m64lb$14ee@useneta1.news.prodigy.com>
Source record: 84355

You can buy joysticks and also the cheaper joystick repair kits from B&C Computervision at 408-986-9960.

2530. B&C Computervisions

Newsgroup: comp.sys.atari.8bit
Date: 1996-04-30 00:00:00 UTC
From: Paul Gallier <panther@strangeworld.com>
Message-ID: <3186B238.4333@strangeworld.com>
Source record: 84356

After years I've finally decided to dig my Atari 130XE out of the garage and hook it up. I discovered, however, that I'm missing the power supply (I'm quite certain gremlins got to it - they enjoy going through my garage). Now the problem was, where in the world do I get a power supply for such an incredibly obsolete computer? I remembered once ordering Atari computer parts from a company called B&C Computervisions near San Jose (Santa Clara as it turns out). So I called up information and was actually given a phone number. I was surprised to learn that they are still in business and now after speaking with them I'm even more surprised. The woman I spoke to was helpful about the power supply and even knew the price without hesitation. I began to get a bit perturbed when they told me they don't accept COD's, they only allow credit cards when the phone number can be verified through information (doesn't work with people like me who have unlisted numbers), and checks have a three week hold time. Is it just me or is this just a bit on the extreme side? Well, I finally realized that I'll be within 20 miles of B&C this weekend and can just make a slight detour.

I decided I would also check if they carry an Atari 8-bit emulator for PC's I'd learned about while browsing some web sites. The emulator is called the "PC Xformer" by Branch Always Software. It turns out that B&C carries this product. I also wanted the cable (also by Branch Always Software) that allows a person to connect an Atari floppy drive to the PC's parallel port for use with the PC Xformer. Branch Always Software sells the software on CD-ROM (with some extra Atari 8-bit software) and the cable in a package for $69.95. B&C however, only sold them separately for $49.95 and $29.95 respectively. I inquired as to whether or not they sold them as a set for a lower price as Branch Always Software advertised. She replied that they don't and that she can't go lowering the price just because I asked her to. She also asked me why I'm bothering to call them if I can get it somewhere else for less. Her behavior was extremely rude to say the least. I've decided it's not even worth buying the power supply from someone who so obviously doesn't want my business.

Paul Gallier

P.S. Does anybody have an Atari 130XE power supply for sale?

--
_ __ / panther@strangeworld.com
')) _/_ / / **************************
/--' __. ____ / /_ _ __ ' The future's uncertain
/ (_/|_/ / <_<__/ /_</_/ (o and the end is always near.

2531. Unofficial Atari 8-bit New User, Emulator Help FAQ v.0.9

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-01 00:00:00 UTC
From: kendrick@cs.sonoma.edu
Message-ID: <19960501031915.aaaa000VQ@babyblue.cs.yale.edu>
Source record: 84158

```
Welcome to:

THE UNOFFICIAL ATARI 8-BIT NEW USER, EMULATOR HELP FAQ

Revision 1.2, April 2, 1996

By Bill Kendrick

------------------------------------------------------------------

For general help (hardware, magazines, etc.) please check the Official
Atari 8-bit FAQ file:
Atari 8-bit FAQ
(http://www.smartpages.com/faqs/atari-8-bit/faq/faq.html)
You can also ask the FAQ keeper, Michael Current, for a copy at:
mcurrent@carleton.edu

If you want the latest copy of this FAQ:
Unofficial Atari 8-bit New User and Emulator Help FAQ
(http://zippy.sonoma.edu/~kendrick/nbs/new_and_emu.html)
You can also ask me, the FAQ keeper, Bill Kendrick, for a copy at:
kendrick@zippy.sonoma.edu
This file is also posted in text format on the 1st of the month on the
comp.sys.atari.8bit and comp.emulators.misc newsgroups.
------------------------------------------------------------------

Recent Changes:

* Since v.1.1 (March 5, 1996): Added information about XL-It! and
XFSIO.
* Since v.1.0c (Jan. 17, 1996): Updated and added a number of Web,
e-mail and program links.
* Since v.1.0b (Jan.4, 1996): Fixed some MAILTO: links.
* Since v.1.0a (Dec.15, 1995): Added info. (finally!) on how to
contact authors of all of the emulators.

Summary of Atari 8-bit's and emulated 8-bit Atari's:

* Real Ataris: Atari 8-bit computers were produced between 1979 and
1987. The major models released were the:
+ 400 - 8K-16K, 400/800 OS, CTIA or GTIA graphics (depends when
made)
+ 800 - 8K-16K-48K, 400/800 OS, CTIA or GTIA graphics (depends
when made)
+ 1200XL - 64K, 1200XL OS, GTIA graphics
+ 600XL - 16K, XL OS, GTIA graphics
+ 800XL - 64K, XL OS, GTIA graphics
```

+ 65XE - 64K, XL OS, GTIA graphics
+ 130XE - 128K, XL OS, GTIA graphics
+ XEGS (Game System) - 64K, XEGS OS, GTIA graphics (Had Missile Command)
All of the XL's except the 1200XL had BASIC installed on ROM. BASIC can be purchased on cartridge for the 400, 800 and 1200XL.
* Emulated Ataris:
+ On IBM PCs/compatibles:
o PC Xformer 2.x. Limited Public Domain demo.
o PC Xformer 3.0x. Powerful Commercial version.
+ On Apple Macintoshes:
o Rainbow. Limited Public Domain demo.
o Rainbow. Powerful Registered Shareware version.
+ On Atari STs, TTs, and Falcons:
o ST Xformer 2.x. Limited Public Domain (previously commercial).
+ On UNIX and X Window: (including PC and Amiga)
o Atari 800 Powerful Public Domain version.
o XL-It! Powerful Public Domain version.

Capabilities of an Atari 8-bit:

GRAPHICS:
* The Atari has maximum resolution of 320 x 192 (standard, non-overscanned screen) x 2 colors. 160 x 192 x 4, 160 x 192 x 2, 160 x 96 x 4, 160 x 96 x 2, 80 x 48 x 4, 80 x 48 x 2, 40 x 48 x 4 graphics are also supported. 40 x 24 x 256-character (128 normal, 128 inverse, character set indirection available) text mode is standard (2 colors).
* 40 x 24 x 128-multi-colored-character (4 colors per character allowed, the other 128 characters have 4th changed into a color 5) and 40 x 12 x 128-multi-colored-character screen modes are available.
* GTIA graphics support 80 x 192 x 16 shade-only, 80 x 192 x 16 hue-only, and 80 x 192 x 9 color screen modes.
* Normal (bordered), narrow (underscanned), and wide (overscanned) screen modes are available.
* Screen modes can be mixed (by lines) down the screen using the Display List (a program which is executed by the ANTIC graphics chip every screen refresh (60 times per second on real NTSC Ataris).
* Fine scrolling (both vertical and horizontal) can be enabled on any line on the screen.
* All other screen attributes (color, player/missile horizontal position, screen width, player/missile/playfield priority, etc.) can be ajusted at any point down the screen via a "Display List Interrupt."
* Four 8-bit wide, 128 or 256 byte high single color players, and four 2-bit wide, 128 or 256 byte high single color missiles are

available. A mode to combine the 4 missiles into a 5th 8-bit wide player is also available, as is a mode to XOR colors or blacken out colors when players overlap (good for making three colors out of two players!) Players and missiles have adjustable priority and collision detection (which is not supported by the PC Xformer 2.0 and 2.5 and ST Xformer programs).

SOUND:
* Four voices of 8-bit pitch-resolution (3.5 octaves), 4-bit volume-resolution, and 8-distortion sound can be produced. 2 voices (1 and 2, and/or 3 and 4) can be combined to make 16-bit pitch-resolution. Also 4-bit volume-only modes can be enabled for digitally sampled sound replay.
* A fifth "voice" is produced by the internal speaker on Atari 400/800's (for keyclick and buzzer) and in the XL's and XE's this was rerouted through the normal audio output, and the keyclick can be disabled.
* Some hardware stereo upgrades (like "Gumby") exist which double the number of voices.

Objective of this file:

At the time of its release (mid 1994), much discussion went on in the comp.sys.atari.8bit Usenet newsgroup about the Atari 8bit emulator for IBM / MSDOS based computers, PC Xformer 2.0 (XF2 for short). Many people in the 8-bit community had gotten fed up with the XF2-based questions which did not pertain to them, or to the very simple questions which came up time and again which bothered regular readers / digest subscribers.

This file was created to reduce the number of 'newbie' and XF2 questions. Now it's becoming a fairly good reference (and got me the job of writing the commerical 3.0 release's documents!).

This FAQ will present answers to simple questions like "how do I turn off BASIC" (a good answer to that of course is, READ THE FRIGGIN' MANUAL) and "how do I get a disk directory?"

It will also direct people who are unaware of the large amount of Atari 8-bit support (NOT NECESSARILY EMULATOR SUPPORT) and perhaps become a supplement to the many official and unofficial files floating around the net (like the official FAQ, the Vendor/Developer List, the Who's Who list, etc.).

-- QUESTIONS AND ANSWERS: --

1. What does "READY" mean?

This is the Atari BASIC prompt. See below for hints on Atari BASIC.

2. Why doesn't this program load?

The program may not work under the Atari 800 Operating System, it may require the XL/XE Operating System. Be sure you're in 800XL or 130XE mode. (Note: Not all (versions) of emulators support XL/XE modes!)

It may not work under the XL/XE Operating System (rare cases), switch to 800 mode.

Be sure you turned BASIC off before trying to load it if it cannot run with BASIC on.

It might be a BASIC program! Be sure you're in BASIC and use the BASIC "RUN" or "LOAD" (and then "RUN") command. Also, be sure it works with the BASIC you have. Some programs only run in BASIC XL or XE (which are both cartridge-based BASIC's not easily available to an emulator), and some run with TurboBASIC XL (disk-based).

It may just refuse to run on the emulator.
3. How do I turn off BASIC?

To toggle BASIC on and off in PC Xformer, press [SHIFT]-[F10].

To toggle BASIC on and off in Rainbow, ???.

To toggle BASIC on and off in Atari800, ???.

To toggle BASIC on and off in XL-It!, ???.

To toggle BASIC on and off in ST Xformer, ???.
4. Why doesn't this game/program run correctly?

It may use player/missle collision detection which is not supported on some versions of emulators.

See "Why doesn't this program load?", above.
5. How do I exit the emulator?

To exit PC Xformer, press [F5]. Note: this does NOT temporarily 'shell' or 'jump' to MSDOS.

To exit Rainbow, press [Apple]-[Q] or select "Exit" from the "Apple Menu".

To exit Atari 800, ??? or close the window (in X Window).

To exit XL-It!, ??? or close the window (in X Window).

To exit ST Xformer, ???.
6. How do I get to Atari DOS?

In BASIC, type "DOS" at the "READY" prompt.

Reboot without BASIC on.

Be sure you have a DOS-bootable disk image installed in drive 1 ("D1:").
7. How do I use files which are not in disk images with an emulator?

To "install" files as though there were plain disks with PC Xformer, simply add the files to the command line and use them as their respective drives (be sure the first drive is a DOS-bootable disk image).
Example: XFORMER MYDOS45.ATR filename.ext

To use a file from your Mac in Rainbow, make sure the disk image in drive 1 has enough space for the file, and select ???. The file will be added to that disk image.

To use Unix files in Atari800, use the H drive. ???.

To use Unix files in XL-It! ???.

Use the MSDOS program S2PC which allows you to access files within a MyDOS/compatible .ATR disk image. S2PC let's you read, write, delete, change directory, and view the directory of a MyDOS/compatible .ATR disk image. It can be used via command-line parameters from MSDOS, or as a menu.

Use the MSDOS program ATARIMG, which is much like S2PC but has a nicer, more graphical (less-menu driven) interface. (Unfortunately, this doesn't run on all IBM's!)

Use the Mac program Virtual Disk Editor ???.
8. Just what ARE .ATR and .XFD files?

Refer to the XFormer and SIO2PC manuals for details on these files.

Simply put, they are Atari disks, stored as files which are as big as the disk they represent (an 88k disk image will use 88k on the IBM). .ATR files are used by SIO2PC and APE (see below) as well as most Atari emulators. .XFD files are used by ST Xformer and PC Xformer.
9. What are SIO2PC and APE?

Refer to the SIO2PC manuals for details on this program.

Refer to the APE manual and SIO2PC hardware manual for details on this program.

These are a programs which run on IBM/compatibles under MSDOS. (APE also runs fine under "dosemu" for IBM/compatibles running Linux). With the use of of a simple (and relatively inexpensive) cable, the software makes the IBM act as though it were a number of Atari peripherals. SIO2PC emulates up to four disk drives (any drive ID numbers from 1 to 8 are allowed) and a printer. APE emulators up to eight disk drives, a printer, and a modem (RS232). They use disk image files (.ATR's) and can also let the Atari access plain IBM files. SIO2PC does this much like PC XFormer

does, making the single file its own disk. APE allows you to navigate your PC's drives through an Atari drive. The printer emulation of these programs redirect Atari "P:" writes to the PC's printer. SIO2PC can also direct the output to the screen or to a plain IBM file. Different text translations/conversions are available. (APE also allows keyboard macros, command key redefinition, the ability to save the current drive/etc. configuration and load it later as a "block", and the ability to both emulate copy protected disks (with it's own extension of the ".ATR" format, the ".PRO" format (which will hopefully be used in future versions of Atari emulators)) and create disk images from copy protected disks (with a special cable). SIO2PC may soon have this ability as well, since the documentations say it has been planned for a while.)

-- Getting around on the Atari: DOS and OS --

Note: This section will simply discuss Atari BASIC, the Atari OS, and Atari DOS 2.5 and MyDOS 4.5x (because these topics seem the most relevant to the less-knowledged/experienced Atari 8-bit users). No emulator-specific information will be presented.
* AtariDOS and MyDOS QuickReference: MyDOS (4.50 and 4.53) presents the user with the following commands:
+ [*] Disk directory of current directory (like "dir *.*" in MSDOS)
+ [1]-[9] Disk directory of a disk drive (like "dir a:*.*" to "dir i:*.*")
+ [A] Disk directory (like "dir " and optional output destination)
+ [B] Quit to cartridge
+ [C] Copy file(s) ("[source],[destination]" copies from one place or disk to another, just "[source]" copies from one place on one disk in a drive to the same place on another disk in the same drive (asks for swapping))
+ [D] Delete file(s) (add "/N" to delete without being prompted first) (add ">*.*" or ":*.*" after a subdirectory name to delete the files within it. A subdirectory name alone will delete the subdirectory (if it is empty and unlocked)). (Acts like both "del" and "rd" in MSDOS.)
+ [E] Rename file(s) (renaming multiple files is allowed, but be careful). (like "ren [old] [new]" in MSDOS - with MyDOS, use "," between old and new masks.)
+ [F] Locks file(s) from overwrite, deletion and appending (like "attrib +r [mask]" in MSDOS.)
+ [G] Unlocks file(s) (returns them to their default state).
+ [H] Writes DOS files to a disk (this creates a disk which boots with the current version of MyDOS you are using and also has the menu file "DUP.SYS" on it as well). (This is like "sys"(?) in MSDOS.)

+ [I] Formats a disk (add "/N" after the drive number to do a quick-format of an already-formatted disk (ie, just a very fast "delete `*.*'").
+ [J] Duplicate disk (copies an entire disk, including boot sector, when using XFormer, it's much quicker to just copy one .XFD or .ATR to another).
+ [K] Make binary file: saves memory and makes it binary-loadable. See [L].
+ [L] Load binary file: loads a compiled program. (like "[filename]" in MSDOS, except any ".EXE", ".COM", ".OBJ", etc. is still required.)
+ [M] Run at address. Mainly for advanced users. Reboot is "E477", reset is "E474" (these are the hex values of the addresses where the routines to reboot and reset are.)
+ [N] MEM.SAV: when this is on, whenever you go to DOS (from BASIC, for example) it will write what is in memory to a file "MEM.SAV" so that when DUP.SYS (the menu) loads it isn't lost forever. When you exit DUP.SYS with the "B: Run Cartridge" command, MEM.SAV is reloaded and the environment should be as it was when you left. It's probably quicker to simply "SAVE" your programs (if in a language) which aren't nearly as big as all of the memory that MEM.SAV saves.
+ [O] Options: this presents the user with some options. Mainly for advanced users or special setups. See the MyDOS docs for details.
+ [P] Set density. Forces a drive to be recognized at a certain density if MyDOS can't figure it out. (??)
+ [Q] Make a subdirectory. (like "md" or "mkdir" in MSDOS).
+ [R] Set default directory. (like "cd" in MSDOS and "cwd" in SpartaDOS) This makes "D:" now the same as a subdirectory or other drive. ie, "D2:" will make all calls to "D:" act as though they are to "D2:" instead. Some programs when prompting for filenames do not add "D:" to the beginning if one is not present, they add "D1:". If you don't trust a program to look to "D:" instead of "D1:" and you want it to look to some place OTHER than "D1:" (ie, where "D:" is pointing which could be a VERY long path list), just add "D:" to the beginning. ALSO, some programs don't even ADD "D:"'s if they aren't in the filenames you give and may give errors (138, for example: device not present, ie, if you said "TESTFILE.DAT" it may think you want "T:" instead of "D:TESTFILE.DAT").
+ [S] Set ramdisk number. This is also under [O]ptions.
+ [V] Verify writes. This is also under [O]ptions. When Verify is on, writes will be slower but 100% reliable. With it off, writes will be much faster but possibly not as reliable (on bad disks, for example). Default is off.

AtariDOS presents the user with the following commands which are identical to MyDOS's commands: A,B,C(no swaping),D,E,F,G,H, I(some

densities),J,K,L,M,N

AtariDOS 2.5 presents the user with the following commands not present or not the same as MyDOS's commands:
+ [O] Duplicate file. This is used to copy a file from one disk to another using only one drive. (In MyDOS, giving just a source will make [C]opy act like DOS 2's Duplicate.)
+ [P] Format Single. In DOS 2.5, this is used to format 88k (Single Density) disks. To format an Enhanced Density (127k) disk, just use [I]. In DOS 2.0, [I] is the only format option and only handles 88k. (I may be wrong, but I have never had a Double Density drive under Atari DOS 2.0 or 2.5!)
* General DOS and OS questions:
1. How do I access the disk drives?

First, you need to have booted with a DOS. All but one DOS is on disk (SpartaDOS X is on cartridge). When the Atari boots up, it does some of its 'boot-up stuff' which includes looking for a disk drive connected and turned on which is set up as drive #1. It then begins to load from the disk's "boot sector". If none exists or there's a nasty error on the disk, you get the "BOOT ERROR" notice until the error is fixed. (On SpartaDOS disks, even non-bootable disks have a boot sector, but all the boot sector is is a small program which displays a 'not a boot disk' error).

To end the digression, the answer to 'how do I access the disk drives' starts with 'you must boot the Atari with a DOS'. Check the 8-bit FAQ and the UMICH and other FTP archives for lists of DOSes available for Ataris, but the most used are Atari DOS (for compatibility with almost ALL older software), MyDOS (for an Atari DOS compatible high-end DOS), and SpartaDOS (for a very high-end DOS which looks much like MS-DOS but unfortunately cannont run all software which runs fine with Atari DOS and MyDOS.) Note: SpartaDOS does NOT run on Atari 400's and 800's (except the cartridge versions and I believe disk version 1.1). Now that you have a DOS loaded, the Atari understands the "D:" device (see below for Atari devices). Since there is more than one disk drive, you have to be able to tell them apart. The Atari uses numbers when it has more than one of the same device, so "D1:" is drive 1, "D2:" is drive 2, "D3:" is drive 3, etc.!

After the "D:" device name comes the filename. Of the most used DOSes, only MyDOS supports lowercase letters in filenames, but since most programs force uppercase entry for filenames, nobody really seems to use lowercase in their filenames.
2. How do I copy things from one place to another?

Atari DOS and MyDOS give you the "C" command in their menu interface. When it asks for a source and destination, you can

use wildcards (* and ? like in most other DOSes) to copy more than one file at a time. You can also present no destination so that a file can be copied from one disk in drive 1 to another disk in drive 1, for example, and the DOS will ask you to insert each disk.
3. What are subdirectories?

Subdirectories are places where files go which are just like the normal directory of a disk, except the they happen to be WITHIN that normal directory, or even another subdirectory. For example, you can have your disk divided up into the "GAMES" files, the "GRAPHICS" files and the "SOUNDS" files. A directory of the disk (the "root" or "base" or "trunk" directory) will simply list the three subdirectories, "GAMES", "GRAPHICS" and "SOUNDS". Then, if you ask for a directory listing of the "GAMES" subdirectory, you will see the files (and perhaps other subdirectories) within the "GAMES" directory. Think of it as a tree. For people familiar with Macintoshes, "Folders" are simply subdirectories. A window which appears when you open a "Disk" Icon is the "root", and all of the "Folders" within it have more windows in them which also have file and folder icons.

Here's a comparison to using subdirectories on different DOSes

root 'GAMES' 'SPACE' within 'GAMES'
AtariDOS D: n/a n/a
MyDOS D: D:GAMES: D:GAMES:SPACE:
SpartaDOS D: D:GAMES> D:GAMES>SPACE>
MSDOS (IBM) \ \GAMES\ \GAMES\SPACE\

Note, only Atari DOS would be using drive 1 here, all other DOSes are not necessarily using drive 1, and MyDOS and SpartaDOS may already 'be within' a subdirectory.

In MyDOS and SpartaDOS (and MSDOS), you can change the 'current' or 'default' directory to a different place (a different drive or a subdirectory). "D:" can stand for "D1:" (like AtariDOS always does) or "D2:GAMES:SPACE:"! PLEASE READ THE MYDOS OR SPARTADOS DOCUMENTS FOR DETAILS ON THIS!
4. What does "P:", "E:", "K:", etc. mean?

As stated before, the Atari has devices. "D:" is added when a bootable disk in drive 1 is read. Other exist as well:
o C: Cassette
Readable and writeable, no filenames.
o D: Disk Drive
Readable, writeable, random access, directory, files, multiple devices (up to 9 on MyDOS and newer SpartaDOS, 8 on AtariDOS).
o E: Editor

Readable, writeable. This is how input from the keyboard
and output to the screen is normally handled. If you
wish to type a small file up by hand and have it sent to
the printer or a file, use "E:" as the source.
o G: Graphics Printer
Writeable. This is not built into the Operating System
but must be loaded. This is an Epson-compatible printer
driver which can easily dump graphics.
o K: Keyboard
Readable. This is just the keyboard. Input from it is
not `echoed' back like with the "E:ditor".
o M: "Multi-Mouse"
Readable, writeable? This is not built into the
Operating System but must be loaded. This is a handler
which runs in the background and accepts input from
either a mouse, a joystick or a touch-tablet and
displays a mouse pointer on the screen.
o M: "Multiplexer"
Readable, writeable. For Atari's connected to each other
via a "Multiplexer" local area network, the "MUX"
Operating System replacement provides an "M:" device for
computer-to-computer communication.
o P: Printer
Writeable. Send data to this and it will appear on the
printer. You can print files (documents, etc.) by using
"P:" as the destination. The Atari XL/XE OSes support
"P1:" and "P2:", although I believe this usage is rare.
o R: RS232 (COM port)
Readable, writeable, concurrent mode. This is not built
in to the Operating System, but is loaded. It supports
modems. The Atari 850 Interface has it's "R: handler"
'built-in', which means the Atari also looks for an 850
(or other compatible interface) and receives the "R:
handler" code from it. Other interfaces and the Atari
'direct-connect' modems require a file to be loaded
which contains the "R:" code. "R1:" and "R2:" is also
supported, but also its usage seems rare.
o W: Windowing (screens)
Readable, writeable. This is a graphics 8 graphical
windowing driver (rarely used, unfortunately!). It must
of course be loaded as well.
o Z: RTime8 Real-time Clock
Readable, writeable. This is also not built in to the
OS, but loaded. This is loaded from disk and lets the
user access the "RTime8" real time, battery-backed up
clock for the Atari 8-bit. (This is a cartridge-based
device). I am unaware of any "Z:" clone which let's you
set the Atari internal (non-real time,
non-battery-backed-up) clock if you do not have an
RTime8, although I'd love to see one! [hint!!]

5. How do I print something from DOS?

As stated above, just use the "C"opy command, then use the
file you wish to print as the 'source', and "P:" as the
'destination'. Example: "D1:DOCUMENT.TXT,P:"

-- Getting around on the Atari: BASIC --

What does "READY" mean?

Again, this is simply the prompt that Atari BASIC (and most older
BASIC's) presents the user when it is in "Immediate" mode.
* Entering a command will cause it to act immediately.
* Entering a line number and then a command will place that line
into the current program.
* Entering a line number alone will remove that line from the
current program.
* To start a program, use the "RUN" command.
* To erase a program, use the "NEW" command.
* To clear variables, strings and arrays, use the "CLR" command.
* To load a program, use the "LOAD" command followed by a filename
(see below). To load and run a program, use the "RUN" command
followed by a filename.
* To save a program, use the "SAVE" command followed by a filename.
* To list a program, use the "LIST" command followed by an optional
destination device ("D:file.lst", "P:"rinter) and an option start
and end set of lines seperated by (a) comma(s).

Where can I learn Atari BASIC?

A (set of) file(s) will be created explaining all of Atari (and Turbo)
BASIC's commands and their usage. (A larger file may be produced which
will be based on examples provided in the Atari BASIC Reference
Manual). (As of August 1, 1995, these particular files do not exist).

How do I quit BASIC?
* Type "DOS" to quit BASIC and return to DOS.
* Type "BYE" to quit BASIC and exit to the OS's "bye" routines
(Atari Memo Pad on 400/800's, Atari logo on 1200XL's, and Self
Test on other XL's and XE's). (Note: On 1200XL's, use [HELP] to go
to the Self Test when the Atari logo appears).
* Reboot with [OPTION] held down to disable BASIC. (For emulator
users, remember there are ways to totally disable BASIC.)

Why don't strings work?

Strings must be "dimensioned" like arrays in Atari BASIC. Strings are
special character arrays. See the BASIC usage/etc. files mentioned in
the answer to question 2. Simply put, to make a string that will
accept up to "#" character, use DIM [name]$(#). Example: DIM A$(10) -
now A$ can contain between 0 and 10 characters.

How do I make graphics?

Use the "GRAPHICS" command to switch between the following screen modes: (Note: All modes except 0, 9, 10 and 11 have four lines of 40 x 24 x 2 sized text covering the bottom of the screen. Add "16" to the mode number to remove this window (but do not make any PRINTs or PUTs to the standard output otherwise a GRAPHICS 0 screen will appear))

(Note: Add "32" to the mode number to keep the screen from clearing when it appears. One problem, however, all screens overlay each other so unless you only use certain modes at certain times, parts of some screens will become (or start out) with 'garbage' on them.)
* 0: 40 x 24 x 2 text
* 1: 20 x 24 x 5 text
* 2: 20 x 12 x 5 text
* 3: 40 x 24 x 4 graphics
* 4: 80 x 48 x 2 graphics
* 5: 80 x 48 x 4 graphics
* 6: 160 x 96 x 2 graphics
* 7: 160 x 96 x 4 graphics
* 8: 320 x 192 x 4 graphics
* 9: 80 x 192 x 16 luminence-only graphics
* 10: 80 x 192 x 9 graphics
* 11: 80 x 192 x 16 hue-only graphics
* 12: 40 x 24 x 4-colored text
* 13: 40 x 12 x 4-colored text
* 14: 160 x 192 x 2 graphics
* 15: 160 x 192 x 4 graphics

COMMANDS:

Commands available in Atari BASIC for manipulating simple graphics include:
* PLOT x,y - plot a pixel
* POSITION x,y - position cursor
* COLOR c - set drawing color (c=color or character value)
* DRAWTO x,y - draw a line from cursor location (set with "POSITION", "PLOT", "DRAWTO" or "LOCATE")
* LOCATE x,y,r (where r is where result will be stored)
* SETCOLOR c,h,l (c=palette location, h=hue, l=lum)

COLORS:

Note: COLOR command colors are not identical to SETCOLOR command colors:
* COLOR 0 will draw using the background color, set with SETCOLOR 4,hue,lum
* COLOR 1 will draw using color "0", set with SETCOLOR 0,hue,lum
* COLOR 2 will draw using color "1", set with SETCOLOR 1,hue,lum
* COLOR 3 will draw using color "2", set with SETCOLOR 2,hue,lum

Except in GRAPHICS mode 10, where COLORs 0, 1, 2, and 3 must be POKEd into memory locations 704, 705, 706 and 707 (the player/missle

graphics color locations). Examples of this will be presented in the
BASIC usage files. (Sorry)

How do I make sound on the Atari

Remember, XFormer 2.5 doesn't support sound! (XF3.0 does)
But anyway, in Atari BASIC: SOUND c,p,d,v
* c=channel (0-3)
* p=pitch (0-255)
* d=distortion (0,2,4,6,8,10,12 or 14)
* v=volume (0-15)

The buzzer character is CHR$(253) aka [CONTROL]+[2] (NOT
[CONTROL]+[G])

How do I move the cursor and edit?

The Atari "E:" device (standard input/output which is the "editor")
allows the following characters for editing:

Key: AtASCII #: Use:
---------- -------- ----------
Atari none Turn inverse on/off (Atari 400/800 kybds)
Inverse [Triangle] none Turn inverse on/off (Atari XL/XE kybds)
CAPS none Turns caps-mode to lowercase (400/800 OS)
CAPS none Toggles caps-mode from upper to lower (XL/XE)
Sh-CAPS none Turns caps-mode to uppercase (all OSes)
Ct-CAPS none Turns caps-mode to [Control]-[Lock] (all)
Up ([^-]) 28 Move cursor up
Down ([^=]) 29 Move cursor down
Left ([^+]) 30 Move cursor left
Right ([^*]) 31 Move cursor right
Space 32 Move cursor right (overwrites w/Space char)
BackSpace 126 Move cursor left (deletes previous char)
Delete ([ShBkspc]) 156 Deletes a (logical) line (1-3 physical lines)
Insert ([Sh>]) 157 Inserts a physical line
Ct-Delete ([^Bksp]) 254 Deletes char under cursor, pulls rest left
Ct-Insert ([^>]) 255 Inserts space under cursor, pushes rest right
ClearScn ([^<]) 125 Clears screen
Bell ([^2]) 253 Sounds buzzer
TAB 127 Moves cursor to next TABstop
ClrTAB ([^TAB]) 158 Clears any TABstop under cursor
SetTAB ([ShTAB]) 159 Sets a TABstop under cursor
ESC 27 Sets ESCape (next edit char after is shown,
not done, non-edit chars shown (like normal))
RETURN 155 Sends End Of Line (moves cursor to lowerleft
of next line, accepts input)

Note: Inverse characters have values of the normal version of the
characters plus 128. (The only non-viewable inverse character is
inverse-ESC, or what would be the [ESC],[RETURN] combination. The
character exists, but must be set into screen RAM by hand. Oh well, at

least you still have 255 easily viewable characters! [grin])

How do I make the editor characters appear

As shown above, you must have an ESC sent before them.
* When simply entering text, type [ESC] then the edit key and the character for that edit key should appear.
* When entering text in a PRINT statement, you must have it send an ESC beforehand, so first type [ESC],[ESC] to make an ESCape character appear, then type [ESC] then the edit key and the character for that edit key should appear.
When the PRINT statement is executed, the first ESCape (which you typed as two [ESC]'s) will make the editor SHOW the following character (even if it is an edit character), then the character which you entered (with [ESC] and then the edit key) will make that character appear. This makes it difficult to align a set of PRINT statements which make a multi-line picture or menu which uses viewed edit keys.
It is probably best to have all of the lines in your program with the PRINT statements that can fit visible on the screen, then edit them (without putting any of the ESCape characters in, then when the picture looks like how you want it on the screen, move the cursor to on top of each edit-key character and press [Control]+[>] (Control-Insert). A blank space should appear under the cursor and the rest of the line should move right. Now, type [ESC],[ESC] and an ESCape edit-key character should appear where the blank space was. When you are finished doing that for each line with those PRINTs in it, BE SURE TO ENTER THEM INTO THE PROGRAM BY PRESSING [RETURN] ON EACH OF THOSE LINES! Whew!

Set the memory location "766" to "1" with the command "POKE 766,1" to turn on the no-edit mode (ALL characters except End Of Lines will appear, even ClearScreens!) When you want to go back into normal mode, set the location back to "0" with "POKE 766,0".

What's with the colors changing?

THIS IS THE FIRST EVER SCREEN SAVER! This is called "Attract mode" as was used on the Atari 2600 and Atari 400/800/XL/XE series (and probably on the 5200 and 7800 but I cannot confirm this). When a key hasn't been pressed for 7 or 9 (depending on OS, model, etc) minutes, the screen colors begin changing, thus protecting your TV or monitor from having an image burned on it.
* To turn this mode off, press a key, or, if within a program, use the command "POKE 77,0" at least once every few minutes (IF the screen is active, otherwise turning it off would be kinda useless).
* To turn it on, wait 7 or 9 minutes without pressing a key or having location "77" set to "0", or set location "77" to "128" with "POKE 77,128", voila! instant attract mode!

How do I access 'devices' on the Atari?

The following commands are available to Atari BASIC's (and also
variations on these are available in most other Atari languages!):
* OPEN #a,b,c,d$
Opens channel 'a' for access to 'd$' in mode 'b' with auxillary
mode 'c'. Channel 'a' must be free or else a 'Channel already
open' (129) error will occur. To explain the different "modes",
here are simply some examples:
+ OPEN #1,4,0,"K:"
Input from keyboard
+ OPEN #2,8,0,"P:"
Output to printer
+ OPEN #3,12,0,"D:FILE"
Random access to disk
+ OPEN #4,9,0,"D:DATA"
Append-output to disk
+ OPEN #5,13,0,"R:"
Concurrent to RS232 (modem)
+ OPEN #6,6,0,"D:*.TXT"
Directory access to disk (reads directory of "*.TXT" mask)
* CLOSE #a
Closes channel 'a' (freeing it for use)
* GET #a,b
Reads a byte from channel 'a' and stores it in 'b'
* PUT #a,b
Puts byte 'b' onto channel 'a'
* INPUT #a,b$
Reads a string (up to 255 bytes and a REQUIRED 'end of line'
(character 155)) from channel 'a' and stores it in 'b$'
* INPUT #a,b
Reads a string (up to 255 bytes and a REQUIRED 'end of line'
(character 155)) from channel 'a' and stores the numeric value of
it in 'b'
* PRINT #a,[stuff]
Just like the normal BASIC PRINT statement, but sends the
information to channel 'a' (semicolons, comas, and mixed types are
of course allowed).
* STATUS #a,b
Reads the error 'status' of channel 'a' and stores it in 'b'
* XIO a,#b,c,d,e$
General I/O call. This a little complicated and may be expanded
upon in a future revision. Just be aware of the following:
+ a - command
+ b - channel to use (usually must be free)
+ c - auxillary mode 1
+ d - auxillary mode 2
+ e$ - file or device to act upon
Examples:
+ XIO 32,#1,0,0,"D:FILE,OLDFILE" renames file
+ XIO 33,#1,0,0,"D:OLDFILE" deletes file
+ XIO 34,#1,0,0,"D:GAMES" creates a directory in My- &
Sparta-DOS

+ XIO 35,#1,0,0,"D:NEWFILE" locks a file from over-write and
deletion
+ XIO 36,#1,0,0,"D:NEWFILE" UNlocks a locked file
+ XIO 40,#1,4,0,"D:PROG.OBJ" loads and runs a binary file (like
"L" in Atari and MyDOS)
+ XIO 40,#1,5,0,"D:PROG.OBJ" loads a binary file (like "L" in
Atari and MyDOS with the "/N" option)
+ XIO 41,#1,0,0,"D:GAMES" changes default directory that
drive/subdirectory (all calls to "D:" will now occur within
that drive/directory)
+ XIO 254,#1,0,0,"D2:" FORMAT a disk (in Atari DOS 2.5, this is
format 'enhanced', to format 'single' density, use XIO 253)
(in MyDOS, this is format, but not 'enhanced', use:
+ XIO 253,#[channel],1,0,"D[drive]:" for formatting a drive in
enhanced mode).
NOTE: 39 and 40 are the same. Also note the useage of AUX1 in the "XIO
40" example.

-- Getting Atari files to an IBM: --

1. How can I read Atari disks on my IBM?

Note: Someone please give more details or corrections here!
Thanks!

If you have double-density Atari disks, you can use the program
"Util" on the IBM which can read double-density Atari disks.
Please see the Atari 8-bit FAQ for more details.

If you have an Atari 1050 disk drive, you can use the program MULE
to copy files, one file at a time, 20k chunks at a time, from the
Atari to the IBM. You first must format a 180k disk on your IBM,
the run MULE on your Atari to get a file onto the MULE disk, then
run MULE on the IBM to get the file onto the IBM. Tedious, isn't
it? MULE wasn't meant to be a fully-functional program, just a
demo to show that this was even possible.

If you're fortunate to have a Black Box interface on your Atari,
you can get an external IBM drive and the Black Box's add-on, the
Floppy-Board and simply copy files from your Atari disks or hard
drive(s) onto IBM disks via the floppy board, then load them up on
your IBM.
2. Ok, I can't do any of that, now what?

You can use SIO2PC, which is a program for IBM's which turns your
IBM into a set of Atari disk drives. You need the SIO2PC cable
(which you can purchase, assembled or unassembled, or buy parts
and build it yourself) and the SIO2PC software (available at
UMICH). Connect your IBM to your Atari, load SIO2PC, and then run
the program FILE2PC on the Atari to transfer files to the IBM's
hard drive. Or instead create a disk image within SIO2PC and copy

files from one disk (a real Atari floppy) to another (the SIO2PC image) with the Atari or MyDOS "C"opy command. If you want to extract files out of the SIO2PC disk image file and store them on your IBM's hard drive or floppies as single files, either again use FILE2PC or use S2PC, an IBM program which can extract files from or add files to MyDOS-compatible SIO2PC disk images!

You can use two modems (one on your PC and one on your Atari) to download files from your Atari 8-bit.

If you don't necessarily want files that you already have on your Atari 8-bit, you can download files from the huge collection available at FTP sites and Atari 8-bit supporting bulletin boards and save them onto your IBM.

If you have only one modem, so you can't connect both your Atari 8-bit and your IBM together via modems, you can do it via null-modem, OR you can upload files from your Atari to some bulletin board or account you have access to, and then connect the modem to your IBM and download the files.
3. Is there any easier way to get Disk Communicator (Atari disk image) files to and from SIO2PC disk images or PC Xformer XFD disk images other than using Disk Communicator 3.2 on my Atari! I mean, both files are disk images! They're both on my PC's hard drive! [cry]

(AND NOTE: DiskComm. doesn't like SIO2PC a lot of the time anyway!)

Yes! There's an IBM program out called "DCM2DSK". (Why "DSK" and not "ATR"? To keep people from getting confused with the ATR-8000(?))

There's also C source to a very similar program called "DCMTOATR" which works on PC's (a PC executable version comes in the archive) and Unix and probably any other system with a good C compiler.

-- Where to get or FTP files mentioned in this FAQ: --

Emulator FTP: ftp://ftp.demon.co.uk/pub/emulators/atari
+ PC Xformer 2.0 and 2.5 can be downloaded from:
o ftp://ftp.clark.net/systems/msdos/emulators/
o
gopher://gopher.archive.umich.edu:7055/11//atari/8bit/Xf2
/
o Branch Always Software's Home Page
(http://www.halcyon.com/brasoft/)
+ PC Xformer 3.3 demo can be downloaded from:
o Branch Always Software's Home Page
(http://www.halcyon.com/brasoft/)
+ PC Xformer 3.3 can be purchased for US$29.95 (prices may vary) from:

o U.S.A.:
American Technavisions
510-352-3787, fax 510-352-9227
B & C Computervisions
408-986-9960, fax 408-986-9968
Mid Cities Computers
310-867-0626, fax 310-920-8933
Rising Star Computers
800-252-2787, fax 513-254-7970
Toad Computers
800-448-8623, fax 410-544-1329
o Germany:
Atari Bit Byter User Club
+49 02366-39623 (same for fax)
KE-Soft
+49 06181 87539, fax: +49 06181 83436
o United Kingdom:
Micro Discount
+44 021 353 5730, +44 021 352 1669
o or directly from Branch Always Software: (USA)
14150 N.E. 20th Street, Ste 302, Belleuve, WA 98007.
1-206-369-5513, fax 1-206-885-5893
E-mail: brasoft@halcyon.com
WWW: http://www.halcyon.com/brasoft/
+ Rainbow can be downloaded via FTP from:
o Chris Lam:
E-mail: LamCW@helios.aston.ac.uk
WWW: http://www.aston.ac.uk/~lamcw/em_RBOW.html
+ Atari800 can be downloaded via FTP from:
o David Firth:
E-mail: David@signus.demon.co.uk
WWW: ???
+ XL-It! can be downloaded via the Web from:
o :
E-mail: Markus Gietzen magi@stud.uni-sb.de
WWW:
http://www.htw.uni-sb.de/people/mgietzen/atari/xl-it.h
tml
+ ST Xformer can be downloaded via FTP from:
o Branch Always Software: (USA)
14150 N.E. 20th Street, Ste 302, Belleuve, WA 98007.
1-206-369-5513, fax 1-206-885-5893
E-mail: BraSoft@halcyon.com
WWW: http://www.halcyon.com/brasoft/
+ The following programs are available via FTP / Gopher on the
Internet:
o SIO2PC:
gopher://gopher.archive.umich.edu:7055/11/atari/8bit/S
io2pc
o APE:

gopher://gopher.archive.umich.edu:7055/11/atari/8bit/A
pe
o Mule:
gopher://gopher.archive.umich.edu:7055/59/atari/8bit/D
iskutils/mule.arc (Atari)
gopher://gopher.archive.umich.edu:7055/59/atari/8bit/Dis
kutils/mule.exe (IBM)
gopher://gopher.archive.umich.edu:7055/00/atari/8bit/Dis
kutils/mule.txt (Documentation)
o Util:
gopher://gopher.archive.umich.edu:7055/59/atari/8bit/D
iskutils/myutil.zip
o S2PC: atari/8bit/??? (IBM)
o Virtual Disk Editor: atari/8bit/??? (Mac)
o DCM2ATR: ? (IBM/Unix)
o DCM2DSK:
gopher://gopher.archive.umich.edu:7055/59/atari/8bit/S
io2pc/dcm2dsk2.zip (IBM)
gopher://gopher.archive.umich.edu:7055/00/atari/8bit/Sio
2pc/dcm2dsk2.txt (Documentation)
o ATR2Unix: (IBM/Unix)
o XFSIO: http://www.insight-media.co.uk/idrun/xfsio.htm

-- The End --

AGAIN, PLEASE CHECK OUT THESE OTHER FILES:
+ ATARI 8-BIT FAQ
+ PC XFORMER DOCUMENTS
+ RAINBOW DOCUMENTS
+ ATARI800 DOCUMENTS
+ XL-IT! DOCUMENTS
+ MYDOS DOCUMENTS
+ SIO2PC DOCUMENTS
+ APE DOCUMENTS

THANKS!

Contacts:

+ I (Bill Kendrick) can be contacted at:
o kendrick@zippy.sonoma.edu,
o New Breed Software, 1530 Armstrong Ave. #47, Novato, CA
94945-2574 USA.
+ Darek Mihocka, the author of PC Xformer and ST Xformer can be
contacted at:
o brasoft@halcyon.com,
o Branch Always Software, 14150 N.E. 20th Street, Ste 302,
Belleuve, WA 98007 USA.

+ Micheal Current, keeper of the Atari 8-bit FAQ files can be
contacted at:
o mcurrent@carleton.edu,
+ Chris Lam, the author of Rainbow can be contacted at:
o LamCW@helios.aston.ac.uk
+ David Firth, the author for Atari800 can be contacted at:
o David@signus.demon.co.uk
All of these people can be reached via the comp.sys.atari.8bit
newsgroup, and many on the comp.emulators.misc newsgroup.

PLEASE add questions and report any mistakes or bugs to me as soon
as possible! Thank you!!!
kendrick@zippy.sonoma.edu

2532. Re: Hypocrites Rule The Net - Part II

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-01 00:00:00 UTC
From: necronus@erinet.com
Message-ID: <4m75ne$2ge@eri2.erinet.com>
Source record: 84159

On 29 Apr 1996 15:25:58 -0600, thester@nyx10.cs.du.edu (Uncle Fester)
mumbled something like:

>>Subject: Re: Let's Trade Files - Part II

>> After receiving the initial missive pertaining to
>> the alleged "illegal" activity that I am supposedly
>> engaged in, I pointed out that the files in question
>> are not obtainable through any retailer or other
>> official source. I got this in reply:

>>>This is not a matter for debate. It is illegal to give away copies
>>>of copyrighted materials without permission of the copyright holders.

>> How in the hell does anyone know that I don't have
>> their permission?

Lessee... In the first page of files alone, you mention that you have
available Archon I and II. Isn't Electronic Arts still around? Oh,
and let's not forget BallBlazer, by LucasFilm...

>> How does he know that the material in question may
>> actually be "copyrighted". Presumption only.

Because it expressly says that it is copyrighted on the title screen
of most games (get glasses; it may help!)

>> Hypocrites in action.

Hmmm... Lemme see if I got this right... They are being hypocritical
about a program being copyrighted, even though the program is
available in no other fashion? I suppose that photocopying a complete
book isn't ripping anyone off, right? Even if the book has been out
of print for years?

>>
>>>If there are any other users from Nyx giving away copies of copyrighted
>>>materials through their Nyx account without the permission of said
>>>copyright holders, they will be dealt with in -exactly- same manner.

>> Exactly the same hypocritical manner, I guess.

Hypocritical, of course, if it happens to be YOUR chops being
busted...

>> Look for Uncle Fester to make a Big Ass[tm] of both
>> himself *AND* his UseNet 'pusher' (Nyx) in ways never
>> before dreamed possible for such an insignificant

>> little corporation. (Yes-Big Ass Technologies is a
>> real incorporated business-but it doesn't sell a dang
>> thing-yet)

Why wait for you to make a big ass of yourself to the public when you are doing such a great job of it in here? Please, continue your whining! If nothing else, it breaks the monotony of actual intelligent conversation that most of the usenets normally carry...

>> Big Ass Technologies, UNlimited is re-tooling the "production
>> line" for the introduction of an innovative little
>> bit of irritating 'fluff' that uses a form of stealth
>> technology to grow into a HUMONGOUS mass of irritating
>> 'fluff'.

[rest of message and inane .sig snipped]

The only fluff observable is that which is popping out of your ears!

2533. Faq???

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-01 00:00:00 UTC
From: keith00414@aol.com
Message-ID: <4m79d8$9h4@newsbf02.news.aol.com>
Source record: 84160

Could someone please post the 8 bit faq or send it to me?

Thank you very much

2534. Q: Atari 5200-7800-8bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-01 00:00:00 UTC
From: glennb <glennb@interport.net>
Message-ID: <3187DBA8.467D@interport.net>
Source record: 84161

Hi maybe someone can clarify this for me...

It was my understanding that when the Atari 5200 came out it was
essentially
the Atari 8 bit computer (400/800/XL) with some minor changes in a video
game box. Great.

What then was the 7800? More specifically how did it differ form the
5200/8
bit computers?

Thanks,
Glenn

email: glennb@interport.net

2535. Re: Hypocrites Rule The Net - Part II

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-01 00:00:00 UTC
From: Tony Smolar <asmolar@fast.net>
Message-ID: <Pine.LNX.3.91.960501145538.27264A-100000@firewall.nscs.fast.net>
Source record: 84162

> Hmmm... Lemme see if I got this right... They are being hypocritical
> about a program being copyrighted, even though the program is
> available in no other fashion? I suppose that photocopying a complete
> book isn't ripping anyone off, right? Even if the book has been out
> of print for years?
>

Copyrights DO expire. If the copyright is not renewed, then technically
the material becomes Public domain.

I think the life of a copyright is 19 years or 27 years or it might depend
on the type of the copyright. So most software is still under copyright,
but in a few years alot of this classic software could start becoming PD.

2536. Re: Disk image file question

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-01 00:00:00 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <4m8dsu$45l@madeline.INS.CWRU.Edu>
Source record: 84163

In a previous article, mgorelick@pmh.com (Marc Gorelick) says:

>Hi!
>
>I have carefully read all the FAQs I can find and still have a couple of
>questions for other folks reading this newsgroup. Hope someone can help me
>figure these out!
>
>1. I've got a couple of files that have .PRO extensions, but can't find
>anything that looks like it turns this type of file back into a disk. Since
>I'm actually using an Atari and not an emulator, I'd need a way to do this on
>the Atari itself. Which leads me to...

.PRO Images are Protected Disk Images for use w/ APE 1.07 and greater. They
contail all the protection information of the original disk read in a
'peephole' type manner, and are for _emulation_ only and cannot be
turned back into original disks. PRO is an emulation format, not an
archival format if you want to get technical :)

To use .PRO images get a copy of APE from http://www.nacs.net/~classics.

Also please read the users manual available there, as it will answer
many of your questions regarding disk images and emulation.

>2. I also have a few .ATR files and an .XFD file. These would be
>great if I wanted to use the XF2 emulator, but I don't. I'd like to turn these
>into .DCM files or some other helpful format...but how?

You can convert ATR/XFD images _directly_ to .DCM archives by using Imagic
1.02. Its available at the URL above. If you dont have Win 95/NT
installed, see the suggestion below.

>The only thing I can
>think of is to use a utility like "Disktran" (old utility I used to use to
>transfer a whole disk, sector by sector) on both the real Atari and an
>emulated Atari and send it via serial. Is there another solution?

You can use APE and load the disk image as drive 1, and use any sector
copier with your REAL 1050 as drive 2 and just copy from the disk image
to the real disk.

>Thanks much for any help you folks might have to offer!

Steve
Author of APE - The Atari Peripheral Emulator
--
-- Video game playing, adventure junkie, choclate craving, woman loving,

Limbaugh hating, Trek watching, all around lazy computer fart.

!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

2537. Re: B&C Computervisions

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-01 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <4m8k8d$147g@useneta1.news.prodigy.com>
Source record: 84164

When you're talking about one of the very few remaining Atari dealers left in the world, personality of salespeople is low on my list of priorities. If they have what I want for a price I'm willing to pay, I buy it. "Rudeness" is one of those pride issues that isn't cost effective. Let it go and buy the damn power supply, even if it takes a few weeks. Otherwise, list your number. Life is full of trade offs.

2538. Re: S: 8-Bit FTP Site

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-01 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <4m8sbt$6ue@charm.magnus.acs.ohio-state.edu>
Source record: 84165

In article <4m2rlv$920@fu-berlin.de>,
Frederik Holst <QNTAL@ZEDAT.fu-berlin.de> wrote:
>Does anybody know some good FTP-Sites for the ATARI 8-Bit wgere you can
>also get some commercial classics ?
>As far as I know no software company worries about copyrites any longer...

Sounds like you want the Warez-net. Here are a list of some
participating sites:
ftp.japan.com
warez.satanic.org
pcwarez.compumedia.com
warez.phantom.com
ftp.warez.org

>P.S.: Please send a copy to my PM, too, because I don't read this group
>very often...

Then I guess you won't see this message very often....
--
------------ R o b F u n k ------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

2539. Re: B&C Computervisions

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-01 00:00:00 UTC
From: Joe Walsh <ransom@connect.iconnect.net>
Message-ID: <Pine.BSD/.3.91.960501194327.1678A-100000@connect.iconnect.net>
Source record: 84166

On Tue, 30 Apr 1996, Paul Gallier wrote:

> After years I've finally decided to dig my Atari 130XE out of the garage and hook it up.
> I discovered, however, that I'm missing the power supply (I'm quite certain gremlins got
to
> it - they enjoy going through my garage). Now the problem was, where in the world do I
get
> a power supply for such an incredibly obsolete computer? I remembered once ordering Atari
> computer parts from a company called B&C Computervisions near San Jose (Santa Clara as it
> turns out). So I called up information and was actually given a phone number. I was
> surprised to learn that they are still in business and now after speaking with them I'm
> even more surprised. The woman I spoke to was helpful about the power supply and even
knew
> the price without hesitation. I began to get a bit perturbed when they told me they don't
> accept COD's, they only allow credit cards when the phone number can be verified through
> information (doesn't work with people like me who have unlisted numbers), and checks have
a
> three week hold time. Is it just me or is this just a bit on the extreme side? Well, I
> finally realized that I'll be within 20 miles of B&C this weekend and can just make a
> slight detour.

Yes, it is a bit on the extreme side. I stopped buying from B&C
for over a year (back when I was spending over $200 per month, so they
lost a bit of profit). I was not only angry with their payment policy, I
was upset with the woman I spoke with, as she treated me as rudely as she
treated you.
Then, about a year later I wanted an Okimate 10, and I wanted it
bad. BEST and Toad didn't have them, so I broke down and called B&C.
This time Bruce (the "B" of B&C - the woman is the "C" part, but I don't
know her full name) answered the phone. He said he didn't have an
Okimate 10, but they had the Plug 'n Print module (which they'd had for
several years without selling it - I know, I used to visit their store
when I lived in northern CA). Bruce said he'd seen an Okimate at one of
the ubiquitous surplus electronics stores in that area. He offered to go
buy it for me, and sell me the package (at a profit, of course, which I
don't begrudge any company). I was so pleased and impressed with this
effort at customer service that I decided to inquire about payment
methods. After all, I didn't want to wait over a month (after the 3 week
check holding delay and shipping both ways) for my Okimate!
Bruce took care of it. He cleared it in the computer for me (he
said that once you buy from them and get into the computer, they accept
credit cards whether you are listed in the phone directory or not), and I
haven't had trouble with them since.

> I decided I would also check if they carry an Atari 8-bit emulator for PC's I'd learned
> about while browsing some web sites. The emulator is called the "PC Xformer" by Branch
> Always Software. It turns out that B&C carries this product. I also wanted the cable
> (also by Branch Always Software) that allows a person to connect an Atari floppy drive to
> the PC's parallel port for use with the PC Xformer. Branch Always Software sells the
> software on CD-ROM (with some extra Atari 8-bit software) and the cable in a package for
> $69.95. B&C however, only sold them separately for $49.95 and $29.95 respectively. I
> inquired as to whether or not they sold them as a set for a lower price as Branch Always
> Software advertised. She replied that they don't and that she can't go lowering the price
> just because I asked her to. She also asked me why I'm bothering to call them if I can
get
> it somewhere else for less. Her behavior was extremely rude to say the least. I've
> decided it's not even worth buying the power supply from someone who so obviously doesn't
> want my business.

Perhaps, if you talk to Bruce, you can get some leniency. Or,
offer to make a purchase now via check on the promise that you will have
no future problems with credit.
With so few Atari 8-bit stores around anymore, it is difficult to
avoid dealing with B&C. And, they really do have a great selection.

-Joe

Joseph E. Walsh | Atari 8-Bit User and Programmer Since 1982
ransom@iconnect.net | Classic Traveller Referee Since 1983
Stuck in the '80s | Microsoft-Free and Loving It! :)

2540. Re: Hypocrites Rule The Net - Part II

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-01 00:00:00 UTC
From: thester@nyx10.cs.du.edu
Message-ID: <4m9htc$3nh@nyx10.cs.du.edu>
Source record: 84167

In article <Dqr5CJ.9B4@iglou.com>, Bill Marcum <bmarcum@iglou.iglou.com>
wrote:
>
>Copyrights last 50 years after the death of the author. That's a
>ridiculously long time for computer software, but it's the law.
>As far as I know, no program for any computer has existed long enough
>for the copyright to expire.

Well--I think most of us know the "law".
What is upsetting to me is while sysadmins claim that
there is no way they can monitor what goes on in newsgroups
they managed to find me, didn't they?
The CDA is being challenged not only on the grounds of
the vague meaning of "decent", but because sysadmins
claim to be like the telephone companies in that they
can't monitor how its used. Now, I know that they probably
didn't personally watch me, but rather, I was snitched
upon. So--how come pornography newsgroups are allowed
to exist, yet at the same time, sites don't allow the
"warez" groups? This is the hypocricy of UseNet.
As for the porn, they say, "Oh, use Net Nanny" because we
don't have time to screen out kids. I constantly see
the words "don't have time" repeated over and over on
these issues. When did they make time for Uncle Fester?
While I know the ultimate reason for my being singled out
was sheer vengeance and vindictivness on the part of some
local site user because of my history on Nyx, it still
speaks for itself about just how much "time" these sysadmins
have WHEN IT SUITS THEIR PURPOSES!!!

Uncle Fester

--
| SOCIOPATH n. - an aggressively antisocial psychopath taking |
| no responsibility for his/her actions. See "INTERNET" for |
| a collective of distinguishing characteristics - e.g., viz EFF. |
| : *thester@nyx.cs.du.edu* : |

2541. FIRE! WTB these items..

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-01 00:00:00 UTC
From: heller@cdnow.com
Message-ID: <4m8rgd$q63@netaxs.com>
Source record: 84168

A fire recenlty 100% destroyed my appartment... I am looking to purchase
some of the following items at reasonable prices in the near future:

In box (good/mint) complete with manuals/switch boxes/cables/power
supplies etc..:
600XL
800XL
1200XL
130XE

Other:
1200XL + SuperVideo 2.1

More later...

If anybody can help out.. please let me know..

--

A. Karl Heller	Official Penn-State Engineering Thoughts:
heller@cdnow.com	You are confused; but this is your normal state.
http://cdnow.com	Why can't you be unique and original like everybody else?

2542. Re: ALL Computer & Electronics SwapMeet & Raffle: Pacific NorthWest!

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-01 00:00:00 UTC
From: starship@3rdplanet.com
Message-ID: <4m7v5i$mn3@ratty.wolfe.net>
Source record: 84169
Cross-posted to: alt.forsale,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.mac.wanted,comp.sys.tandy,comp.sys.ti,or.forsale

Luke Walker <luke@mail.ncn.com> wrote:

>Benjamin Smith wrote:
<SNIP>
>> ... Swap Meets are Held at 1819 NW Everett at the
>> NW Service Center 3 Blocks North of the corner of 18th and W Burnside in
>> Portland, Oregon. USA!
<SNIP>
>What is the location?

It's there...

2543. Re: Disk image file question

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-01 00:00:00 UTC
From: alexc@3rdplanet.com
Message-ID: <alexc-0105960332300001@news.3rdplanet.com>
Source record: 84170

In article <4m5sh0$qd9@alterdial.UU.NET>, mgorelick@pmh.com (Marc Gorelick) wrote:

> 1. I've got a couple of files that have .PRO extensions, but can't find
> anything that looks like it turns this type of file back into a disk. Since
> I'm actually using an Atari and not an emulator, I'd need a way to do this on
> the Atari itself. Which leads me to...

.PRO files are images of copy-protected disks, which can only be used with a PC and Steven Tucker's APE software. He can tell you all about it (e-mail classics@nacs.net)...

> 2. I also have a few .ATR files and an .XFD file. These would be
> great if I wanted to use the XF2 emulator, but I don't. I'd like to turn these
> into .DCM files or some other helpful format...but how?

Yeah, me too. As far as I know, DCM to ATR is a one-way street, as is DCM to XFD. I wish somebody would hack something together to create DCMs from the raw image files. Shouldn't be hard, you'd just need to know the specs of the DCM format... (Hint, hint.)

--
Alex Chamberlain --- alexc@3rdplanet.com

2544. Stichting "POKEY" is here ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-01 00:00:00 UTC
From: bernard@twilight.xs4all.nl
Message-ID: <bernard.0amt@twilight.xs4all.nl>
Source record: 84171

Hello Fred Meijer of Stichting "POKEY" & ALL,

Are you already in this news group ???
I hope you are already in this news group, so you can write something
about that GREAT ATARI 8-bit user group.....

So reply and let us all know you are here.... ;-)

Greetinx from Sysop Bernard of BECO TEL... The netherlands...

```
_
/_) |/
/_)ernard |\ok ////
( o o )
+-------------------------oOO--(_)--OOo-------------------------+
| PMN : 17:200/100.3 DAN : 55:100/121.3 WARP : 137:8/103.3 |
| NLA : 14:102/100.3 GFX : 98:101/100.3 FIDO : 2:280/315.3 |
| ERO : 68:311/416.3 AMY : 39:150/200.3 AGA : 171:103/200.3 |
| Internet : bernard@twilight.xs4all.nl |
+-----------------------------------------------------------------+
.-------------------------------------------------------------------------.
| -=> The TWiLiGHT Zone BBS <=- -=> +31-(0)-20-6764584 <=- -=> 24 Hrs <=- |
| -=> Modules Heaven! <=- -=> 9600 to 28800 Baud <=- -=> /\MIG/\ Only <=- |
`-------------------------------------------------------------------------'
-- Via Xenolink 1.982, XenolinkUUCP 1.1
```

2545. Re Marble Madness

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-01 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1996May01.095130.28482@wariat.UUCP>
Source record: 84172

About EA 'Marble Madness'. I have an old list of commercial software.
I find EA 'Marble Madness' for C= 64/128, Amiga and IBM, but not for
Atari or ST. I think that if anyone has Marble Madness for the 8-bit,
it was some pre-release thing. Somebody said it did come out for the
ST, but wasn't very good. I would bet the Amiga one is the best.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

2546. Re: Hypocrites Rule The Net - Part II

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-02 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <Dqr5CJ.9B4@iglou.com>
Source record: 84173

Copyrights last 50 years after the death of the author. That's a
ridiculously long time for computer software, but it's the law.
As far as I know, no program for any computer has existed long enough for
the copyright to expire.
--
Bill Marcum bmarcum@iglou.com
"Even the samurais have teddy bears, and even the teddy bears get drunk"
(don't ask me what it means, it came from the 'fortune' program).

2547. Re: Q: Atari 5200-7800-8bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-02 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4m968q$24i@nuke.csu.net>
Source record: 84174

glennb (glennb@interport.net) wrote:

: It was my understanding that when the Atari 5200 came out it was
: essentially the Atari 8 bit computer (400/800/XL) with some minor
: changes in a video game box. Great.

Actually - the end result is minor in its changes, but the actual system
had a totally different memory map, and analog (instead of digital) joysticks.
But.. yeah.

: What then was the 7800? More specifically how did it differ form the
: 5200/8 bit computers?

Pretty much in the same way that the 2600 differed from the 5200/8-bits.
The 7800 is to the 2600 what the 5200 is to the 8-bit. Actually, more
reverse - it wasn't a scaled-down-and-different machine (like the 5200 was
compared to the 8-bits), it was a very sleek souped-up 2600-compatible.
(I believe you can simply plug in 2600 carts and go, actually!) But it
added a lot of features that even we 8-bitters wished we had! (Like
horizontal display list interrupts along with the vertical ones we have
already).

-bill!
kendrick@zippy.sonoma.edu http://zippy.sonoma.edu/~kendrick/
http://www.sterba.com/

2548. Re: Hypocrites Rule The Net - Part II

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-02 00:00:00 UTC
From: lerani@widomaker.com
Message-ID: <4m97i5$811@news2.widomaker.com>
Source record: 84175

In article <Pine.LNX.3.91.960501145538.27264A-100000@firewall.nscs.fast.net>, Tony Smolar <asmolar@fast.net> says:

>Copyrights DO expire. If the copyright is not renewed, then technically
>the material becomes Public domain.
>
>I think the life of a copyright is 19 years or 27 years or it might depend
>on the type of the copyright. So most software is still under copyright,
>but in a few years alot of this classic software could start becoming PD

If the work was authored after 1978, the copyright lasts for
the author's life plus 50 years, non-renewable, unless it was a
work for hire, in which case it's 75 years from the date of creation.

-ER

2549. Need help with SIO2PC project

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-02 00:00:00 UTC
From: you@somehost.somedomain
Message-ID: <4m9krl$sl2@globe.lynx.bc.ca>
Source record: 84176

I've been trying to build the SIO2PC project. I got all the pieces to build the version that uses the MAX-232 chip. However I am having trouble reading the ascii schematic. I was wondering if someone wouldn't mind drawing the schematic in a standard graphics format. I.E. GIF, JPG, IFF, PCX, TIF etc. Then I could use my IBM compatable to view it. I can view images as large as 1024x768 non interlaced in 256 colors. I'm sure I'm not the only one who would benifit from this. It can then be uuencoded and posted in this group. Or if you don't mind uuencode it and e-mail it to me.

Thanks in advance. 8-] Dan Ritter (dritter@lynx.bc.ca)

2550. Need help with SIO2PC project.

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-02 00:00:00 UTC
From: dritter@direct.ca
Message-ID: <4m9km8$rv9@globe.lynx.bc.ca>
Source record: 84177

I've been trying to build the SIO2PC project. I got all the pieces to build the version that uses the MAX-232 chip. However I am having trouble reading the ascii schematic. I was wondering if someone wouldn't mind drawing the schematic in a standard graphics format. I.E. GIF, JPG, IFF, PCX, TIF etc. Then I could use my IBM compatable to view it. I can view images as large as 1024x768 non interlaced in 256 colors. I'm sure I'm not the only one who would benifit from this. It can then be uuencoded and posted in this group. Or if you don't mind uuencode it and e-mail it to me.

Thanks in advance. 8-] Dan Ritter (dritter@lynx.bc.ca)

2551. Need help with SIO2PC project

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-02 00:00:00 UTC
From: dritter@direct.ca
Message-ID: <4m9kaj$rv9@globe.lynx.bc.ca>
Source record: 84178

I got all the parts together to build the SIO2PC project. The version that uses the MAX-232 chip. However I am having trouble understanding the ascii schematic diagram. I was wondering if someone wouldn't mind drawing out the schematic in a standard graphics format like GIF, JPG, IFF, TGA, PCX etc. I'm sure I'm not the only person who would benefit from this. I have an IBM computer to view it on. I can view images up to 1024x768 non interlaced in 256 colors. Just uuencode it and post it here. Or e-mail it to me in uuencode format if you don't mind.

Thanks in advance. Dan Ritter (dritter@lynx.bc.ca)

2552. New Utility for Managing Disk Images

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-02 00:00:00 UTC
From: Ivan Mackintosh <ivan@rcp.co.uk>
Message-ID: <318891CA.5D01@rcp.co.uk>
Source record: 84179

The first release of ImageMan is available from:

http://www.netlink.co.uk/users/helix/atari8/

ImageMan is a AtariDOS/MyDOS disk image (XFD/ATR) manager
for PC's running MSDOS. It features:

* Loading/Directory of SD/ED AtariDOS/MyDOS images
* Creating blank AtariDOS formatted SD images
* Converting XFD<->ATR
* Adding files to the image (useful if you have just
downloaded one from an FTP site etc) (currently only
works on SD images)
* Deleting files from an image (currently only works
on SD images)
* Extracting files from an image.

Features coming next version:
* Undelete (this can currently be achieved by extracting
the deleted file and adding it again assuming that the
deleted file has not been partially overwritten)
* Creating, Adding and Deleting ED images.
* Converting an SD image to ED.

Future features:
* Support for higher densities
* Any comments/suggestions from users.

Ivan

2553. Cartridge Portcard for PX Xformer

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-02 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <4ma8cf$6o7@dfw-ixnews4.ix.netcom.com>
Source record: 84180

Has anyone tried or thought to try to build a cartridge port expansion card for PCs to work with PC Xfromer? I happen to love SpartaDOS X and BASIC XE. Of course, neither can be used with PCXF. I have to build the programs on my 130XE then x-fer them to my PC to use them. That's not fun. I'd like to be able to edit the programs on the PC too. Unfortunately, I can't have the 130XE at work.

Bob Puff or Mike@FTE are you guys listeniing?

rely@ix.netcom.com Atari user/enthusiast since 1982!

2554. Alternate Reality: I'd like to play this one

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-02 00:00:00 UTC
From: svillase@cec.uchile.cl
Message-ID: <4m9qi2$1nd@ict.cec.uchile.cl>
Source record: 84181

I've heard a lot about the series of games called Alternate Reality: xxxxxxx
I do not know about it's existence, nor have I played it either.

I don't think I could find it at a retail store here in Chile (the Ataris
dissappeared long time ago), so my question is: Is there a nice sould who
could e-mail me an image (ATR, XFD, DCM) of one (or all) of the episodies
of this great game, PLEASE?????

Thank you very much in advance.

Greetings from Chile,
--
Universidad de Chile	SERGIO VILLASECA CARRASCO
Facultad de Cs. Fisicas y Matematicas	svillase@cec.uchile.cl
Dep. de Ingenieria Civil Industrial	svillase@dcc.uchile.cl
	svillase@domeyko.dii.uchile.cl

2555. Re: Hypocrites Rule The Net - Part II

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-02 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.91.960502102109.6536B-100000@moose.erie.net>
Source record: 84182

On Wed, 1 May 1996, Tony Smolar wrote:

> > Hmmm... Lemme see if I got this right... They are being hypocritical
> > about a program being copyrighted, even though the program is
> > available in no other fashion? I suppose that photocopying a complete
> > book isn't ripping anyone off, right? Even if the book has been out
> > of print for years?
> >
>
> Copyrights DO expire. If the copyright is not renewed, then technically
> the material becomes Public domain.
>
> I think the life of a copyright is 19 years or 27 years or it might depend
> on the type of the copyright. So most software is still under copyright,
> but in a few years alot of this classic software could start becoming PD.

Get the facts before you post. Copyrights do not have to be
registered and do not expire until the author relinquishes his copyright
or his death. Check it out.

2556. Atari 1200XL Floppy disk drive hardware documentation

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-02 00:00:00 UTC
From: aparis@direct.ca
Message-ID: <4maktj$pef@orb.direct.ca>
Source record: 84183

Does anyone know where I can locate Atari 1200XL floppy disk drive information/documentation? So I can repair a faulty disk drive?

2557. Re: Hypocrites Rule The Net - Part II

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-02 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <4manuk$1n0@madeline.INS.CWRU.Edu>
Source record: 84184

Uncle Fester,
Don't get yourself all heated up. I know it is
embarrassing to get 'busted' by your sysadmin. I know that
your internet provider has all those smut sections, but
won't carry 'alt.binaries.comp.atari8bit' (the other one,
alt.binaries.atari8bit.warez never was available anywhere,
but briefly.) We on csa8 have been thru the copyright
debate continuously, ad naseum. Nobody posts to
alt.binaries.comp.atari8bit anyways. So, I think you wanted
to trade stuff. I can't do that, but if you e-mail me, I'll
tell you how to get just about anything you want ('Marble
Madness excluded.)

2558. Re: Cartridge Portcard for PX Xformer

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-02 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <4mapni$p4q@useneta1.news.prodigy.com>
Source record: 84185

Sounds like a great idea. In fact, a hardware device like a cartridge port could be a kind of hardware key required to run future versions of Xformer, if Darek wanted to work it that way.

2559. Re: Atari 1200XL Floppy disk drive hardware documentation

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-02 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <4maq60$18je@useneta1.news.prodigy.com>
Source record: 84186

The 1200XL Atari can use a lot of different drives. If it's the same color as the computer, it's probably a model 1050 disk drive. B&C Computervision at 408-986-9960 has the original owners manuals for almost all Atari machines, but you would want a repair type manual. B&C also has the SAMS Computerfacts hardware manuals for the repair of drives and computers and they also sell the actual Atari field service manuals. Neat, huh?

2560. FS: 16 foot Atari extension cords

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-02 00:00:00 UTC
From: rpribish@wheel.ucdavis.edu
Message-ID: <4mabnb$m44@mark.ucdavis.edu>
Source record: 84187
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,comp.sys.atari.8bit,alt.atari.2600

Imagine playing your Atari from across the room!

These cords have a male and female 9-pin connection
on either end and are 16 feet in length.

$7 for one or $12 for two, shipping included.

2561. Re: FS 800XL and Support items

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-02 00:00:00 UTC
From: dwm003@acad.drake.edu
Message-ID: <dwm003-0205961242230001@204.42.45.195>
Source record: 84188

In article <3185223D.772E@gi.com>, "Kenneth C. Brown" <kbrown@gi.com> wrote:

> I have the following for sale:
>
> 800XL w/256K memory upgrade, modified for
> split composite video thru DIN conn.
> 1050 Disk Drive
> 1030 Modem
> ICD Multi I/O w/256K memory
>
> All are in good shape and were working the last
> time I used them.
> I believe I have the boxes and manuals for all.
> I have a couple of software titles to be thrown
> in also. Prefer all to go otherwise the dump.
>
> Located in San Diego, CA area.
> Make offer, if to be mailed you pay shipping.
>
> email: kbrown@gi.com
>
> Thanks
> kenb

Have you sold this yet?

2562. Re: Wanted..software

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-02 00:00:00 UTC
From: Kit Kimes <kimes@iexist.att.com>
Message-ID: <3188CEF1.3036@iexist.att.com>
Source record: 84189

koutsos angelo john wrote:
>
> I was wondering if someone could sell me a box of software for cheap.
>
> I just bought an Atari 65XE system but the guy only gave me 20 disks.
>
> To all you atari die-hards.....have pity and sell me some cheap
> software!!!
>

Define cheap. I think $5 for original software is very fair and
when you add in shipping a box full of software could easily cost
you $100. I have some if you are still interested.

Kit Kimes
kimes@iexist.att.com

2563. 6502 Disassembler for PC?

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-02 00:00:00 UTC
From: JOHN@ATITECH.MHS.CompuServe.COM
Message-ID: <19960502145636.aaaa004gm@babyblue.cs.yale.edu>
Source record: 84190

Does anyone know where I might find a good 6502 disassembler
for the PC? I wanted to poke around some old Atari 800
executables to see how they did things.

Thanks.

2564. Re: Hypocrites Rule The Net - Part II

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-02 00:00:00 UTC
From: thester@nyx10.cs.du.edu
Message-ID: <4mb8c7$7jv@nyx10.cs.du.edu>
Source record: 84191

In article <4manuk$1n0@madeline.INS.CWRU.Edu>,
James R. Gilbert <cb541@cleveland.Freenet.Edu> wrote:
>
>Uncle Fester,
> Don't get yourself all heated up. I know it is
>embarrassing to get 'busted' by your sysadmin. I know that
>your internet provider has all those smut sections, but
>won't carry 'alt.binaries.comp.atari8bit' (the other one,
>alt.binaries.atari8bit.warez never was available anywhere,
>but briefly.) We on csa8 have been thru the copyright
>debate continuously, ad naseum. Nobody posts to
>alt.binaries.comp.atari8bit anyways. So, I think you wanted
>to trade stuff. I can't do that, but if you e-mail me, I'll
>tell you how to get just about anything you want ('Marble
>Madness excluded.)
>

You're right. I kind of overextended myself there.
Most of the flamage was directed here at my local
group of hypocrites and *not* at csa8 at large.
I apologize for making an ass of myself, but that's
what I do best. Hence, my org. :-)
If you've been through half of the bone-headed
personal attacks that I've suffered from at the hands
of the so-called 'academicians' of Nyx, then you'd
understand and probably be as thin-skinned as myself.
The "Free Speech Policy" here is like Orwell's "Animal
Farm"--"Some animals are more equal than others."
I'm one of the lesser "animals" of Nyx and will never
belong to the ruling clique.

Btw--I'm back down on earth now. :-)

Uncle Fester

--
| SOCIOPATH n. - an aggressively antisocial psychopath taking |
| no responsibility for his/her actions. See "INTERNET" for |
| a collective of distinguishing characteristics - e.g., viz EFF. |
| : *thester@nyx.cs.du.edu* : |

2565. Re: Q: Atari 5200-7800-8bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-02 00:00:00 UTC
From: David Paterson <dhpaterson@sympatico.ca>
Message-ID: <4mb96i$929@news1.sympatico.ca>
Source record: 84192

glennb <glennb@interport.net> wrote:
>Hi maybe someone can clarify this for me...
>
>It was my understanding that when the Atari 5200 came out it was
>essentially
>the Atari 8 bit computer (400/800/XL) with some minor changes in a video
>game box. Great.
>
>What then was the 7800? More specifically how did it differ form the
>5200/8
>bit computers?
>
>Thanks,
>Glenn
>
>email: glennb@interport.net

The 5200 was the same as the 400/800, except it had much less of an operating system, and some
of the custom ICs were remapped to different locations. There were a fair number of 5200 games unofficially ported to the computers (Xevious comes to mind) by "Glenn the 5200 Man". The 7800 was closer to the 2600, a I recall, able to emulate the 2600 but also run new software with over 100 sprites.

Dave

2566. Re: Q: Atari 5200-7800-8bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-02 00:00:00 UTC
From: jx91@cityscape.co.uk
Message-ID: <jx91-0205962308460001@cisjx91.demon.co.uk>
Source record: 84193

In article <4m968q$24i@nuke.csu.net>, kendrick@zippy.sonoma.edu (William Kendrick) wrote:

> glennb (glennb@interport.net) wrote:
>
> : It was my understanding that when the Atari 5200 came out it was
> : essentially the Atari 8 bit computer (400/800/XL) with some minor
> : changes in a video game box. Great.
>
> Actually - the end result is minor in its changes, but the actual system
> had a totally different memory map, and analog (instead of digital) joysticks.
> But.. yeah.
>

The 5200 is pretty much a stripped down 400/800 but there are some important differences as I've been finding out working on Rainbow ;)

Chris Lam,
Rainbow Keeper.

2567. Re: Old software, dead companies

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-02 00:00:00 UTC
From: msmith@aol.com
Message-ID: <4mc069$qmu@newsbf02.news.aol.com>
Source record: 84194

I believe the law reads as follows. If a software vendor has gone out of business, the copyright covering the program is no longer valid. This is due to the fact that the copyright is given to the corporation, not the individual who wrote it. If in fact then, the business legally disappears, so does the copyright. Therefore, the programs can be distributed without any legal ramifications. If the copyright was given to an individual, then you have no right to copy and distribute.

Anyone care to refute this.

Mark Smith

2568. Re: WTB: Joysticks for 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-02 00:00:00 UTC
From: gsutton@kendaco.telebyte.com
Message-ID: <4mc08u$v6h@kendaco.telebyte.com>
Source record: 84195

Robert Stone (UASZ40A@prodigy.com) wrote:
: You can buy joysticks and also the cheaper joystick repair kits from B&C
: Computervision at 408-986-9960.

I discovered by accident sorta, that Sega control pads are compatible
with Ataris. I tried one on a 2600 and it worked fine, and since the
computers have the same joystick ports as the 2600, the Sega controller
should work on your 800XL.

Otter

2569. 120 Meg Floppies

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-02 00:00:00 UTC
From: tomhunt@bright.net
Message-ID: <318613db.591652@news.bright.net>
Source record: 84196

In a recent posting in one of the Apple II newsgroups, I found
the following. It might be of interest to Atari 8bit owners.

>Here's some information, I'm sure all IIGS users will find of great
>interest!

>First presented to the Apple IIGS users via GS WorldView from the
>following URL:

>http://www.wco.com/~3d5d1wsw/gsezine/GS.WorldView/*ARTICLES/New.A2.SHD.D
>D.html

>in an article written by Micha=CEl Guitton and myself - 'A New Super High
>Density Possibility for the Apple II's and IIGS', it's also just
>recently been estimated and projected, by the major computer market and
>industry analyst, with an announcement from 3M that the new LS-120
>diskette and disk drive and with an email confirmation just received by
>me, that (with the proper driver), any computer using the 1.4MB HD, 720k
>DD or 800k DD (3.5) diskette can support the new 120MB (3.5) diskette,
>for read/write, using the disk drive designed for use with it. The disk
>drive would also be compatible with any existing; 1.4MB, 800K and/or
>720K (3.5) diskettes - in use today.

The interesting thing here is that this new drive is
compatable with any computer currently using 720k (3.5) diskettes. I
wish I had the time to check into this more throughly, but it would
seem that current owners of 720k drive controllers might be able to
use this LS-120.

Tom Hunt, Closer To Home Enterprises. | PGP key available on keyservers, or
Developer of CTH Shareware. | Finger tomhunt@brutus.bright.net
Sysop of The Closer To Home BBS, 419-368-4413, 3-14.4, USR.
Key Fingerprint = 98 43 51 AD AA 85 69 07 42 51 A9 A0 65 4F 21 44

2570. Re: NES versions of Atari 400/800/XL/XE games

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-03 00:00:00 UTC
From: Mariano Dominguez Molina <mariano@macuilli.fciencias.unam.mx>
Message-ID: <318A7CD9.41C6@macuilli.fciencias.unam.mx>
Source record: 84107
Cross-posted to: comp.sys.atari.8bit,rec.games.video.nintendo,rec.games.video.classic,rec.games.video.atari

James Wood wrote:
>
> That's all I can think of! Anybody know for sure?
> Thanks a mil.

Karateka, a great game from broderbund (?), also have a vewrsion in NES,
but seems that only the japanese cartidge .

M

2571. Re: Indus Gt drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-03 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <4mdss3$f00@blackice.winternet.com>
Source record: 84108

> womprat@accessnv.com (Robby Hamilton) writes:
> hello...just pulled all my old atari stuff out and i am trying to
> format a disk....I have and indus GT drive and after the track counter
> runs up to 39 , the drive and computer stall and make noise and then i
> get and error f9, and sometimes f7...I dont know where my indus manual
> is. Does anyone know what the errors are?...also , I tryed the same
> thing with DOS XL and Mydos ...
>
> thanks...
>
>
>>>>
F9 = "F" is for a Format error; "9" is a Verify error. Wasn't able
to Read what it Wrote.
F7 = F, Same; 7 is a Write Protect Error.

Have you cleaned the head?

Hope this helps; Rich Mier

2572. Problems with the european demos ..

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-03 00:00:00 UTC
From: Mariano Dominguez Molina <mariano@macuilli.fciencias.unam.mx>
Message-ID: <318A87B0.2781@macuilli.fciencias.unam.mx>
Source record: 84109

Hello...
I downloaded the "drunk tank" demo ans some others, the music is great..
but the screen "flicks" when one of the voices is activated... I think
that was a bug in the program, but the problem also prestnts in the
german demos fom TOP magazine an the "l'orneta demo" .

I think that this problem is for running this in a NTSC atari and
programmed in PAL ataris but I'm not sure

anybody knows how to fix it ?

Mariano D. M.
http://graf.fciencias.unam:100/~mariano/

2573. XFSIO Home Page is DOWN FOR A WHILE!

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-03 00:00:00 UTC
From: Lawrence Staveley <Lawrence@kwll.demon.co.uk>
Message-ID: <702860802wnr@kwll.demon.co.uk>
Source record: 84110

I just uploaded into my home page and it all went horribly wrong. The new page will be up by Monday (I'm promissed) so check it out then.

It'll feature the new realease of XFSIO (v1.05) and is a UK download site for XL-it!

"I can't see the solution - Through this state of confusion....."

Lawrence@kwll.demon.co.uk

2574. Re: ATARI 8-bit equipment MUST SELL!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-03 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <4mej4i$puq@crl11.crl.com>
Source record: 84111

Terry Ortman (terry.ortman@fantasy.com) wrote:
: ATARI Equipment, MUST SELL!!!

Hehe, Terry *never* gives up.

John
jvogel@crl.com

2575. Re: Old software, dead companies

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-03 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <4meiqm$pu4@crl11.crl.com>
Source record: 84112

MSmith (msmith@aol.com) wrote:
: I believe the law reads as follows. If a software vendor has gone out of
: business, the copyright covering the program is no longer valid. This is
: due to the fact that the copyright is given to the corporation, not the
: individual who wrote it. If in fact then, the business legally
: disappears, so does the copyright. Therefore, the programs can be
: distributed without any legal ramifications. If the copyright was given
: to an individual, then you have no right to copy and distribute.

: Anyone care to refute this.

Sorry I have no information present to show to you, but I've seen
various versions of the copyright law posted here on the internet (incl.
news.answers newsgroup), and they all say otherwise (The copyrights
belong to somebody, even after the company goes out of business).

I believe you will receive many challenges to your statement.

John
jvogel@crl.com

2576. Web Page: Bravo's Atari Store: On-Line Catalogs. Check this out!

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-03 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <4meukr$op@julie.teleport.com>
Source record: 84113
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,fr.comp.sys.atari,de.comp.sys.st,fido.ger.atari,ger.atari,ka.comp.sys.atari

Check out my Web Page for Bravo Sierra Computers. Where you can find Both Classic Atari 8 Bit & Atari ST. HardWare, SoftWare, Books & Accessories. My Web Address is below. On-Line Catalogs that you can View and Contact me via my Web Page! Or Request Catalogs in E-Mail. Specify Classic 8 Bit or ST.
E-Mail: bensmith@teleport.com

http://www.teleport.com/~bensmith/bscomputers.shtml
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. Mon - Thurs 3 PM - Midnight. Friday 3 PM - 6 PM PST Call above # these Hours.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Catalogs are FREE & updated monthly. Reply in E-Mail to bensmith@teleport.com
http://www.teleport.com/~bensmith/bscomputers.shtml Bravo Sierra Atari Store

2577. Re: Old software, dead companies

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-03 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <4mbrib$cih@news.xmission.com>
Source record: 84197

Robert Stone (UASZ40A@prodigy.com) wrote:
: I guess you can include me as one of those "hypocritical tight asses".
: Even though getting copyrighted software for free for the Atari 8 bit
: line might not bother the major software companies, it can still hurt the
: remaining few Atari 8 bit dealers in the world, which I appreciate dearly.
: And there really are a few 8 bit developers out there too, though they

While in San Jose for Internet World 96, I decided to stop by B&C
ComputerVisions. I was informed that they would no longer exist once
their current lease was up (sometime in the July timeframe)..

Support them now else see them no more.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

2578. Re: B&C Computervisions

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-03 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <4mbrre$cih@news.xmission.com>
Source record: 84198

Paul Gallier (panther@strangeworld.com) wrote:

I visited B&C this week as well and they were not only VERy courteous, but
have ALWAYS been very courteous. Your bad mouthing B&C after only having
done business with them ONCE (if at all) is very unfair.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

2579. ALTERNATE REALITY PORT IS COMING TO THE PC!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-03 00:00:00 UTC
From: "robert cortese"@netmagic.net
Message-ID: <4mc18q$5gk@news.netmagic.net>
Source record: 84199

Well Maybe not a real program but a ms access database ole'd up
the wazzoo. Just sumthin goofy i'm doin in my spare time. I've allready made
some access stuff for like sio2pc, but sio kinda sux under windows. Right now I
can echo key strokes from access into sio2pc. Kinda cute, like to load i just
pick a file name in a list, hit the load button (side 1 or 2 selectable.. the
button echos "U 1 L 1 filename.atr" for that paticular disk. To flip a disk I
just hit my flip button. Still can't drag-n-drop but its cool anyways.

Hey any Derricks out there??
My pop sez your a windows programmer or sumthin. Anyways use some of that
high powered Bill Gates stuff and make your emulator fly for the folks. Try
somethin like this (kinda like my sio2pc loader.

gets some real pics of some 1050 drives and the silver keys on the atari.
Arrange them like this.

<1050> <1050> <1050> <1050>
1 2 2 4

<silverkey><silverkey><silverkey><silverkey><silverkey>
reset start option select break

Down here is the atari screen

---

make some disk flip buttons, let people activate the start option such and such
with a mouse. Anf for the Kings sake please make it drag and drop. Oh yeah i
also forgot the eject switch on the 1050.

Ahhhhhhhhh. I wish everyone could n-joy windows. I would rather
play any atari game while downloading instead of solitare.

zap zam zowie bOOm crash mash zonk kaboom. I've been hangin out in the
dungeon 2 much man. My AR access database just needs a few more things. Like
good graphics and real music. Even though its runnin on a 486 the maze stuff is
coming along quite nicely. However my artwork is at best cheesy so i am very
sadddened by that.

Hey Gary Gilbertson! How bout hoppin on the old black and white teeth
and jammin me out some tunes? For that matter anyone that can play the old ar
stuff.

One thing Atari users have more of than any other computer group.
INSANITY

The Gaming Guru

2580. old software,dead companies

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-03 00:00:00 UTC
From: "robert cortese"@netmagic.net
Message-ID: <4mc1o0$5gu@news.netmagic.net>
Source record: 84200

Hey didn't that Derrick Mowhawka get all the rights and stuff to the atari os? All it would take is just one of us cowardly computer geeks (present company (ME) included) to get out of our house, grow some balls, and go talk to these companies?? I had a good thought the other day, A atari web page with $0.25 charge per disk, cart whatever. Give the game company a nickle and whoever maintains it can keep the rest.

Just a suggestive solution

The Gaming Guru

2581. Indus Gt drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-03 00:00:00 UTC
From: womprat@accessnv.com
Message-ID: <4mcpge$go5@raven.eva.net>
Source record: 84201

hello...just pulled all my old atari stuff out and i am trying to format a disk....I have and indus GT drive and after the track counter runs up to 39 , the drive and computer stall and make noise and then i get and error f9, and sometimes f7...I dont know where my indus manual is. Does anyone know what the errors are?...also , I tryed the same thing with DOS XL and Mydos ...

thanks...

2582. Help with Portfolio?

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-03 00:00:00 UTC
From: tkahlich@aixterm6.urz.uni-heidelberg.de
Message-ID: <4mcvof$cd4@sun0.urz.uni-heidelberg.de>
Source record: 84202

Hi there,

would anybody tell me how to copy a file from a pc to an atari-portfolio
and from an atari to a pc via the serial interface of the portfolio. Use
which software?
I would really appreciate any reply

Thanx and greetings

--
****
Thorsten Kahlich

2583. Re: Disk image file question

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-03 00:00:00 UTC
From: mgorelick@pmh.com
Message-ID: <4md1a6$ntg@alterdial.UU.NET>
Source record: 84203

In article <4m8dsu$45l@madeline.INS.CWRU.Edu>, dh395@cleveland.Freenet.Edu says...

>.PRO Images are Protected Disk Images for use w/ APE 1.07 and greater. They
> contail all the protection information of the original disk read in a
> 'peephole' type manner, and are for _emulation_ only and cannot be
> turned back into original disks. PRO is an emulation format, not an
> archival format if you want to get technical :)

I see...As I mentioned, I was looking to use these files to create actual disks for my 800, so I'll probably just pass on the .PRO files. Perhaps I can find these same programs in another format someplace.

>You can convert ATR/XFD images _directly_ to .DCM archives by using Imagic
> 1.02. Its available at the URL above. If you dont have Win 95/NT
> installed, see the suggestion below.

EXCELLENT! This is the thing that was driving me crazy--trying to locate a program exactly like "Imagic." I am running NT, so this couldn't have been a more perfect solution. Thanks very much!

2584. Re: Q: Atari 5200-7800-8bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-03 00:00:00 UTC
From: Tony Smolar <asmolar@fast.net>
Message-ID: <Pine.LNX.3.91.960503095313.8556D-100000@firewall.nscs.fast.net>
Source record: 84204

> Hi maybe someone can clarify this for me...
>
> It was my understanding that when the Atari 5200 came out it was
> essentially
> the Atari 8 bit computer (400/800/XL) with some minor changes in a video
> game box. Great.
>
> What then was the 7800? More specifically how did it differ form the
> 5200/8
> bit computers?

The 7800 had something called the "Maria" chip, which allowed for hundreds of sprites. I think it also used the "Amy" sound chip which offered better sound and music. There might be other enhancements too.

2585. Re: Q: Atari 5200-7800-8bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-03 00:00:00 UTC
From: Michael Ellis <michael@anest4.anest.ufl.edu>
Message-ID: <4md512$fvl@no-names.nerdc.ufl.edu>
Source record: 84205

David Paterson <dhpaterson@sympatico.ca> wrote:
>
>The 5200 was the same as the 400/800, except it had much less of an operating system, and some
>of the custom ICs were remapped to different locations. There were a fair number of 5200
>games unofficially ported to the computers (Xevious comes to mind) by "Glenn the 5200 Man".
>The 7800 was closer to the 2600, a I recall, able to emulate the 2600 but also run new
>software with over 100 sprites.
>

The 7800 wan't really "closer" to the 2600, it just had the necessary built-in hardware needed
to run 2600 software. It was, in fact, far more advanced than the 8-bit computers, and
it was originally scheduled to get a computer keyboard and use standard SIO peripherals.
Unfortunately, old Atari fell ill at about the time the system was to be released and the
7800 sat on the shelf for another two years until new Atari finally released it. But, by then
it was too little to late, with new Atari unwilling to port newer games to it, and the NES was
able to eventually swallow up the 7800 because IT got the titles that were in the arcade. It's
really a shame -- the 7800 is a beautifully designed successor to the 8-bits.

I need not point out the similarity to the Jaguar; that's another story...

-Michael Ellis

2586. ATARI 8-bit equipment MUST SELL!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-03 00:00:00 UTC
From: terry.ortman@fantasy.com
Message-ID: <19960503114445.aaaa004s5@babyblue.cs.yale.edu>
Source record: 84206

ATARI Equipment, MUST SELL!!!

ATARI 400 Computer, 16K, with power supply, manual, and 2 joysticks, TV connector, original cost $599.00, Joysticks $19.95 each, asking $100.00 or best offer.

ATR8000 64K CP/M computer, for use with Atari 8-bit computers or Dumb (IBM computer) terminals. Runs all CP/M 2.2 software, supports up to 4 disk drives, any size, any density, 8 inch, High Denisty 5.25 and 3.5 floppies, any IBM compatible printer, modem port for using any RS232C compatible external modem, includes Auto-Term Disk for Atari computers, CP/M 2.2 Master Diskette, several CP/M disks, ATR8000 Manual, MY-DOS master Disk, CP/M Supplement Manual, modem cable, printer cable, original cost $695.00 for the ATR8000 Basic system, printer cable $39.95, Modem cable $39.95, asking $100.00.

Dual Floppy Disk Drives in case with power supply and cooling fan, connecting cable, for above ATR8000 or any IBM compatible computer. Case can hold 4 half height 5.25 floppies, original cost $895.00, Case alone is worth $89.95 at most supply companies, asking $65.00.

Both ATR8000 and Dual Disk Drives, $135.00

ATARI 1027 Letter Quality Printer, New in Box, with ink rollers, manual, power supply, connecting cables, oil, original cost $399.95. Also have a non-working 1027, can be fixed at any Atari service center, both printers cost new $399.95 each, asking $100.00 for both of them.

ATARI 1050 Disk Drive, works with any Atari 8-bit computer, in very good condition, like new, supports single and dual density modes, includes power supply, original cost $179.95, asking $75.00.

Data-Que Turbo-816 upgrade for Atari 8-bit, XL or XE series computers. Upgrades and replaces the 6502C in the computer with the 16-bit 65C816 CPU, can use Atari OS, or the NEW Turbo-OS included. Speeds up programs as much as 350% faster. The 65C816 processes 4 instructions per clock cycle (Only the new P6, 80686 Intel chip does that, besides this), as compared to the 6502 which processes one instruction per clock cycle. Original cost $249.95. Includes T816 assembler $75.00, Cross Developer for IBM $75.00, sevreal other Turbo 816 specific disks, valued at $25.00 each. Asking $250.00 for the entire package.

ATARI 800XL upgraded to 256K memory, will run most 130XE specific programs, already wired for Turbo-816 installation, just need to re-solder 3 jumpers, and plug in the Turbo-816 kit above. Original cost $189.95 for the 800XL, $79.95 for the Upgrade kit, $65.00 for the 256K DRAMs, asking $125.00.

Supra External 2400 Baud Modem, includes powewr supply, no manual,
Hayes Compatible, requires 850/P:R:/ATR8000, asking $50.00

MUST SELL, will consider any reasonable offers on this equipment.

Send orders to:

STARFLEET SOFTWARE Company
1037 West Leafland Avenue
Decatur, Illinois 62522-1537

Will consider trading for a trak AT-D4 double sided disk drive NEED ONE
BADLY someone has to have one, or a trak double-sided slave drive.
MAKE OFFERS!!

Internet: terry.ortman@fantasy.com (Terry Ortman)
This message was processed by NetXpress from Merlin Systems Inc.

2587. Re: Cartridge Portcard for PX Xformer

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-04 00:00:00 UTC
From: mgorelick@pmh.com
Message-ID: <4mecoq$lg6@alterdial.UU.NET>
Source record: 84114

In article <4ma8cf$6o7@dfw-ixnews4.ix.netcom.com>, rely@ix.netcom.co says...
>
>Has anyone tried or thought to try to build a cartridge port expansion
>card for PCs to work with PC Xfromer? I happen to love SpartaDOS X and
>BASIC XE. Of course, neither can be used with PCXF.

At the risk of going off on a tangent:

Wouldn't it be possible to store the ROM image of a cartridge like Basic XL (from OSS) or whatnot, transfer it to a PC, rename it "ATARIBAS.ROM" and away you go?

I'd have tried this instead of just asking about it, but I still have no 850 interface :-(

2588. Anybody want...

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-04 00:00:00 UTC
From: mgorelick@pmh.com
Message-ID: <4medpr$lg6@alterdial.UU.NET>
Source record: 84115

I have a 1010 cassette recorder and an "Ape Face" printer interface that I have no use for. I'll trade it for virtually anything of use...hell, you can have it if you'll pay for the shipping.

Email me back if you want either item.

2589. Atari 8-Bit Computers: Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-04 00:00:00 UTC
From: Michael Current <MCURRENT@carleton.edu>
Message-ID: <atari-8-bit/faq_831178108@rtfm.mit.edu>
Source record: 84116
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/faq
Posting-Frequency: monthly

Welcome to the comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group!

Atari 8-Bit Computers

Frequently Asked Questions List

Revised 22-Apr-96

Additions/suggestions/comments/corrections are needed! Please send to:

URL:mailto:mcurrent@carleton.edu
UUCP: ...!umn-cs!ccnfld!mcurrent
Cleveland Free-Net: aa700

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when given.

The Atari 8-Bit Computers Frequently Asked Questions List was created to
provide answers to many commonly asked questions found in the Internet's
comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group. It is in
a constant state of development, and comes with no guarantees. If you
see any problems, I need to hear from you!

--- Where to get the latest copy of the 8-bit Atari FAQ List ---

The home of many FTP archive sites, automatically updated monthly:
URL:ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/faq

The World Wide Web hypertext version, automatically generated monthly:
URL:http://www.smartpages.com/faqs/atari-8-bit/faq/faq.html
URL:http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/faq/faq.html

WWW "flat hypertext" versions, automatically generated monthly:
URL:http://www.cs.ruu.nl/wais/html/na-dir/atari-8-bit/faq.html
URL:http://www.lib.ox.ac.uk/internet/news/faq/archive/atari-8-bit.faq.html

Usenet newsgroups where this FAQ list is automatically posted monthly:
URL:news:comp.sys.atari.8bit URL:news:comp.answers URL:news:news.answers

You can also get the latest version by e-mail.
URL:mailto:mail-server@rtfm.mit.edu , message says:
send usenet/news.answers/atari-8-bit/faq
```

quit

Finally, you can always ask me for a copy at URL:mailto:mcurrent@carleton.edu

---

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0.1) Table of contents

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Subject: 1.1) What is an Atari 8-bit computer?

In order of their release, the Atari 8-bit computers include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, and the XE Game System. The 400/800 models were first shown publicly in November 1978 and first sold in 1979. The final machine, the XE Game System, was released in 1987. Atari Corp. officially dropped all remaining support of their 8-bit computer line on January 1, 1992.

The following text was written by Chris Crawford and appears in De Re Atari (Atari#APX-90008), a book published and copyright by Atari, Inc., 1981-1982. It has been very slightly modified here for generality.

"The internal layout of the Atari 8-bit computer is very different from other systems. It of course has a microprocessor (a 6502), RAM, ROM, and a (PIA). However, it also has three special-purpose (LSI) chips known as ANTIC, GTIA, and POKEY. These chips were designed by Atari engineers primarily to take much of the burden of housekeeping off of the 6502, thereby freeing the 6502 to concentrate on computations. While they were at it, they designed a great deal of power into these chips. Each of these chips is almost as big (in terms of silicon area) as a 6502, so the three of them together provide a tremendous amount of power. Mastering the Atari 8-bit computers is primarily a matter of mastering these three chips.

ANTIC is a microprocessor dedicated to the television display. It is a true microprocessor; it has an instruction set, a program (called the display list), and data. The display list and the display data are written into RAM by the 6502. ANTIC retrieves this information from RAM using direct memory access (DMA). It processes the higher level instructions in the display list and translates these instructions into a real-time stream of simple instructions to GTIA.

GTIA is a television interface chip. ANTIC directly controls most of GTIA's operations, but the 6502 can be programmed to intercede and control some or all of GTIA's functions. GTIA converts the digital commands from ANTIC (or the 6502) into the signal that goes to the television. GTIA also adds some factors of its own, such as color values, player-missle graphics, and collision detection.

POKEY is a digital input/output (I/O) chip. It handles such disparate tasks as the serial I/O bus, audio generation, keyboard scan, and random number generation. It also digitizes the resistive paddle inputs and controls maskable interrupt (IRQ) requests from peripherals.

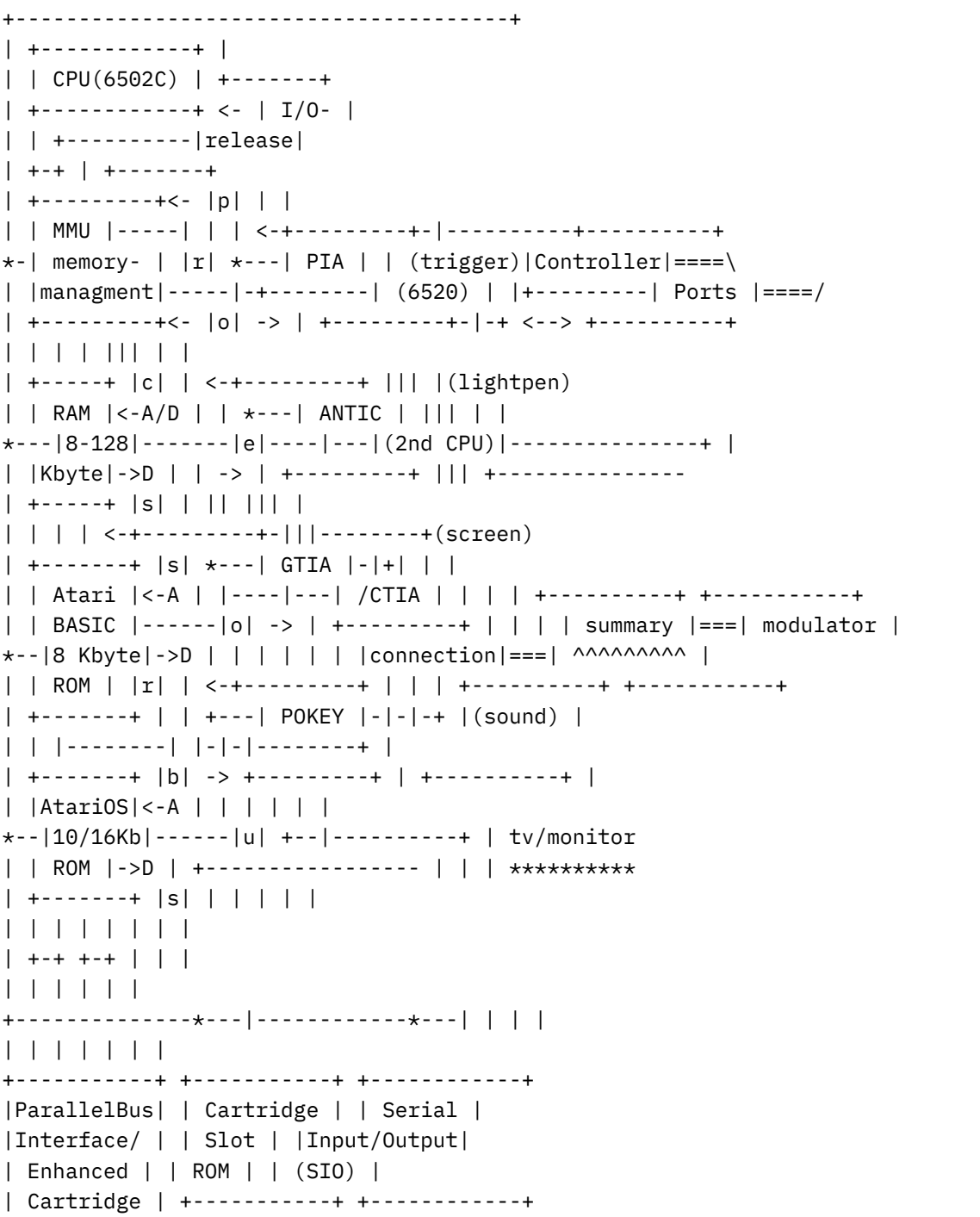
All four of these LSI chips function simultaneously. Careful separation of their functions in the design phase has minimized conflicts between the chips. The only hardware level conflict between any two chips in the system occurs when ANTIC needs to use the address and data buses to fetch its display information. To do this, it halts the 6502 and takes control of the buses."

The 130XE and XEGS contain a small additional LSI called FREDDIE, a RAM address multiplexer. According to URL:mailto:sup8pdct@closer.brisnet.org.au (James Bradford), "Freddy is a type of memory controller. It takes the address and clock from the CPU and multiplexes it with the appropriate timings and signals to use DYNAMIC memory. Freddy also buffers the system clock crystal and divides it down then feeds that to GTIA. The XEGS has a freddy but it doesn't have the extended RAM. Even if it did, you would still need the chip that does the REAL bank switching. It is a small 16-pin chip (Atari/Best Electronics catalog number CO25953: rev9/page 42). It gets RAS from freddy, the bank select bits from PIA, A14, A15 and the 6502 halt signal to control which bank of 8 chips RAS goes to. A14 and A15 then go to freddy for the address range of the extra memory bank (or normal address range with no bank switching). The ANTIC/6502 select bits in combination with the 6502 halt line, control the switching of the PIA bank number bits to A14/A15 and which

bank of memory RAS goes to. Why people say freddy does the bank switching is beyond me. An 800XL can look like a 130XE with that 16-pin chip installed (That's right NO freddy) and an extra 8 RAM chips."

Hardware Arrangement

With thanks to mailto:peter@soemtron.sb.sub.de (Peter)



| Interface | | |
+-----------+ | |
| | |
- memory expansion -cartridge with - disk drive
- Z80 card programs - printer
- 80 char card (games , dos) - modem

NOTES
* RAM: 400/800:8/16/48K, 1200XL/800XL/65XE/XEGS:64K, 600XL:16K, 130XE:128K
* ROM: 400/800:10K OS, 1200XL:16K OS, all others:16K OS + 8K Atari BASIC
* CPU: 400/800:6502, all others:6502C
* 800 includes two Cartridge Slots, all others include one
* early release 400/800 have CTIA instead of GTIA
* 400/800 have 4 Controller Ports, all others have 2
* PBI is on 600XL/800XL only
* ECI is on 130XE/800XE only

Beginners at using the 8-bit Atari platform may wish to contact Bill Kendrick, URL:mailto:kendrick@sonoma.edu , for his Newbie/Emulator FAQ.

The following is taken from Bill's Newbie/Emulator FAQ.
Graphics:
The Atari has maximum resolution of 320 x 192 (standard, non-overscanned screen) x 2 colors. 160 x 192 x 4, 160 x 192 x 2, 160 x 96 x 4, 160 x 96 x 2, 80 x 48 x 4, 80 x 48 x 2, 40 x 48 x 4 graphics are also supported. 40 x 24 x 256-character (128 normal, 128 inverse, character set indirection available) text mode is standard (2 colors).
40 x 24 x 128-multi-colored-character (4 colors per character allowed, the other 128 characters have 4th changed into a color 5) and
40 x 12 x 128-multi-colored-character screen modes are available.
GTIA graphics support 80 x 192 x 16 shade-only, 80 x 192 x 16 hue-only, and 80 x 192 x 9 color screen modes.
Graphics Modes Summarized:
Mode Horiz.xVert.xColors text/graphics
0 40 x 24 x 2 text
1 20 x 24 x 5 text
2 20 x 12 x 5 text
3 40 x 24 x 4 graphics
4 80 x 48 x 2 graphics
5 80 x 48 x 4 graphics
6 160 x 96 x 2 graphics
7 160 x 96 x 4 graphics
8 320 x 192 x 2 graphics
9 80 x 192 x 16 luminence-only graphics
10 80 x 192 x 9 graphics
11 80 x 192 x 16 hue-only graphics
12 40 x 24 x 4-colored text
13 40 x 12 x 4-colored text
14 160 x 192 x 2 graphics

15 160 x 192 x 4 graphics
Normal (bordered), narrow (underscanned), and wide (overscanned) screen
modes are available.
Screen modes can be mixed (by lines) down the screen using the Display
List - a program which is executed by the ANTIC graphics chip every
screen refresh:
60 times per second (Hz) on NTSC Ataris
49.86 Hz on PAL machines
Fine scrolling (both vertical and horizontal) can be enabled on any
line on the screen.
All other screen attributes (color, player/missile horizontal position,
screen width, player/missile/playfield priority, etc.) can be ajusted
at any point down the screen via a "Display List Interrupt."
Four 8-bit wide, 128 or 256 byte high single color players, and four
2-bit wide, 128 or 256 byte high single color missiles are available.
A mode to combine the 4 missiles into a 5th 8-bit wide player is also
available, as is a mode to XOR colors or blacken out colors when players
overlap (good for making three colors out of two players!) Players
and missiles have adjustable priority and collision detection.

Sound:
Four voices of 8-bit pitch-resolution, 4-bit volume-resolution,
8-distortion sound can be produced. 2 voices (1 and 2, and/or 3 and 4)
can be combined to make 16-bit pitch-resolution. Also 4-bit volume-only
modes can be enabled for digitally sampled sound replay.
A fifth "voice" is produced by the internal speaker on Atari 400/800's
(for keyclick and buzzer) and in the XL's and XE's this was
(fortunately!) rerouted through the normal audio output, and the
keyclick can be disabled.

According to Doug Neubauer (by way of URL:mailto:finneganj@delphi.com (James
Finnegan), here is the team that originally designed the Atari 400/800:
<quote>

The A800 VLSI hardware guys include:
Jay Miner - Creator and System architect, VSLI manager
Steve Mayer - Also one of the creators (from the grass valley group)
Joe Decuir - Antic and system and creator
A french guy (whose name I forget) - Antic logic designer
George McLeod - CTIA and GTIA logic design
Doug Neubauer - Pokey logic design
Mark Shieu - Pokey chip design
Steve Stone - Pokey layout design
Steve Smith - Technician for antic and gtia
Delwin Pearson - Technician for Pokey

There were a number of other people whoses names I have forgotten.
I have lost touch with most of them.

<end quote>

[I'd like more system spec's here.]

Subject: 2.1) What is comp.sys.atari.8bit?

If you have Usenet newsgroup access you can access this discussion group through URL:news:comp.sys.atari.8bit . This is an unmoderated newsgroup for discussion about the 8-bit Atari 400/800/XL/XE computing platform. All postings to comp.sys.atari.8bit automatically appear in the Info-Atari8 Digest and in INFO-A8.

comp.sys.atari was split into comp.sys.atari.8bit and comp.sys.atari.st in approximately 1986. To the best of my knowledge, there is no charter for comp.sys.atari.8bit, presumably because the custom of drafting charters for new newsgroups did not exist at that time.

comp.sys.atari.8bit is archived by the INFO-A8 list server.

Subject: 2.2) What is comp.sys.atari.announce?

URL:news:comp.sys.atari.announce is the moderated Usenet newsgroup for news items and announcements related to all Atari computing platforms. This is a low-volume, high-signal newsgroup, useful for reaching the widest possible audience when making 8-bit Atari announcements. Moderated by Yat Siu from URL:mailto:lexicor@world.std.com .

Subject: 2.3) What is comp.sys.atari.advocacy?

URL:news:comp.sys.atari.advocacy is the unmoderated Usenet newsgroup for advocating for or against the various Atari computing platforms. If you enjoy making comparisons between Atari 8-bit and other computing platforms, this is the place to do it.

Subject: 2.4) What is comp.sys.atari.programmer?

URL:news:comp.sys.atari.programmer is the unmoderated Usenet newsgroup for topics in programming on the various Atari computing platforms, including the Atari 8-bit.

Subject: 2.5) What is comp.emulators.misc?

URL:news:comp.emulators.misc is the unmoderated Usenet newsgroup for the discussion of emulating computing platforms on other computing platforms. All emulator discussion that does not involve the Apple][, the Commodore 64, or the WINE MS-Windows emulator (which each have their own emulator groups) may be found on comp.emulators.misc.

Subject: 2.6) What is comp.emulators.announce?

URL:news:comp.emulators.announce is the moderated Usenet newsgroup for news items about emulating one computing platform on another. This is a low-volume, high-signal newsgroup, useful for reaching the widest possible audience when making 8-bit Atari emulator announcements. The moderator may be contacted at URL:mailto:emulators-request@qualcomm.com .

Subject: 3.1) What is the Info-Atari8 Digest?

If you have Internet e-mail access you can access this discussion group through the Info-Atari8 Digest.

The Info-Atari8 Digest originates from

URL:mailto:atari8@netcom.com

Subscription requests should be sent to the above address with the subject:

SUBSCRIBE | UNSUBSCRIBE (that is, one or the other)

The first line of the body of the letter should be the person's full name followed by his/her mailing address. For example:

Mike Todd snyder10@convex1.tcs.tulane.edu

To contribute to discussion threads in the Info-Atari8 Digest, or to start a new thread, send your posting to:

URL:mailto:comp.sys.atari.8bit-news@newsbase.cs.yale.edu

Postings sent in this way automatically appear on comp.sys.atari.8bit and in INFO-A8.

Note that any posting sent to atari8@netcom.com will NOT be cross-posted to comp.sys.atari.8bit, so don't send your posting there. The Moderator hopes to correct this in the future.

The Info-Atari8 Digest is archived by the INFO-A8 listserver.

Recent copies are also kept at URL:ftp://ftp.kendall.mdcc.edu/pub/atari/info-a8/ (147.70.146.36) by Jason Duerstock.

The Info-Atari8 Digest Moderator is Mike Todd, URL:mailto:snyder10@convex1.TCS.Tulane.EDU .

Subject: 3.2) What is INFO-A8?

If you have BITNET or Internet e-mail access you can access this discussion group through INFO-A8.

The BITNET subscription commands are:
tell listserv at marist register <your real full name>
tell listserv at marist subscribe info-a8

The Internet subscription command is:
URL:mailto:listerv@vm.marist.edu where the message says
subscribe info-a8 <your real full name>

To contribute to discussion threads in INFO-A8, send your posting to

URL:mailto:comp.sys.atari.8bit-news@newsbase.cs.yale.edu

Postings sent in this way automatically appear on comp.sys.atari.8bit and in the Info-Atari8 Digest.

Any postings sent to info-a8@vm.marist.edu or to INFO-A8@MARIST will not reach comp.sys.atari.8bit, so don't send your postings there.

You may leave the list at any time by sending a "SIGNOFF INFO-A8" command to LISTSERV@MARIST, or by sending a message to URL:mailto:listserv@vm.marist.edu that says "unsubscribe info-a8". Please note that this command must NOT be sent to INFO-A8@MARIST or to info-a8@vm.marist.edu.

---The archive of comp.sys.atari.8bit, the Info-Atari8 Digest, and INFO-A8---

You can obtain a list of the available archive files by sending an "INDEX INFO-A8" command to LISTSERV@MARIST or by sending a message to URL:mailto:listserv@vm.marist.edu that says "index info-a8". These files can then be retrieved by means of a "GET INFO-A8 filetype" command, or by using the database search facilities of LISTSERV. Send an "INFO DATABASE" command for more information on the latter.

Recent copies are also kept at URL:ftp://ftp.kendall.mdcc.edu/pub/atari/info-a8/ (147.70.146.36) by Jason Duerstock.

The INFO-A8 Moderators are:
HARRY@MARIST (A Harry Williams)
URL:mailto:ravi@mcnc.org (Ravi Subrahmanyan)
URL:mailto:billw@score.stanford.edu (Bill Westfield)

INFO-A8 was created on December 9, 1986.

Subject: 3.3) How can I retrieve files from FTP sites by e-mail?

There are several general-purpose FTP mail-servers. These may be used to retrieve any files available from anonymous FTP sites on the Internet.

1) mailto:ftpmail@decwrl.dec.com with no subject line, and two-line body with line 1 help and line 2 quit

2) mailto:ftpmail@grasp.insa-lyon.fr (body: help) Please, European users only.

3) mailto:bitftp@pucc.princeton.edu (body: help or ftplist for a list of anonymous ftp sites)

Of the mail-servers listed here, I recommend this "BITFTP" server. To help you get started using it, try this example of retrieving files from the Umich Software Archives (through the barnone.citi.umich.edu mirror site). Send a message to bitftp@pucc.princeton.edu that says exactly:

```
ftp barnone.citi.umich.edu
user anonymous
cd atari/8bit
dir
cd Telecomm
dir
get ft80v037.txt
get icet.txt
binary
get ft80v037.arc
get icet.arc
quit
```

4) mail BITFTP@DEARN or to mailto:BITFTP@vm.gmd.de (body: help or ftplist for a list of anonymous ftp sites) (Europe only)

Subject: 3.4) How can I post to Usenet newsgroups by e-mail?

From the internet-services/access-via-email FAQ, maintained by "Doctor Bob" Rankin.

Mail the text of your post to:

```
group.name-news@newsbase.cs.yale.edu
group.name@pubnews.demon.co.uk
group.name@dispatch.demon.co.uk
group.name@paris.ics.uci.edu
group.name@crs4gw.crs4.it
group.name@berlioz.crs4.it
group.name@magus.dgsys.com (unverified)
group.name.usenet@hkucs92.air.org (unverified)
```

For example, to post to comp.sys.atari.8bit, you might send your message to:

comp.sys.atari.8bit-news@newsbase.cs.yale.edu

Be sure to include an appropriate Subject: line, and include your real name and e-mail address at the close of your note.

Subject: 3.5) How can I access the World Wide Web by e-mail?

Swiped from the WWW FAQ, which is maintained by mailto:boutell@netcom.com (Thomas Boutell), here is how to access a web page by email:

mailto:server@mail.w3.org (preferred) or to mailto:listserv@info.cern.ch (older address) containing

the following single line. (What you put on the subject line doesn't
matter; blank is OK. This line should go in the text of the message.)
You will receive as a reply a simple page intended to help you learn
more about the Web.

send http://www.earn.net/gnrt/www.html

Subject: 4.1) What is the University of Michigan Archive?

The University of Michigan (UMich) Software Archives hold a huge number of
files for many computing platforms, including the Atari 8-bit computers. For
more information:

Jody Lenn, mailto:lenn@atari.archive.umich.edu (8-bit Atari files)
Mickey Boyd, mailto:boydm@atari.archive.umich.edu (the entire Atari Archive)
Michael Dautermann, mailto:myke@umich.edu (the entire UMich Software Archives)

Downloading

There are numerous methods available for downloading files from the UMich
Archive. The Archivists request you use these mechanisms in this order of
preference:

1) The number one way to get into the UMich archives is via AFS. If you have
AFS, all our files are kept in the directory
"/afs/umich.edu/group/itd/archive". If you have AFS, PLEASE USE IT!
Specifically, use:

URL:file:///afs/umich.edu/group/itd/archive/atari/8bit/

2) Gophering to gopher.archive.umich.edu and looking under the "Software
Archives" choice. Specifically, use:

URL:gopher://gopher.archive.umich.edu:7055/11/atari/8bit/

There are also mirror Gopher servers:
URL:gopher://wuarchive.wustl.edu:70/11/systems/atari/umich.edu/8bit/
URL:gopher://sunsite.doc.ic.ac.uk:70/1/0-Most-Packages/atari/umich/8bit/
URL:gopher://gopher.orst.edu:70/11/g-i-s/computer/zftparea/mirrors/archive.umich.edu/atari
/8bit

3) The WWW interface is fine, at this point. http://www.umich.edu/~archive/
Specifically, use:

URL:http://www.umich.edu/~archive/atari/8bit/

A mirror web site:
URL:http://sunsite.doc.ic.ac.uk/computing/systems/atari/umich/8bit/

4) FTPing to atari.archive.umich.edu and looking in the "8bit" subdirectory.
Specifically, use:

URL:ftp://atari.archive.umich.edu/atari/8bit/

The atari.archive.umich.edu FTP site is chronically overloaded, but there are several mirror sites which are all updated from the home site regularly:
URL:ftp://wuarchive.wustl.edu/systems/atari/umich.edu/8bit/
URL:ftp://sunsite.doc.ic.ac.uk/computing/systems/atari/umich/8bit/
URL:ftp://info2.rus.uni-stuttgart.de/afs/umich.edu/group/itd/archive/atari/8bit/
URL:ftp://ftp.orst.edu/pub/mirrors/archive.umich.edu/atari/8bit/
URL:ftp://barnone.citi.umich.edu/atari/8bit/ (<-- RECOMMENDED)
URL:ftp://ftp.kendall.mdcc.edu/pub/atari/umich.edu/8bit/
URL:ftp://ftp.toad.net/pub/umich/8bit/

Brief FTP tips:
- user name is "anonymous"; password is your e-mail address
- Remember to set file type to BINARY when downloading non-text files (.arc, .com, .dcm, etc.) by FTP.

5) E-Mail <-> FTP gateways. See the section of this FAQ list entitled "How can I retrieve files from FTP sites by e-mail?"

Uploading

General uploading tips:
- No uploads may be made to the Archive's mirror sites.
- Please also upload a short text file describing what your upload is. You might also suggest what permanent 8bit subdirectory you'd like your file to end up in.
- Note that the 8bit/New directory is "write-only."

1) upload via AFS:
Just copy files into file:///afs/umich.edu/group/itd/archive/atari/8bit/New/

2) upload via FTP:
FTP to atari.archive.umich.edu, cd into "8bit/New", and upload your files.

Brief FTP tips:
- user name is "anonymous"; password is your e-mail address
- Remember to set file type to BINARY when downloading non-text files (.arc, .com, .dcm, etc.) by FTP.

3) upload via E-Mail:
Simply uuencode the file, (please split it into parts of 60 K or less) and mail the result to mailto:lenn@atari.archive.umich.edu (Jody Lenn). Please name the parts in the subject line. This is really helpful as the parts usually don't arrive in the proper sequence. Also, please include a message labeled "file transmission," containing a short description of the file, etc. Shar files are also acceptable, but uuencoded is preferred.

Subject: 4.2) What is the Boston Archive?

Here's an 8-bit Atari FTP site located at Boston University. It is maintained by Adam Bryant, mailto:adb@albert.bu.edu . This site seems to have seen no uploads for years, but there are some files here that aren't on any of the other sites. [IS THIS SITE LOST? - 10/13/95]

ftp://cs-ftp.bu.edu/PC/ATARI (128.197.13.20)

Subject: 4.3) What is the PVV Archive?

This is a mid-sized Atari FTP site maintained by mailto:eyvind@stud.unit.no (Eyvind Bernhardsen). PVV stands for ProgramVareVerstedet, or The Software Workshop, a student society at the University of Trondheim, Norway.

ftp://ftp.pvv.unit.no/pub/atari/8bit/ (129.241.210.232)

Uploads go to /incoming/atari/8bit; Eyvind will move them to the appropriate directory. Please include a readme file with each upload, so people know what they're downloading.

Subject: 4.4) What is the ClarkNet Archive?

This smallish 8-bit Atari FTP site is maintained by Kevin Atkinson, mailto:kevina@clark.net .

ftp://ftp.clark.net/pub/atari (168.143.0.2)

Write to Kevin for uploading instructions.

A mirror of the ClarkNet Archive, kept by Jason Duerstock: ftp://ftp.kendall.mdcc.edu/pub/atari/clark.net/ (147.70.146.36)

Subject: 4.5) What is the Gatekeeper's Archive?

This small FTP site offers most of the resources provided on the Atari 8-Bit Home Page. Kept by mailto:ipoorten@cs.vu.nl (Ivo van Poorten, The Gatekeeper).

ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit (192.31.231.43)

Subject: 4.6) What is the QACE Archive?

The Queensland Atari Computer Enthusiasts have a fairly large FTP site. It is located in Australia and is the local internet sight of Super Products. Contact James Bradford, URL:mailto:sup8pdct@closer.brisnet.org.au for more info.

URL:ftp://203.4.149.98/8bit

Subject: 4.7) What is Preston Crow's ftp site?

Preston Crow keeps a small site filled with the latest utilities for manipulating .ATR and .XFD files.

URL:ftp://ftp.cs.dartmouth.edu/pub/crow/atari/

Subject: 4.8) What is the Polish Demo Archive?

It's a place when you can get all Polish (not only) demos (not only)
on a Atari 8-bit.
If You have any comments, write to:
mailto:LukSoft@hipokrates.am.lublin.pl

URL:ftp://hipokrates.am.lublin.pl/sys/pub/atari8/

Subject: 5.1) What is the Cleveland Free-Net Atari SIG?

The Cleveland Free-Net is the hub system of the NPTN, the National
Public Telecomputing Network. It can be accessed by any of the following:
telnet://freenet-in-a.cwru.edu, telnet://freenet-in-b.cwru.edu, or
telnet://freenet-in-c.cwru.edu (129.22.8.32 or 129.22.8.51).
Type "go atari" to reach the Atari SIG.

Those who add their names to the Atari SIG user directories are
automatically members of the official Atari user group C.A.I.N. - Central
Atari Information Network.

The Cleveland Free-Net Atari SIG publishes the CAIN Newsletter, maintains
the CAIN Home Page on the WWW, and keeps the "Who's Who in the Atari
Community E-Mail Directory" listing. Send correspondence and press
releases to mailto:xx004@cleveland.freenet.edu (Atari SIG).

Subject: 5.2) What is the Youngstown Free-Net Atari SIG?

Youngstown Free-Net (Youngstown, Ohio USA)
telnet://visitor@yfn.ysu.edu (192.55.234.27)

Type "go atari" to reach the Atari SIG. Write to
mailto:xx140@yfn.ysu.edu for more information.

Subject: 5.3) What is the National Capital Free-Net Atari Users SIG?

National Capital Free-Net (Ottawa, Canada)

Internet access to NCF is via

telnet://guest@freenet2.carleton.ca (134.117.1.39) type "go atari" at any menu
telnet://guest@freenet3.carleton.ca (134.117.1.22) type "go atari" at any menu
gopher://gopher.ncf.carleton.ca and choose:
'National Capital Freenet (NCF) Information by Gopher'
http://www.ncf.carleton.ca/freeport/sigs/computer/atari/menu/

This is the Atari computer(*) users special interest group.

Select the Bulletin Board for the latest Atari related news on the SIG
To get information on the other options select the menu option in question
and read the ABOUT message.

For more information, please contact Jack Kitowicz (ac382) on the
National Capital FreeNet. Comments & Suggestions for improvements to the
Atari SIG are always welcome.

Subject: 5.4) What is the Victoria Free-Net Atari Computer Users SIG?

Victoria Free-Net (Victoria, Canada)

telnet://guest@freenet.victoria.bc.ca (199.60.222.1)

type "go atari" at any menu

Facilitators: Gord Hooper (mailto:ua558@freenet.victoria.bc.ca)
Ted Skrecky (GCACE Librarian)
(mailto:ud264@freenet.victoria.bc.ca)

The aim of this SIG is to assist Atari Computer users. We can provide
assistance with XL/XEs, STs, and Falcons, whether you are a new or
experienced user.

Subject: 5.5) What is the Closer To Home BBS?

Kept by mailto:Dave.Blears@closer.brisnet.org.au (Dave Blears), this is a
BBS in Australia which supports the 8-bit Atari.

telnet://guest@closer.brisnet.org.au (203.4.149.97)

Subject: 5.6) How can I access the World Wide Web by Telnet?

This section swiped from the WWW FAQ, which is kept by
mailto:boutell@netcom.com (Thomas Boutell).

An up-to-date list of these is available on the Web as
http://info.cern.ch/hypertext/WWW/FAQ/Bootstrap.html and should be
regarded as an authoritative list.

telnet://telnet.w3.org
A telnettable browser provided by the W3 coalition.

telnet://www@www.cc.ukans.edu
Offers Lynx, a full screen browser which requires a vt100
terminal. Log in as www. Does not allow users to "go" to
arbitrary URLs, so GET YOUR OWN COPY of Lynx and install it on
your system if your administrator has not done so already. The
best plain-text browser, so move mountains if necessary to get
your own copy of Lynx!

telnet://www@www.njit.edu
(or telnet 128.235.163.2) Log in as www. A full-screen browser
in New Jersey Institute of Technology. USA.

telnet://www@www.huji.ac.il
A dual-language Hebrew/English database, with links to the rest
of the world. The line mode browser, plus extra features. Log
in as www. Hebrew University of Jerusalem, Israel.

telnet://sun.uakom.cs
Slovakia. Has a slow link, only use from nearby.

telnet://www@info.funet.fi
(or telnet 128.214.6.102). Log in as www. Offers several
browsers, including Lynx (goto option is disabled there also).

telnet://www@fserv.kfki.hu
Hungary. Has slow link, use from nearby. Login is as www.

Subject: 7.1) What WWW pages support the 8-bit Atari?

This should be a complete list of WWW pages supporting the 8-bit Atari.

8-bit Vendor/Developer home pages are listed in the Vendor/Developer list, not
here.

Atari 8-Bit Computers FAQ and Vendor/Developer Lists
Michael Current, mailto:mcurrent@carleton.edu
http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/top.html

The Atari 8-Bit Home Page
Ivo van Poorten, mailto:ipoorten@cs.vu.nl
http://pmwww.cs.vu.nl/home/ipoorten/Atari.8bit.Homepage/index.html

Atari 8-bit Resort
Marek Tomczyk, mailto:Marek.Tomczyk@stud.uni-karlsruhe.de
http://www.uni-karlsruhe.de/~un55/8bit.html

Big Atari 8bit Home Page
Tomasz Tatar, mailto:tatar@student.uci.agh.edu.pl
http://student.uci.agh.edu.pl/~tatar/Atari/hp.html

Central Atari Information Network
Cleveland Free-Net Atari SIG, mailto:xx004@cleveland.freenet.edu
http://ace.cs.ohiou.edu/personal/mleair/cain.html

Some Atari 8-bit Stuff
Rob Funk, mailto:funk+@osu.edu
http://er4www.eng.ohio-state.edu/~funkr/Atari/

Atari XL/XE-Systems
ACF Design Team, mailto:wwg28@rzserv2.fh-lueneburg.de
http://rzserv2.fh-lueneburg.de:8080/Atari_2

Atari Boise User Group
ABUG, whittam@primenet.com
http://www.primenet.com/~whittam/atari.html

Atari Computer Enthusiasts of Columbus
mailto:rwarenz@freenet.columbus.oh.us
gopher://gopher.freenet.columbus.oh.us/11/specialinterestgroups/Atari%20Computer%20Enthusiasts%20of%20Columbus

NorthWest Phoenix Atari Connection
John Collins, Club Webmangler, mailto:bosco@host.yab.com
http://www.yab.com/~bosco/

Queensland Atari Computer Enthusiasts
James Bradford, URL:mailto:sup8pdct@closer.brisnet.org.au
http://203.4.149.98/atari/atari.html

Toronto Atari Federation, URL:mailto:taf@io.org
http://www.io.org/~schrist/taf.html

ATARI XL/XE - Homepage
Stefan Lausberg, URL:mailto:lausberg@studbox.uni-stuttgart.de
http://wwwcip.rus.uni-stuttgart.de/~inf11492/

Tolkien computer games for the Atari 400
Fredrik Ekman, mailto:ekman@lysator.liu.se
http://www.lysator.liu.se/tolkien-games/atari.html

The good old Atari Computers (1978-1985)
Sacha Hofer, mailto:hofer@iamexwi.unibe.ch
http://iamexwi.unibe.ch/studenten/hofer/atari1.html

WWWorld of Atari 8-bit...
mailto:pdg@alexia.net.au
http://werple.net.au/~lions/atari.htm

Alternate Reality Homepage
Robert Hagenstrom, mailto:sp93rob@ksk.sala.se
http://www.ksk.sala.se/~sp93rob/dungeon

Reminiscing: 8-Bit Atari Games
John V. Goodman, mailto:jgoodman@tiac.net
http://www.tiac.net/users/jgoodman/atari/atarienter.html

Classic Home Video Games Museum
Dennis Brown, mailto:dgb@owlnet.rice.edu
http://www.owlnet.rice.edu/~dgb/museum/

St. Paul Atari Computer Enthusiasts
Michael current, mailto:mcurrent@carleton.edu
http://www.library.carleton.edu/space/

Subject: 7.9) What IRC channels discuss the 8-bit Atari?

==> #atari8 - Just for 8-bit Atari users!

==> #classic - Classic Games and Systems Collectors.

mailto:cmwagner@gate.net (Chad Wagner) writes:

If you have access to a Unix host then you should be able to get to irc by
typing irc at your shell prompt and jumping on an EFnet server
(irc.portal.com, irc.eskimo.com, dewey.cc.utexas.edu) and joining #atari8.

If you are using a host that has a menu system then locate IRC and go there,
and join #atari8 (and hope your on EFnet, :).

If you are using SLIP/PPP then download a client (for Windows users, download
mIRC for Winsock archives, and I would guess that most SLIP/PPP users -- if
they have gotten that far -- are familiar with IRC, :) and select one of
the servers and join #atari8. There is many IRC servers on EFnet, chances
are the one your on is on EFnet.

Subject: 8.1) What is the CAIN Newsletter?

The Central Atari Information Network Newsletter is the monthly online
magazine of the Cleveland Free-Net Atari SIG. The editor is Mark
Leair of the Atari SIG. 8-bit computers support is provided by Michael
Current and Craig Lisowski. For information, write to the Atari SIG at
mailto:xx004@cleveland.freenet.edu .

Subject: 8.2) What is Classic Atari OnLine?

Yes, a new Atari magazine. Classic Atari OnLine is a magazine that
is designed to help Atari experts to Atari novices and prints every
2 months. To download it goto:

http://ourworld.compuserve.com/homepages/dschmud/dsatari.htm

any questions eMail me at: mailto:dschmud@heartland.bradley.edu

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Subject: 9.1) What's this UUEncoding stuff (.uu, .uue files) all about?

UUEncode/UUdecode is a UNIX utility that will convert a binary file into
100% printable ASCII characters, so that the file may be posted or e-mailed
anywhere a text message can go. The 8-bit Atari is perfectly capable of
UUEncoding/UUdecoding as well. On the archives:

Uudecode 1.2a by John Sangster - very functional.
filenames: Archivers/uudecode.bas, Archivers/uudecode.doc

Yet Another UU-coder by John Dunning - both decoding/encoding.
filename: Archivers/yau.arc

Uudecode.com, Uuencode.com by ??? - "newer, cleaner, easier to use."
filename: Utilities/uue.arc

Dumas UU-coder by John Dunning
filename: Cc65/dumasuu.arc

Subject: 9.2) What is an .arc file?

A file with the extender .arc has been archived in a standard manner that
is common in the MS-DOS world. This is done to make the file shorter,
so it takes up less space on your disk and it takes less time to transfer
between computers. The archives contains several 8-bit Atari archivers
fully compatible with this standard, including:

Super Un-Arc 2.3, Super Arc 2.0 by Bob Puff - highly recommended.
filenames: Archivers/superarc.arc - both Super Un-Arc & Super Arc
Archivers/suprarc2.arc - Super Arc
Archivers/supunarc.com - Super Un-Arc
Archivers/supunarc.uue - Super Un-Arc

Subject: 9.3) Okay, how about a .dcm file?

A .dcm file is a format unique to the 8-bit Atari which is used to convert
entire disk images into files. To work with .dcm files you'll need:

Disk Communicator 3.2 by Bob Puff.
filenames: Archivers/dskcom32.arc or Archivers/diskcomm.arc (same thing!)

Subject: 9.4) What is an .xmo file?

.xmo stands for XMODEM. The idea was that the file was not plain text,
but was a binary file. As a binary file, it had to be downloaded using a
file transfer protocol such as XMODEM. The use of ".xmo" as a filename
extender was popular once, but has been discouraged for years.

Subject: 10.1) What 8-bit Atari emulators exist for other computing
platforms?

These are the four emulators that are usable.

1) ST Xformer 3.0, from Branch Always Software, for the Atari ST.
URL:http://www.halcyon.com/brasoft/

2) PC Xformer 3.5, from Branch Always Software, for MS-Windows.
URL:http://www.halcyon.com/brasoft/

3) Rainbow, by Chris Liam, for the Macintosh
URL:mailto:lamcw@aston.ac.uk
URL:http://www.aston.ac.uk/~lamcw/emulators.html

4) Atari Emulator for Unix and Amiga, by David Firth
Latest version: 0.3.3
URL:mailto:david@signus.demon.co.uk
URL:ftp://ftp.demon.co.uk/pub/emulators/atari/ (158.152.1.44)

Subject: 11.1) What are the best terminal emulators available?

Here are some of the more popular PD/freeware/shareware terminal
programs available.

BobTerm 1.22, shareware by Bob Puff
Emulates: VT52
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: XMODEM, YMODEM, FMODEM
Autodial: Yes
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Feature-filled; excellent for BBSing
filename: Telecomm/bterm12.arc

Kermit-65 3.7, PD by John R. Dunning
Emulates: VT100
Text: 40 columns in gr.0; 80 col. in gr.8; 80 col. w/ XEP80 (sort of)
File Xfer: Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Excellent VT100 emulation; rock-solid Kermit Xfers
filenames: Telecomm/k65v37.arc - latest version
Telecomm/k65doc.arc - documentation
Telecomm/k65src.arc - source code

OmniCom by CDY Consulting
Emulates: VT100
Text: 80 columns in gr.8
File Xfer: XMODEM, Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Combination VT100, XMODEM, Kermit; buggy at file Xfers
filename: Telecomm/omnicom.arc

VT850 B1, shareware by Curtis Laser
Emulates: VT100/VT102 (plus complete VT220 keymap)
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Excellent at VT100 on the XEP80; 1200bps top speed
filename: Telecomm/vt850b1.arc

FlickerTerm 80 v.0.51, freeware by LonerSoft (Clay Halliwell)
Emulates: VT100, IBM ANSI
Text: 80 column via a special Graphics 0 screen (no hardware req'd)
File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Fastest and most complete VT100 emulation; readability a minus
filename: ?????

Ice-T 2.7 XE (128K) or 1.1 (48K) by IceSoft (Itay Chamiel)
Emulates: VT100
Text: 80 column via a fast-scrolling graphics 8 screen
File Xfer: XMODEM download
Autodial: Yes (2.7 XE) or No (1.1)
Backscroll buffer: Yes--8 screens (2.7 XE) or One screen (1.1)
Capture-to-disk: Yes--up to 16K (2.7 XE) or No (1.1)
Summary: Excellent for high-speed VT100 emulation
available from mailto:brucka@eruvin.jct.ac.il

Subject: 11.2) Can I read/write 8-bit Atari disks on an IBM-PC?

There are several programs that allow an MS-DOS system to work with an
Atari-format diskette. The following require a DOS and disk drive on the
Atari end capable of the SS/DD 180K format:

ATARIO by Dave Brandman w/ Kevin White - Reads SS/DD 180K Atari disks.
filename: Diskutils/atario21.arc

SpartaRead by Oscar Fowler - Reads SS/DD 180K SpartaDOS disks.
filename: Diskutils/sr.arc

UTIL by Charles Marslett - Reads/Writes SS/DD 180K Atari disks. Use MyUTIL!
filename: Diskutils/dskutil.arc
(Older versions are contained in pcxfer.arc, util.arc, and ataridsk.arc)

MyUTIL by Charles Marslett with Mark Vallevand, and
SpartaDOS disk utility by Mark Vallevand
filename: Diskutils/myutil.zip
includes best version of UTIL for read/write of SS/DD 180K Atari disks,
plus Mark's SpartaDOS disk utility v0.1e to access 180K SpartaDOS disks

MyUTIL and the XF551 - tips from mailto:JTKIRK@urp.edu.pe:

]MyUtil works fine with the XF551. The XF551's speed is 300 rpm (sometimes even
]up to 303 rpm). I've got two XF551s and can read/write disks written on a PC
]with MyUtil on both with no problems. MyUtil even can write to a DS/DD disk,
]for a total of 360 K, BUT: the ATARI disks not only have the bits inverted,
]the second side is also read BACKWARDS respect to PC disks. That is, when
]MyUtil on the PC writes to what it thinks is sector 721, it really is writing
]to sector 1440! Worse, if you take an ATARI disk with a file whose sectors
]get past sector 720, MyUtil will attempt to read the sector 2161-n instead of

]'n', and you'll get a 'truncated record' error. The solution is simply to
]rewrite the code to take into account this (if sec>720 then sec=2161-sec).
]Let me know if you modify this. You don't know how frustrating it is to have
]to use only 180 K of a 360 K disk! I'm going to analyze the source code, but
]I don't know if I will be able to modify it properly. If someone does it
]before, please email me and send me an uuencoded copy or tell me where to get
]it.

Here's some advice on using the above utilities from mailto:hans@umd5.umd.edu
(Hans Breitenlohner):

There are two technical obstacles to interchanging disks between
DD Atari drives and PC drives.

1. The Atari drive spins slightly slower (288 rpm instead of 300 rpm).
If you format a disk on the Atari, then write sectors on the PC, it is
possible that the header of the next physical sector will be overwritten,
making that sector unreadable. (The next physical sector is usually
the current logical sector+2). The solution to this is to format all
disks on the PC.
(Aside: Does anybody know how this problem is handled on the
XF551? Is it also slowed down?)
Konrad M.Kokoszkiewicz (KMK), mailto:conradus@plearn.edu.pl answers:
"The XF551 disk drive is not slowed down - these drives are spinning
300 rotations per minute. To prevent troubles with read/write disks
formatted and written on normal Atari drives (288 rot/min), the main
crystal frequency for the floppy disk controller is 8.333 MHz
(not 8 MHz, as in 1050, for example)."

2. If the PC drive is a 1.2M drive there is the additional problem of the
track width. The following is generally true in the PC world:
- disks written on 360k drives can be read on either drive
- blank disk formatted and written on 1.2M drives can be read on
either kind
- disks written on a 360k drive, and overwritten on a 1.2M drive,
can be read reliably only on a 1.2M drive.
- disks previously formatted on a 360k drive, or formatted as 1.2MB,
and then reformatted on a 1.2M drive to 360k, can be read reliably
only on a 1.2M drive.
(all this assumes you are using DD media, not HD).

Solution: Use a 360k drive if you can. If not, format disks on the
Atari for Atari to PC transfers, format truly blank disks on the PC
for PC to Atari transfers.

While the above work with SS/DD 180K Atari-format disks, the following
combination of utilities can be used to work with SS/SD 90K Atari-format
disks, and is currently the best bet for reading SS/ED 128K Atari-format
disks.

AnaDisk 2.07, shareware by Sydex - Reads/Writes "any" 5.25" diskette
filenames: Xf2/anad207.zip, Xf2/anadisk.txt

Deana by Nate Monson - converts AnaDisk dump files from Atari format
filenames: Xf2/deana.com, Xf2/deana.txt

Explanation --> According to mailto:preston.f.crow@dartmouth.edu ,
"As best as I can figure it out, if your PC drive happens to read
FM disks (I'm not sure what the criteria for that is), then you
can read single density disks on your PC by dumping the contents
to a file with AnaDisk, and then using Deana.com to convert the
dump file into a usable format.
For enhanced density disks, Anadisk generally only reads the first
portion of each sector, but it demonstrates that it is possible for
a PC drive to read enhanced density disks."

Subject: 11.3) Can I read/write MS-DOS disks on an 8-bit Atari?

a) Mule by Rick Cortese - Read/Write 180K MS-DOS disks with an Atari 1050
drive or equivalent. Very limited.
filenames: Diskutils/mule.arc, Diskutils/mule.exe, Diskutils/mule.txt

b) SIO2PC, described elsewhere in this FAQ List (section 12.4), can be
used to read/write to a hard drive connected to an MS-DOS system. This
can also be a very effective file-transfer solution.

c) The XF551 3.5" Upgrades from Computer Software Services (see the
companion vendor/developer list) allow the Atari XF551 disk drive to read
720K 3.5" MS-DOS disks.

d) The Floppy Board, the add-on to the Black-Box from Computer Software
Services (see the companion vendor/developer list), allows both low
density (360K 5.25", 720K 3.5"), and, in the case of the Deluxe
Version, high density (1.2M 5.25", 1.44M 3.5") external MS-DOS-standard
floppy drives to be used on the Atari. A utility is included to
read/write MS-DOS formatted floppies in all supported densities.

Subject: 11.4) How do I transfer files using a null modem cable?

This section by mailto:cb541@cleveland.Freenet.Edu (James R. Gilbert)

A: Simply put, you need a terminal program and an RS 232 port on
each computer. The RS 232 ports need to be connected
together using a 'null modem cable'.

For up to 4800 bps, no flow control lines need be
connected. Just cross the transmit and receive lines
and join the grounds together. (Transmit is pin #2,
receive is pin #3 and ground is pin #7 on the 25-pin
port.)

The right hand pin on the 'long' side of a female 'D'
connector is #1. There are 13 holes on this 'long'

side, 12 holes on the 'short' side. The numbers go from #1 on the right to #13 on the left on the 'long' side and from #14 to #25 from right to left on the 'short' side. #25 is closest to being under #13. A male connector is the mirror image of this.

Most terminal programs allow a null connection, without a carrier detect. Notably, '850 Express!' does not.

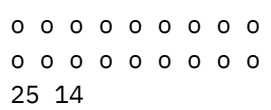
A convenient way to make a null modem cable, up to about 30 feet long, is to use two female DB25 connectors and some three or more conductor cable. Using the two DB25 female connectors allows unplugging your modem and plugging in the null modem cable. This also avoids the confusion of the wide variety of serial port jacks on different computers. Almost all computers connect into the modem via a DB25 connection.

The SIO port on the Atari cannot be used directly. An 850 Interface Module, P:R:Connection, Multi I/O, Black Box (by Computer Software Services) or similar device that provides an RS232 port must be used.

On the Atari, the port is a female DB9. So you need a male DB9 to male DB25 modem cable to connect to your modem. So why not use this cable as your null modem cable as well?

For higher speed connections, above about 9600 bps on the 8-bit, you need the flow control lines. You also need a Multi I/O or Black Box, which use the PBI (parallel bus), then you can go higher than 9600 bps.

Following are pin assignments for a DB25 pin RS 232 C port.



(Above is female, male is mirror image.)

1. Protective Ground 12. Select Alternate Rate
2. Transmit Data 15. Transmit Clock (sync)
3. Receive Data 17. Receive clock (sync)
4. RTS (Request to Send) 20. Data Terminal Ready
5. CTS (Clear to Send) 22. Ring indicator
6. Data Set Ready 23. Select Alternate Rate
7. Signal Ground 24. Transmit Clock
8. Carrier Detect

A high speed cable would need not only pins 2 and 3 crossed but also pins 4 and 5 as well as 6 and 8. Or better

yet, make a true 25 wire, straight through cable and use
a commercial null modem. A commercial null modem is
just a small device with the correct lines already
crossed.

(DTE = Data Terminal Equipment, i.e., your computer.
DCE = Data Communications Equipment, i.e., your modem.)

Subject: 12.1) What 5.25" floppy disk drives are available?

Major contributors to this section:
mailto:Krishna@max.tiac.net (Glenn M. Saunders)
mailto:tatar@student.uci.agh.edu.pl (Tomasz M. Tatar)
mailto:sup8pdct@closer.brisnet.org.au (James Bradford)
mailto:conradus@plearn.edu.pl (Konrad M. Kokoszkiewicz)

==> Atari 810
SS SD 19.2Kbps standard

==> Happy 810
SS SD Warp speed

==> Atari 1050
SS SD/ED 19.2Kbps standard

==> Happy 1050
SS SD/ED/DD Warp speed US Doubler/19.2 and 52k. track
buffering

==> Super Archiver 1050
SS SD/ED/DD Ultra Speed 50+K

==> Speedy 1050
SS SD/ED/DD 78K mode (European) used w/ Bibo-DOS (Compy Shop)

==> SuperMax 1050
SS SD/ED/DD 19.2k and 52k (ultra speed)
by Super Products. Compatiable with SuperDOS and US Doubler

==> Lazer 1050
SS SD/ED/DD Another Happy clone; Compatible w/ US Doubler

==> Atari XF551
SS/DS SD/ED/DD 38K burst mode usable only with SpartaDOS X,
SuperDOS 5.1, TurboDOS, DOS XE, and patched SpartaDOS 3.2. XF DS system now
considered "standard".

==> CSS XF551
SS/DS SD/ED/DD US Doubler compatible. Updates drive to work
better and faster. Also 3.5" upgrade available

==> Percom RFD4x-Sy
where: x=0 -> a single-sided drive

x=4 -> a double-sided drive
y=1 -> a single-drive unit
y=2 -> a dual-drive unit

==> Percom AT88-Sy[PD]
where: y=1 -> a single-drive unit
y=2 -> a dual-drive unit
PD -> equipped with a built-in parallel printer port

==> Trak ATD1
SS SD

==> Trak ATD2
SS SD/DD
Built in Diagnostics. Track indicator. Write protect switch. Built in
parallel printer interface. 2k printer buffer (expandable). Optional
Turbo software on Eprom.

==> Trak AT-1
SS SD/DD Slave

==> Indus GT
SS SD/ED/DD Synchromesh mode usable with SpartaDOS X and
DOSXL only.

==> Astra Double-D?
SS/DS SD/DD? standard /LEDs and such

==> Rana 1000
SS SD/ED/DD standard /LEDs and such can format disks on a
stand alone basis

==> TOMS 720
double head disk drive, 5.25", with mounted interface Centronics,
chips: CPU 8085, WD2797, PIA 8255 (for handle Centronics), 32 KB ROM, 8 KB RAM
ROM contains: OS of drive, MYDOS 4.50 and some utilities (copy, format, etc.)
ROM is seen by computer as drive D1: (if drive is open), and D3: (when drive
has number D1:) or D4: (when drive has number D2:). It makes possible load DOS
from ROMdisk during booting system.
Formats of disks:
- SS/SD - 40 tracks, 18 sects, 128 bytes = 90 KB
- SS/ED - 40 tracks, 26 sects, 128 bytes = 130 KB
- SS/ED - 40 tracks, 18 sects, 256 bytes = 180 KB
- SS/ID - IBM S-9 - 40 tracks, 9 sects, 512 bytes = 180 KB
- DS/DD - 40 tracks, 18 sects, 256 bytes = 360 KB
- DS/QD - 80 tracks, 18 sects, 256 bytes = 720 KB
- DS/ID - IBM D-9 - 40 tracks, 9 sects, 512 bytes = 360 KB
Transmition modes:
- normal - 19200 bps
- Turbo - 70000 bps
- Ultra Speed - 70000 bps
Also tracks buffering.

==> AS SN-360
double head disk drive, 5.25", CPU 8051, controler WD2797
19200 bps
Available formats:
- SS/SD - (FM) single sided, single density - 90 KB
- SS/ED - (MFM) single sided, enhanced density - 130 KB
- SS/DD - (MFM) single sided, double density - 180 KB
- DS/DD - (MFM) double sided, double density - 360 KB

==> TOMS 710
(The newest polish disk drive and probably the best one)
Similar to TOMS 720, one more format:
- double sided, 80 tracks, IBM (720 KB)
Transmition modes:
- standard 19200 bps
- TOMS Turbo (loaded from ROMdisk if drive is open) - 67000 bps
- Ultra Speed (QMEG-OS, SpartaDOS) - 67000 bps
Also tracks buffering.
ROMdisk contain:
- MYDOS 4.50
- COPY
- INIT
- TURBO - turn on/off TOMS Turbo mode
- BASIC - turn on/off Atari Basic
- AUTORUN.SYS - ramdisk
- README
Also TOMS Navigator instead of DUP.SYS. It is program similar to Norton
Commander on PCs.
IBM-ST copier on additional disk.

==> LDW Super 2000
SS SD/ED/DD 19200 bps or 38000 bps
CPU Z80A, ROM 4 KB, RAM 256 B. Some difficulties with ED

==> LDW CA-2001
SS SD/ED/DD 19200 bps or 38000 bps
CPU Z80A, ROM 4 KB, RAM 256 B. Some difficulties with ED

==> LDW CA-2002
SS/DS SD/ED/DD 19200 bps, 70000 with SpartaDOS
CPU 8040, ROM 4 KB, RAM 256 B

==> Floppy board various
Any standard very fast parallel
DOS-transparent. Requires Black Box. DS system configurable for
XF Percom or ATR style

==> HDI various
Any standard very fast SIO? European

==> SWP ATR-8000
Any standard standard except 1.2 meg and unique DS system
(HD) nice Z80 CP/M system in which CP/M drive acccess is parallel only

thus faster.

==> Atari 1450XLD drives
DS SD/ED DD? standard, requires DOS4. unusual DS system
Only prototypes exist.

==> KARIN MAXI
Double head disk drive 360 KB/5,25" or 720 KB/3,5", controller WD 1772.
Available formats:
= standard SS/SD 90 KB
= standard SS/ED 130 KB
= standard SS/DD 180 KB
= 'cylindric' DS/DD 360 KB (XF-551 uncompatible)
= 'cylindric' DS/QD 720 KB (TOMS-compatible; 720 KB drives only)
Any other capabilities depend on a special software.
Transmission mode:
- parallel: real speed 11.25 kilobytes per second with DOS or 22.5 kilo-
bytes per second with special track-copier.
Notes:
Because of the 1772-registers available in 6502 i/o pages ($D100),
the KARIN MAXI drives look full-programmable.
Preferred systems: My-DOS, SDX.

==> XFD-601B
Double head 360 KB/5,25" disk drive. Controller WD 1772, CPU 8051.
Available formats:
- standard SS/SD 90 KB
- standard SS/ED 130 KB
- standard SS/DD 180 KB
- standard DS/DD 360 KB (XF-551 compatible)
Transmission modes:
- normal 19200 bps
- Top Drive 1050 70000 bps
- Indus GT (synchromesh) 70000 bps (GTSYNC.COM and INDUS.SYS are not necessary;
full-compatibel with the SDX)
- Ultra Speed 70000 bps (full-compatible with the older SpartaDOS)
Notes:
Customized sector skew. In fact, the XFD-601B is a original clone of the
XF-551.

==> XFD-602B
The two XFD-601B drives in the one unit.

Subject: 12.2) How can I use 3.5" floppy disks with my 8-bit Atari?

to be written. volunteers?

- Amdek
- XF551 upgrades
- Floppy Board
- Percom drive upgrades

==> Atari XF521
3.5" system Unreleased

Subject: 12.3) What do I need to connect a hard drive to my 8-bit Atari?

original by mailto:Krishna@max.tiac.net (Glenn M. Saunders)

For starters, you'll need one of the following interfaces:

==> Corvus hard drive (10 megabytes)
Fast but still relatively slow I/O, kludge through joystick ports for 800. Rare

==> K-Products KPI Hard Disk Drive Interface (formerly from Supra)
Some limitations on drive type and size and total number of drives in sys.

==> Fine Tooned Engineering Multi I/O (formerly from ICD)
256 byter per sector restriction. 256K and 1 meg ramdisk models.
Printer and modem, modem will handle 19.2K bps

==> Computer Software Services Black Box
Will handle all SCSI drives. Allows 9 drive access for MYDOS. Currently the
only modem interface with CTS/RTS hardware flow control. 19.2K ready.

==> SWP ATR-8000
Rare daughterboard for hard drives.
I/O is probably fairly slow on this baby and there may be DOS restrictions.

==> IDE Hard Drive Interface from Konrad M. Kokoszkiewicz and Jacek Zuk
- two IDE drives can be handled as well
- up to 8388607 logical sectors per drive
- up to 8388607 logical sectors per partition
(limited to 65535 by existing disk operating systems)
- up to 15 partitions simultaneously
(limited to 9 by existing disk operating systems)
- up 58 kilobytes per second in read or write operations
(limited to 32/7 in read/write operations by existing operating systems)
- native IDE mode for a future disk operating system
- emulation mode for existing DOSes like MyDOS, SpartaDOS, BWDOS.
- booting from any partition (even on machines with non-upgraded XL OS)
- write-protection feature
- executing non-DOS software from a hard drive partition
- the partitions may be created freely (there aren't fixed partitions)
The interface operates as normal PBI device and has a connector for 130XE
computers (and other, those have such connector). Tested with various
Western Digital, Seagate and JVC drives. Compatible with the MyDOS 4.50,
SpartaDOS 3.2g, SpartaDOS X 4.20, BWDOS 1.10 and a lots of DOS applications,
demos and games.

==> Fine Tooned Engineering Multi I/O II
An IDE interface. Released?

Subject: 12.4) How can I use an IBM-PC as a storage device for my Atari?

Original by Dave Paterson

SIO2PC is a cable and software combination that lets you use your PC as up to 4 drives for your 8-bit. Drives can be SD, ED, DD or custom sizes up to 16 megs. SIO2PC also lets you redirect the printer output to your PC printer or to a file on the PC. High speed drives are emulated (a la US Doubler).

All these functions are transparent at the Atari end; you never notice the difference between SIO2PC and regular drives, except that the SIO2PC drives are faster than any others (except Ramdisks and PBI interface drives).

SIO2PC 4.04 is shareware by Nick Kennedy.
filename: sio404.zip

Subject: 13.1) What's the best DOS for the Atari?

This is a matter of opinion, but general consensus is that all 8-bit Atari users should treat themselves to either MYDOS or SpartaDOS to appreciate the power of the system. MYDOS is modelled after Atari DOS 2.0S/2.5, but provides subdirectory and hard-drive support. SpartaDOS is a completely different command-line DOS modelled after MS-DOS, though it is perfectly capable of reading all Atari DOS and MYDOS disks. SpartaDOS 3.2g is disk-based; SpartaDOS X 4.22 is cartridge-based and includes many additional features. SpartaDOS is available from Fine Tooned Engineering (see companion vendor/ developer list); MYDOS 4.53 is freeware from Wordmark Systems (Charles Marslett and Bob Puff). There are two versions of MYDOS 4.53, one uses 3 digit sector numbers where possible, known as 4.53/3; the other, known as 4.53/4, uses 4 digits minimum.

It is recommended that all 8-bit Atari users own at least DOS 2.5 for complete compatibility with existing software, and then choose either SpartaDOS or MYDOS as they see fit. DOS 2.5, MYDOS and SpartaDOS are all available on the archives.
filenames: Os/dos25.arc (DOS 2.5)
Fte/fte32g.arc (SpartaDOS 3.2)
Os/mydos453.dcm (MYDOS - latest version)
Os/mydos45m.arc (MYDOS - latest complete doc's)

Subject: 13.2) What hardware has Atari created in the 8-bit computer line?

Computers:
400 Personal Computer (1979) 8/16K, membrane keyboard, 400/800 OS
800 Personal Computer (1979) 8/16/48K, two cartridge slots, 400/800 OS
1200XL Home Computer (1982) 64K, early XL OS, F1-F4 keys, 4 LEDs
600XL Home Computer (1983) 16K, BASIC, PBI, XL OS
800XL Home Computer (1983) 64K, BASIC, PBI, XL OS
65XE Personal Computer (1985) same as 800XL minus PBI
130XE Personal Computer(1985) same as 65XE with 128K plus ECI
800XE Personal Computer(1987?)~same as 130XE but 64K. Mostly eastern Europe.

XE Game System (1987) same as 65XE plus Missle Command, detach keybd

Peripherals:
410 Program Recorder -Japan and Hong Kong versions
810 Disk Drive -SS/SD 90K with DOS 1 or DOS 2.0S,MPI&Tandon vers.
820 Printer -40 col.
822 Thermal Printer -40 col.
825 80-Column Printer -req. 850
830 Acoustic Modem -300 baud req. 850, with Telelink I software
835 Direct Connect Modem -300 baud, with Telelink II software
850 Interface Module -4 9-pin serial, 1 15-pin parallel ports, beige &
black metal versions
1010 Program Recorder -Sanyo and Chelco versions
1020 Color Printer -40 col.(80 by command) print/plot in 4 colors
1025 80-Column Printer -7-pin dot matrix
1027 Letter-Quality Printer-80 col. letter quality =Mann-Tally Riteman LQ
1029 Printer -7-pin dot matrix, same as Commodore MPS-801
1030 Direct Connect Modem -300 baud, with ModemLink software
1050 Disk Drive -SS/ED 128K with DOS 3 or DOS 2.5
1064 -64K RAM module for 600XL
XC11 Program Recorder
XC12 Program Recorder
XM301 Modem -300 baud, with XE Term software
XMM801 Printer -80 col. Ribbon: Mannesman/Tally MS80
XDM121 Printer -80 col.letter quality. Ribbon: Silver Reed CF130
XF551 Disk Drive -DS/DD 360K with DOS XE
XEP80 Interface Module -80 col. video display and DB25 parallel port
SX212 Modem -1200 baud, rarely with SX-Express! package

Atari 8-bit vaporware computers: (note some are more vaporous than others)
1200 1200XL internally, many slight cosmetic differences
800XLF late 800XL with a redesigned motherboard, & FREDDY (from the XE's)
1250XLD Earlier concept of the 1450XLD
1400XL 800XL plus modem, speech synth.(looks like a 1200XL)
1450XL Earlier concept of the 1450XLD
1450XLD 1400XL plus 5.25" floppy drive
65XEP 65XE plus 3.5" floppy drive, 5" green monitor
65XEM 65XE plus AMIE sound chip

Atari 8-bit vaporware peripherals:(note some are more vaporous than others)
815 Dual Disk Drive -2 x SS/DD 180K with DOS 2.0D
1055 -a 1050 (SS/ED) with a 3.5" mechanism
1090 XL Expansion System-for PBI, CP/M/MS-DOS/Apple II compatible
XM128 -12" green monitor w/ built-in 80-column card
XC1411 -composite 14" color monitor
XF521 -5.25" floppy drive - 1050 compatible, in XE style
XTM201 -non-impact printer
XTC201 -non-impact color printer

Subject: 13.3) What are the power-supply requirements for my Atari
components?

As with the rest of this FAQ list, please let me know if any of this
information conflicts with the units you have. I'm also not sure how much
of this section is valid outside North America. If it's not valid where
you are, I need to hear from you!

The most important information is the voltage (in volts) required, and
whether you need a transformer (AC output) or an adapter (DC output). The
power (in watts) and current (in amperes) specifications of the original
equipment as presented here should be regarded as minimum values.
Higher-than-specified power and current capacities are entirely usable,
and often preferable because such supplies run cooler and last longer.

Relevant law of physics:
Power (in watts) = current (in amps) * voltage (in volts)

9 V AC 5.4 VA (600 mA) Atari#CO62195 transformer:
1030

9 V AC ???? VA (??? A) Atari#CO61516 transformer:
1010
9 V AC 15.3 VA (1.7 A) Atari#CO14319 transformer:
400,800,822,850,1010,1200XL,256K FTe MIO
9 V AC 18 VA (2.0 A) Atari#CA014748 transformer:
400,800,810,822,850,1010,1200XL,256K FTe MIO
9 V AC 18 VA (2.0 A) Atari#CA016804 transformer:
400,800,810,822,850,1010,1200XL,256K FTe MIO
9 V AC 31 VA (3.4 A) Atari#CO17945 transformer:
400,800,810,822,850,1010,1200XL,1020,1050,XF551,256K FTe MIO
9 V AC 50 VA (5.6 A) Atari#CA017964 transformer:
400,800,810,822,850,1010,1200XL,1020,1050,XF551,256K FTe MIO

9.5 V AC 40 VA (4.2 A) Atari#CO61636 transformer:
1027

24 V AC 3.6 VA (150 mA) Atari#CA016751 transformer:
830

5 V DC 1.0 A (5.0 W) Atari#CO70042 adapter:
65XE,XE Game System
5 V DC 1.5 A (7.5 W) Atari#CO61982 adapter:
600XL,800XL,65XE,130XE,XE Game System
5 V DC 1.5 A (7.5 W) Atari#CA024814 adapter:
600XL,800XL,65XE,130XE,XE Games System
5 V DC ??? A (??? W) Atari#CO81982 adapter:
XL/XE

6 V DC 300 mA (1.8 W) Atari#??????? adapter:
"410P"

9 V DC 500 mA (4.5 W) Atari#CO16353 adapter:
XEP80,SX212,2600

9 V DC 500 mA (4.5 W) Atari#CA014034 adapter:
XEP80,SX212,2600

9.3 V DC 1.93 A (18 W) Atari#CO18187 adapter:
Indus GT,1 Meg FTe MIO,5200
11.5 V DC 1.95 A (22 W) Atari#CA019141 adapter:
Indus GT,5200

5 V / 12 V DC 1.1 A (5.5 W / 13.2 W) Atari#CO62297 adapter:
1400XL,1450XLD

These draw their power from the SIO +5 V:
XM301 (60 mA),XC12;FTe P:R: Connection

Draws power from the 600XL PBI:
1064

These have built-in power supplies (plug directly into the wall):
410,815,820,825,1025,1029,XMM801,XDM121

The power supply requirements for the following are still needed:
??? V DC ???? A (???? W) Atari#CA060535 adapter:
835

XC11 program recorder (no brick needed -> internal or SIO source?)

Subject: 13.4) What are the pinouts for the...?

Serial I/O (SIO) Port (all machines):
2 4 6 8 10 12
1 3 5 7 9 11 13
1. Clock Input 8. Motor Control
2. Clock Output 9. Proceed
3. Data Input 10. +5V/Ready
4. Ground 11. Audio Input
5. Data Output 12. +12V (400,800 only. 1400XL/1450XLD?)
6. Ground 13. Interrupt
7. Command

Cartridge Slot ("Left" slot on all machines; "Right" slot on 800 only):
A B C D E F H J K L M N P R S
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
1. ~S4(Left) R/~W late(Right) A. RD4(Left) B02(Right)
2. A3 B. GND
3. A2 C. A4
4. A1 D. A5
5. A0 E. A6
6. D4 F. A7
7. D5 H. A8
8. D2 J. A9
9. D1 K. A12
10. D0 L. D3

11. D6 M. D7
12. ~S5(Left) ~S4(Right) N. A11
13. +5V P. A10
14. RD5(Left) RD4(Right) R. R/~W
15. ~CCTL S. B02

Enhanced Cartridge Interface (ECI) (130XE and 800XE only):
A B C D E F H
1 2 3 4 5 6 7
A. Reserved 1. ~EXSEL
B. ~IRQ 2. ~RST
C. ~HALT 3. ~D1XX
D. A13 4. ~MPD
E. A14 5. Audio
F. A15 6. ~REF
H. GND 7. +5V

Monitor Jack (all but 400, North American 600XL, XE Game System):
3 1
5 4
2
1. Composite Luminance (not on 600XL)
2. Ground
3. Audio Output
4. Composite Video
5. Composite Chroma (not on 800XL,1200XL; grounded on 600XL)

Power Adapter Plug (all but 400,800,1200XL,1400XL,1450XLD):
7 6
3 1
5 4
2
1. +5V
2. Shield
3. Ground
4. +5V
5. Ground
6. +5V
7. Ground

Controller Port (4 on 400/800, 2 on all others):
1 2 3 4 5
6 7 8 9
1. (Joystick) Forward Input
2. (Joystick) Back Input
3. (Joystick) Left Input
4. (Joystick) Right Input
5. B Potentiometer Input
6. Trigger Input / Light Pen Input. Port 4 only on 400
7. +5V
8. Ground

9. A Potentiometer Input

Parallel Bus Interface (PBI) (600XL and 800XL only):
1 3 5 7 9 11 13 15 17 19 21 23 25 27 29 31 33 35 37 39 41 43 45 47 49
2 4 6 8 10 12 14 16 18 20 22 24 26 28 30 32 34 36 38 40 42 44 46 48 50
1. GND ground 2. External select
3. A0 Address output 4. A1
5. A2 6. A3
7. A4 8. A5
9. A6 10. GND
11. A7 12. A8
13. A9 14. A10
15. A11 16. A12
17. A13 18. A14
19. GND 20. A15
21. D0 Data (bidirectional) 22. D1
23. D2 24. D3
25. D4 26. D5
27. D6 28. D7
29. GND 30. GND
31. Phase 2 clock output 32. GND
33. NC Reserved 34. Reset output
35. (IRQ) Interrupt request 36. Ready input
37. NC 38. External decoder output
39. NC 40. Refresh output
41. Column address output 42. GND
43. Math pack disable input 44. Row addr strobe
45. GND 46. Latch read/write out
47. NC (+5V on 600XL only) 48. NC (+5V on 600XL only, used to power 1064)
49. Audio input 50. GND

R1: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. Data Terminal Ready (DTR, Ready Out)
2. Carrier Detect (CRX, In)
3. Send Data (out)
4. Receive Data (In)
5. Signal Ground
6. Data Set Ready (DSR, Ready In)
7. Request to Send (RTS, Out)
8. Clear to Send (CTS, In)

R2: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive Data
5. Signal Ground
6. DSR

R3: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive
5. Signal Ground
7. RTS
8. -8 Volts

R4: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. Send Data +
3. Send Data -
7. Receive Data +
9. Receive Data - (20 mA)

P: Parallel port (850 Interface Module):
8 7 6 5 4 3 2 1
15 14 13 12 11 10 9
1. Data Strob
2. D0
3. D1
4. D2
5. D3
6. D4
7. D5
8. D6
9.
10. Data pins pull up +5V
11. Ground
12. Fault
13. Busy
14. -
15. D7

P: Parallel port (XEP80 Interface Module):
13 12 11 10 9 8 7 6 5 4 3 2 1
25 24 23 22 21 20 19 18 17 16 15 14
1. Strobe
2-9. Parallel Data
10. Not Used
11. Busy
12-17. Not Used
18-25. Ground

Subject: 13.5) What BBS software can be used on the Atari?

This section by mailto:winston@merk.com (Winston Smith)

Here is the run down of ATARI 6502 8-BIT BBSes that I am aware of:

o A.M.I.S. BBS -- The A.C.E. Message Information Service.
This BBS was written in BASIC by the Atari Computer
Enthusiasts computer club (was it the Michigan chapter?). It included
designs for a ring-detector. You needed a sector editor and had to
allocate message space by hand, hex byte by hex byte.

o FoReM BBS -- Friends of Rickey Moose BBS.
At the time, there were a lot of BBSes around
called things such as "FORUM-80" and "BULLET-80", ergo the name. FoReM BBS
was the first truly RBBS-like BBS for the ATARI 8-bit. It was programmed
in BASIC and was somewhat crashy. I think that this is the
great-grandparent of the FOREM-XE BBSes that survive today.

Matt Singer, mailto:msinger@oe.fau.edu writes:
FoReM BBS derived from an early AMIS. When multiple message areas were
added the name was extended to FoReM 26M. Then, When OSS released BASIC
XL the program was rehacked and called FoReM XL... Bill Dorsey wrote most
of the Assembler routines (where is he now?).

o ABBCS -- The ANTIC Bulletin Board Construction Set.
The user design of the ABBCS was very good. It sported
features such as intra-line editors. Unfortunately, the coding of the
ABBCS was really poor. You could practically blow on your keyboard and
crash this BBS. The BBS would sometimes crash several times a day.

o NITE-LITE BBS -- Paul Swanson's BBS with RAM disk.
Paul Swanson was a programmer from the Boston,
Massachusetts, USA, area. I'm not sure whether his BBS for the
Atari 8-bit has been placed into the public domain or not. This BBS was
the first to support a RAMdisk, which Paul Swanson called a "V:" device
for "virtual disk". This BBS was written in Atari BASIC and required a
joystick hardware "dongle" device. This was notable as being one of the
first Atari 8-BIT BBSes that could actually go for a week without having
to be rebooted. Pointers to the message base were kept in an Atari "very
long string" (for which Atari BASIC is famous). The BBS would only have
problems (for the most part) if this string became corrupted.

o ATKEEP -- An Atari 8-bit version of CITADEL BBS.
I believe that AT-KEEP, like FOREM-XE, requires the use of
the commercial BASIC XE cartridge to run. This BBS program was very
popular around Louisiana, USA, from what I understand.

o Benton's SMART BBS -- BBS written in BASIC by Marco Benton.
This program is written entirely in BASIC. It
expects to be running under a SpartaDOS environment. This was a problem
until very recently, when the disk-based version of SpartaDOS was
re-released as shareware. This BBS program uses a "modem clock string"
rather than an R-Time 8 cartridge in order to retrieve the current time.
It also comes with an Atari BASIC game door called "Sabotage".

o FOREM-XE -- FOREM using BASIC XE.
This version of FOREM BBS requires the commercial BASIC XE

cartridge in order to run. It is in the public domain and can import and export messages from the Atari PRO! BBS EXPRESS-NET (7-bit text only, control ATASCII graphics are reserved for message data-structure bytes). FOREM-XE BBS is still currently in use as we speak, and may be reached via the PRO! EXPRESS-NET as long as the cross-networking "transnet" is still in effect.

o The BBS Express -- PRO! BBS demo program.
This is the public domain version of EXPRESS!-BBS,
which is the Keith Ledbetter companion project of the EXPRESS!-TERM terminal program of days gone by. I am not familiar with this program. I think that it is written in Action! and only supports XMODEM Checksum transfers. I have never called or seen this program demonstrated.

o OASIS JUNIOR III -- OASIS BBS demo program.
OASIS JUNIOR III is the --ALL MACHINE LANGUAGE--
demo version of the OASIS BBS program. OASIS is very crash-resistant and comes with a "dial out" screen so that the Sysop can use the BBS as a terminal program to call and fetch files without having to bring the BBS down and reload a terminal program. OASIS supports "Door programs" which it refers to as "OASIS PAL modules". This OASIS demo module comes with an excellent message system. The OASIS file system is one of the most complicated that I have ever seen. It consists of "file libraries" with suites of "file types". There is quite a bit of overhead involved in performing a download (which may be a good thing, as it discourages file hogs). There is a commercial version of OASIS called "OASIS IV" that performs networking. There was an OASIS network between Boston, Massachusets, USA and Murfreesboro(SP?), Tennessee, USA. Occasionally word of the OASIS IV developers reaches the network from New Zealand or Canada.

o Frank Walters BBS -- I know nothing about this BBS except that Frank Walters wrote it.

OASIS IV, CARINA, and BBS-EXPRESS-PROFESSIONAL! are all commercial programs. I haven't heard anything about OASIS IV and CARINA for a while, but PRO!-BBS is still a viable commercial enterprise last that I had heard.

Subject: 13.6) What version of Atari BASIC do I have?

At the READY prompt, enter "? PEEK(43234)"

If the result is: You have Revision:
162 A
96 B
234 C

Subject: 13.7) What are the Standards for Used 8-Bit Stuff?

Developed by mailto:b.poehland@genie.geis.com (Ben Poehland)

When selling used 8-bit Atari equipment in the comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group, please consider describing the condition of the materials you are selling using these standards. This will go a long way toward preventing potentially highly-contentious misunderstandings. Usage is voluntary, but recommended.

LN (Like New)-- Item is pristine, unused, w/all manuals & original packaging materials.
EC (Excellent Condition)-- Item is little used, good working order, physically clean, may have a very few minor cosmetic blemishes, w/original manuals.
GC (Good Condition)-- Item is in good working order but slightly soiled, contains worn parts or minor scratches/dings that betray heavy service or old age, w/original manual or copied manuals.
FC (Fair Condition)-- Item in working order but missing manuals/accessories; heavily worn/soiled or cosmetically damaged.
BC (Basket Case)-- Item does not work, is damaged/butchered, missing manuals & accessories etc., but contains salvageable parts.

Subject: 14.1) What vendors, developers, or publishers support the 8-bit Atari?

See the "Atari 8-Bit Computers Vendors and Developers List." The latest version may be obtained in the following locations, among many others:

ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/vendev
http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/vendev/faq.html
news:comp.sys.atari.8bit news:comp.answers news:news.answers
mailto:mail-server@rtfm.mit.edu , message says:
send usenet/news.answers/atari-8-bit/vendev
quit

You can also ask me for a copy at mailto:mcurrent@carleton.edu

---

Subject: 14.2) Where is my nearest 8-bit Atari BBS?

Rick Detlefsen is presently compiling a new comprehensive Atari computers bulletin board systems list. Contact him by any of the following for more information:

Rick Detlefsen Compuserve:74766,1561
Genie:R.DETLEFSEN
Internet: mailto:74766.1561@compuserve.com

Or by Mail: ATARI BBS LIST
C/O RICK DETLEFSEN
8207 BRIARWOOD LANE
AUSTIN, TX 78757-7642

Subject: 14.3) Where is my nearest 8-bit Atari user group?

Rick Detlefsen is presently compiling a new comprehensive Atari computers user groups list. Contact him by any of the following for more information:

Rick Detlefsen Compuserve:74766,1561
Genie:R.DETLEFSEN
Internet: mailto:74766.1561@compuserve.com

Or by Mail: USER GROUP SURVEY
C/O RICK DETLEFSEN
8207 BRIARWOOD LANE
AUSTIN, TX 78757-7642

Subject: 14.4) How do I use my new or emulated Atari?

"The Unofficial Atari 8-bit New User, Emulator Help FAQ" is maintained by mailto:kendrick@zippy.sonoma.edu (Bill Kendrick). Bill and his FAQ are excellent sources for information on basic usage of the 8-bit Atari, and for information on the 8-bit Atari emulators which run on other computing platforms. See:

http://zippy.sonoma.edu/~kendrick/nbs/new_and_emu.html

Subject: 14.5) What prominent Atarians are reachable by e-mail?

The "Who's Who in the Atari Community E-Mail Directory" includes people involved in all of the Atari computing and gaming platforms. This directory is maintained by the managers of the Cleveland Free-Net Atari SIG. Write to mailto:xx004@cleveland.freenet.edu (Atari SIG) or see:
http://ace.cs.ohiou.edu/personal/mleair/whos_who.html

End of atari-8-bit/faq

2590. Re: Hypocrites Rule The Net

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-04 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <318add13.5337393@news.superlink.net>
Source record: 84117

>
>Listen, uncle SHITHEAD. I've been on "the net" since the only
>Internet providers were universities and the military. I *don't* like
>to see whiny little newbie lamers like yourself scream yourself blue
>in the face about your supposed "right" to anything, *especially* when
>you're apparently the only one who *deserves* this right.
>
My aren't we high and mighty? I guess we should all kiss your ass
because you were here first? Go collect your social security, old
fart. If you care anything about the internet you would know it is the
influx of "newbies" and then knowledge that they bring that makes the
net so much fun. I think what Fester is saying is that he wants the
"right" to say what he wants. Which seems to extend to all types of
pornography (even vile and sick shit) on the net, so why shouldn't it
extend to a "warez" list?
I forgot, you know everything, so you no one new to the net could
possibly teach you anything about anything. So sorry, master.

L8R! -Scott

2591. FS: ATARI - LEFTOVERS

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-04 00:00:00 UTC
From: Sean Cross <secross@whidbey.com>
Message-ID: <Pine.GSO.3.93.960504030008.29800A-100000@whidbey>
Source record: 84118

This is the last of the atari stuff that i have.

(1) Atari 400 + power suppluy. looks good, works good.
(1) 1010 tape drive + power suppluy & serial cable. works good.
(1) 1010 tape drive. parts only.
(4) learn basic cassettes. couple of I/O errors in loading on one tape.
(3) cartridges. Pac-Man, Donkey Kong, Basic Cartridge.

I wish to sell ALL of this stuff at once,
So i will not reply to offers on only some pieces.
E-Mail me back and make offer if interested.
Thank You.
--

Secross@Whidbey.com
Clinton, Washington

2592. Re: B&C Computervisions

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-04 00:00:00 UTC
From: Brian Wiklem <brian_wiklem@interactive.sony.com>
Message-ID: <4mg6o4$9nq@usenet1.sjc.in.sel.sony.com>
Source record: 84119

I went there after hearing they are still in business...

I found them to be very, very courteous, helpful, and insightful.

I unfortunately blew $600 on 8-bit stuff in one shot, but at
the same time a proud owner of a prototype XC1411 composite
monitor......

I also saw there the rare XF35 3.5 8-bit disc drive...they just sold
it for $225, and I tried unsuccessfully to buy it....

I forgot who they said bought it, but I hope to run into this person
and perhaps pick it up form him (I hate 5.25 discs.....)

Anyway, this isn't a plug, just a fact that they had a great selection
and were very pleasant to deal with...I'm gonna go back next week..

Brian

2593. WTB:XF35...name your price

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-04 00:00:00 UTC
From: Brian Wiklem <brian_wiklem@interactive.sony.com>
Message-ID: <4mg71k$9nq@usenet1.sjc.in.sel.sony.com>
Source record: 84120

Want to buy the elusive XF35 disc drive.......

E-mail condition and asking price .....

NO converted XF551's please...

Brian

2594. NEW atari 8-bit page

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-04 00:00:00 UTC
From: Mariano Dominguez Molina <mariano@ce.fciencias.unam.mx>
Message-ID: <318BBA87.41C6@ce.fciencias.unam.mx>
Source record: 84121

Hello ...
"la cueva de los 8 bits"
it's a new WWW page that supports 8-bits, i'ts under construction,
soon i will include an english version

Keep your atiari live

http://graf.fciencias.unam.mx:100/~mariano/atari.html

2595. Re: Problems with the european demos ..

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-04 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <4mga2j$1d4k@usenetz1.news.prodigy.com>
Source record: 84122

It's not a programmer's bug that causes the screen to flicker when a voice comes up on the Atari 8 bit computers. It's a hardware conflict problem that's a price you pay for speech synth software. I remember a program called POKER SAM that would blank the screen whenever SAM spoke to avoid the problem, but it was still distracting.

2596. Re: Cartridge Portcard for PX Xformer

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-04 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <4mgag4$ntc@usenetz1.news.prodigy.com>
Source record: 84123

It's funny that you mentioned one of the few cartridges that won't work this way. Most carts are simple mem images that normally just overlay ram all at once. The OSS carts like BasicXL, Action, Mac65, and maybe a few others are 16K roms that overlay 8K of ram space by a bank selection system that OSS used wonderfully to allow access to more ram while the cart is in place. Some newer carts that have old disk games (Archon?) are also special designs I believe that might actually move the rom data into ram before execution. Any confirmation on this from anyone out there?

2597. Atari 800 clasic's any intrested?

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-04 00:00:00 UTC
From: zeppbbs@icanect.net
Message-ID: <4mgb3a$r0a@news.icanect.net>
Source record: 84124

Is there any one intrested in any clasic atari 800's?
If so you can send me E-mail or call my bbs at 305-893-7067

I have about 8 left and want to sell maybe 6 of them.
With power suplies!

make me an offer also lots of other computer equipment
available as well. (other than atari in masses!)

Also basic xl's still shrink wraped.
Atari 810 p/s, 800 p/s, some software (cart&disk) most new
and still wraped.

best offer takes it.
local users of the miami Florida area are encourged to
contact me on Zeppelin BBS. Mustang : zeppbbs@icanect.net

2598. Free Atari hardware/Compute! Books

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-04 00:00:00 UTC
From: russkring@aol.com
Message-ID: <4mgnjl$e8i@newsbf02.news.aol.com>
Source record: 84125

I have some Atari pieces that are free for the taking. All worked the last time I used them (1993?)

(1) Atari 800XL w/Rev. C BASIC swapped onto main board from cart
(1) Atari 600XL w/Rev. B BASIC
(1) Atari 1010 Recorder
(1) Atart 1050 Drive

Compute! books including:

Mapping the Atari
1st, 2nd book of Atari Graphics
1st, 2nd, 3rd book of Atari

Compute! magazines from '85 to '88

I will not mail--you must pick up (Syracuse, NY area).

Contact me directly:

Russ Kring
russkring@aol.com

2599. Re: Cartridge Portcard for PC Xformer

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-04 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <4mgas4$7mr@dfw-ixnews8.ix.netcom.com>
Source record: 84126

Unfortunately, the OSS/ICD cartridges are bank switched. It would make it very difficuly to copy the ROM images to disk. The cart port would make all Atari 8-bit cartridges accessible to PCXF users. It would also be less grief for all.

I like the idea of copy protection of PCXf by using the cart port. Interesting idea.

2600. 800XL problems...

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-04 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <831339600_OASIS_@pcc-uky.campus.mci.net>
Source record: 84127

Okay, a few weeks ago I posted a message about an 800XL that I had bought and was having trouble with...(thanks to each and every one of you who replied with suggestions and help) Anyways, I've got it narrowed down to the cable that goes between the keyboard and motherboard...its very, umm "positional"...in other words depending on how I've got it flexed or bent determines whether or not the keys work...So...can I buy a replacement cable from someplace like B + C Computervision and how hard is it to take the old one out and put a new one it...Thanks in advance! :)

--

```
_/_/_/
```

2601. Re: Problems with the european demos ..

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-05 00:00:00 UTC
From: nirdary@pacificnet.net
Message-ID: <318c1754.8346622@news>
Source record: 84128

On Fri, 03 May 1996 15:24:48 -0700, Mariano Dominguez Molina
<mariano@macuilli.fciencias.unam.mx> wrote:

>Hello...
>I downloaded the "drunk tank" demo ans some others, the music is great..
>but the screen "flicks" when one of the voices is activated... I think
>that was a bug in the program, but the problem also prestnts in the
>german demos fom TOP magazine an the "l'orneta demo" .
>
>I think that this problem is for running this in a NTSC atari and
>programmed in PAL ataris but I'm not sure
>
>anybody knows how to fix it ?
>
>-----------------------------------
>Mariano D. M.
>http://graf.fciencias.unam:100/~mariano/

yes there is a fix, check my Pal/Ntsc page on:
http://www.pacificnet.net/~nirdary/palntsc/palntsc.htm

2602. Re: 1200XL, what do I need?

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-05 00:00:00 UTC
From: "Eric O. Grupp" <egrupp@annap.infi.net>
Message-ID: <318BE9C1.6C86@annap.infi.net>
Source record: 84129

I just obtained an Atari 1200XL for $10; came with no manuals, drives, power supply, monitor cable, software. Nothing, just the computer. Anybody have any suggestions about how to get started playing with this? If you can, could you let me know sources for information about how to operate, sources for hardware/software? I know Macs and Apples, some IBM, but nothing about Atari! Thanks.

2603. Re: Cartridge Portcard for PX Xformer

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-05 00:00:00 UTC
From: Lawrence Staveley <Lawrence@kwll.demon.co.uk>
Message-ID: <822433251wnr@kwll.demon.co.uk>
Source record: 84130

> I like the idea of copy protection of PCXf by using the cart port.
> Interesting idea.

So Darek is going to mail all currently registered used of XF a cable is he? I think not..... ;-)

"I can't see the solution - Through this state of confusion....."

Lawrence@kwll.demon.co.uk

2604. Re: Old software, dead companies

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-05 00:00:00 UTC
From: mgorelick@pmh.com
Message-ID: <4mih14$an2@alterdial.UU.NET>
Source record: 84131

In article <4meiqm$pu4@crl11.crl.com>, jvogel@crl.com says...
>
>MSmith (msmith@aol.com) wrote:
>: I believe the law reads as follows. If a software vendor has gone out of
>: business, the copyright covering the program is no longer valid. This is
>: due to the fact that the copyright is given to the corporation, not the
>: individual who wrote it. If in fact then, the business legally
>: disappears, so does the copyright. Therefore, the programs can be
>: distributed without any legal ramifications. If the copyright was given
>: to an individual, then you have no right to copy and distribute.
>
>: Anyone care to refute this.
>
>Sorry I have no information present to show to you, but I've seen
>various versions of the copyright law posted here on the internet (incl.
>news.answers newsgroup), and they all say otherwise (The copyrights
>belong to somebody, even after the company goes out of business).
>
>I believe you will receive many challenges to your statement.
>
>John
>jvogel@crl.com

A couple of points:

First, when a company goes out of business, SOMEONE owns the assets of that company, be it the company's creditors, the original owner of the company, or whomever. These assets include any copyrights held by the business. So, there is still a valid copyright held by somebody.

The other point, though, is that my original question wasn't whether the copyright held by the nebulous "someone" was valid, it was whether or not it would be enforced. For example, I have doubts as to whether Electronic Arts would bother to prosecute someone for copyright violations on a product that there was no market for, such as 8-bit Atari versions of Archon. Their laywers would have to sue for damages, and it would be pretty hard to prove financial harm in court in such a case.

Back to our regularly scheduled programming...

2605. Re: XE info.

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-05 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4milu2$iur@nuke.csu.net>
Source record: 84132

Chris Meighan (cts@cali.co.uk) wrote:

: Can anyone point out anywhere where I can find basic stuff, like a
: definition of the XE BASIC? Even better, can someone lend me a manual (I
: live in the UK).

Ah! My "New User, Emulator Help FAQ" is what you need. Check it out at:

http://zippy.sonoma.edu/~kendrick/nbs/new_and_emu.html

Or ask me to e-mail you a text copy. (Note, there's no real difference
between the Hypertext and the plain text versions except the URLs are
made active - and, well, it looks nicer than 80 column non-proportional
text :))

-bill!
kendrick@zippy.sonoma.edu http://zippy.sonoma.edu/~kendrick/
http://www.sterba.com/ http://zippy.sonoma.edu/~kendrick/nbs/

2606. Re: Problems with the european demos ..

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-05 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4mil7i$iur@nuke.csu.net>
Source record: 84133

Mariano Dominguez Molina (mariano@macuilli.fciencias.unam.mx) wrote:
: I downloaded the "drunk tank" demo ans some others, the music is great..
: but the screen "flicks" when one of the voices is activated... I think
: that was a bug in the program, but the problem also prestnts in the
: german demos fom TOP magazine an the "l'orneta demo" .

: I think that this problem is for running this in a NTSC atari and
: programmed in PAL ataris but I'm not sure

Yes, you're right. They're eating up more of the Vertical Blank time then
they're alotted on NTSC machines (PAL VB time is longer).

If you can get ahold of a PAL ANTIC chip, the easiest fix is to put it
in your XL in place of your NTSC ANTIC chip. Then, fix your Vertical-Hold
on your monitor or TV to compensate.

There is a full upgrade, including OS replacement, described by Nir Dary,
the guy who figured all this coolness out.

-bill!
kendrick@zippy.sonoma.edu http://zippy.sonoma.edu/~kendrick/
http://www.sterba.com/

2607. Re: Problems with the european demos ..

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-05 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4milef$iur@nuke.csu.net>
Source record: 84134

Robert Stone (UASZ40A@prodigy.com) wrote:
: It's not a programmer's bug that causes the screen to flicker when a
: voice comes up on the Atari 8 bit computers. It's a hardware conflict
: problem that's a price you pay for speech synth software. I remember a
: program called POKER SAM that would blank the screen whenever SAM spoke
: to avoid the problem, but it was still distracting.

Actually, the speech he was talking about was digitally recorded, not synthetically generated like S.A.M. Also, again the flickering (jumping, actually) was due to timing conflicts because he's running a Made-For-PAL program on an NTSC-based XL.

BTW, for those who don't realize (yet!), you CAN keep the screen on when doing digital sound! There are MANY examples of this, from the old Epyx International Karate, to that old game with the bugs and the magnifying glass ("We gotchya!"), to the EXCELLENT fast-action game "MegaBlast" which boasts multichannel digital sound WHILE all of the action is going on!

-bill!
kendrick@zippy.sonoma.edu http://zippy.sonoma.edu/~kendrick/
http://www.sterba.com/

2608. Re: Old software, dead companies

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-05 00:00:00 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <phANAFh.lmcclure@delphi.com>
Source record: 84135

In a message dated 5-2-96, Mark Smith said:

| "I believe the law reads as follows. If a software
| vendor has gone out of business, the copyright covering
| the program is no longer valid. This is due to the fact
| that the copyright is given to the corporation, not the
| individual who wrote it. If in fact then, the business
| legally disappears, so does the copyright."
|
|
That would be true if it were not for the fact that copyrights are considered intangible property, and can be sold. It is very rare than any assets of a bankrupt corporation "disappear". At worst, they typically are sold at auction to another corporation or individual. Even if an asset has virtually no value (especially intangible assets, which require no storage space) it is usually sold, as it will be included by the liquidator as a part of a larger lot.
-
In some cases, the new owner may not be actively aware of the ownership of some copyrights on old software, or might simply not care. Yet if they percieve no market for the software, they are not likely to go to the trouble of declaring it as freely distributable either, at least until someone asks. Also, if a company is not actively aware they own the copyright on a specific old program, they are not likely to go to the trouble or researching to see if they do unless they have sufficient financial motivation to do so.
-
While I think this situation is far from ideal (and why I would support any move to give software copyrights shorter, but renewable copyright term lengths), that is the law as it currently stands.

2609. shut off keyclick on xe

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-05 00:00:00 UTC
From: cooley@nevada.edu
Message-ID: <4mjeo8$4ks@pioneer.nevada.edu>
Source record: 84136

hello. how would a person shut off the keyclick on an xe so that it wont
come thru the tv speaker, yet other sounds will come out as normal? is
ther anyway to do this? please reply..
t
thanks

2610. Re: Cartridge Portcard for PC Xformer

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-05 00:00:00 UTC
From: mabow@nrv.net
Message-ID: <4mjevi$h4f@kirk.nrv.net>
Source record: 84137

In article <4mgas4$7mr@dfw-ixnews8.ix.netcom.com>, rely@ix.netcom.com
says...All Atari stuff sucks!
>
>Unfortunately, the OSS/ICD cartridges are bank switched. It would make
>it very difficuly to copy the ROM images to disk. The cart port would
>make all Atari 8-bit cartridges accessible to PCXF users. It would also
>be less grief for all.
>
> I like the idea of copy protection of PCXf by using the cart port.
>Interesting idea.

2611. Is there REALLY a Star Raiders II ??

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-05 00:00:00 UTC
From: Douglas Neal <dugn19@mail.tcd.net>
Message-ID: <318D70A9.3448@mail.tcd.net>
Source record: 84138

One time a few months back (I think it was in that list some cool dude was compiling that contained all of the Atari software out there ever made), there was mention of a Star Raiders II. Well, SR just happens to be my FAVORITE VIDEO GAME EVER MADE and if there's a Star Raiders II, I'd love to buy it!

If anyone knows if this beast really exists, what its major differences are, and how I can get my hot little hands on it, I'd be VERY VERY grateful!

Douglas Neal
(dugn19@mail.tcd.net)

2612. Re: Old software, dead companies

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-05 00:00:00 UTC
From: Kevin Foss <IO20816@MAINE.MAINE.EDU>
Message-ID: <96126.233848IO20816@MAINE.MAINE.EDU>
Source record: 84139

mgorelick@pmh.com (Marc Gorelick) wrote:
>The other point, though, is that my original question wasn't whether the
>copyright held by the nebulous "someone" was valid, it was whether or not it
>would be enforced. For example, I have doubts as to whether Electronic Arts
>would bother to prosecute someone for copyright violations on a product that
>there was no market for, such as 8-bit Atari versions of Archon. Their laywers
>would have to sue for damages, and it would be pretty hard to prove financial
>harm in court in such a case.

Actually, I think some companies might want to keep and actually enforce
their copyrights at least so they can retain the option of still selling the
games. No, not to the Atari 8-bit users directly, but rather to the
Nostalgia/Emulator market. Activision has a couple sets of 2600 games for
PCs, and one based on home computer versions as well. Namco and Williams
have been selling their arcade games to be used on home consoles. Microsoft
has a couple sets of classic games out for Windows. If the software was
available free, to be used on emulators they could potentially argue
that it hampers their sales like any other form of piracy. I kinda have
doubts that any cases will really be brought either, but I think most of the
game companies and especially those still in business would have legal
grounds to prove potential loss of earnings-- even if EA hasn't even thought
about selling Archon to the nostalgia market yet.

-Kevin

Kevin A. Foss ---------- io20816@maine.maine.edu

2613. Re: Cartridge Portcard for PX Xformer

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-05 00:00:00 UTC
From: "Mr. Maddog" <mrmaddog@prolog.net>
Message-ID: <Pine.SOL.3.91.960505173402.27039A-100000@ns1.ptd.net>
Source record: 84140

On 2 May 1996, Robert Smith Ely wrote:

> Has anyone tried or thought to try to build a cartridge port expansion
> card for PCs to work with PC Xfromer? I happen to love SpartaDOS X and
> BASIC XE. Of course, neither can be used with PCXF. I have to build the
> programs on my 130XE then x-fer them to my PC to use them. That's not
> fun. I'd like to be able to edit the programs on the PC too.
> Unfortunately, I can't have the 130XE at work.

Yeah, I would love to see that too. I've always wanted to play my game carts on the emulator, but it's a pain in the neck to make disk copies to use on Xformer. It can be just a simple ISA card with the port and Xformer(with a patch I assume) can make traps to this so the Atari OS thinks this is the port. Maybe you can toggle between Left and Right ports for those few 800 carts, or maybe an image of the Translator.

I seriously wish that Darek would consider this, of course I'm still waiting for joystick and MIDI support for Gemulator 95...

Eric Noss
a.k.a
Mr. Maddog

2614. Re: B&C Computervisions

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-05 00:00:00 UTC
From: alexc@3rdplanet.com
Message-ID: <alexc-0505960306040001@news.3rdplanet.com>
Source record: 84141

In article <4mg6o4$9nq@usenet1.sjc.in.sel.sony.com>, Brian Wiklem
<brian_wiklem@interactive.sony.com> wrote:

> I unfortunately blew $600 on 8-bit stuff in one shot, but at
> the same time a proud owner of a prototype XC1411 composite
> monitor......
>
> I also saw there the rare XF35 3.5 8-bit disc drive...they just sold
> it for $225, and I tried unsuccessfully to buy it....

Hey, how come everybody else gets the good stuff? 8-(

I was there a month or so ago, and they didn't tell me anything about any
interesting prototypes...

As regards the "politeness" thread, I found them extremely helpful and
friendly. I too managed to blow an unspeakable amount of money in one
visit on 8-bit stuff, although not quite $600... 8-)

--
Alex Chamberlain --- alexc@3rdplanet.com

2615. Help with ATR8000? (long)

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-05 00:00:00 UTC
From: alexc@3rdplanet.com
Message-ID: <alexc-0505960307330001@news.3rdplanet.com>
Source record: 84142

So I was making my usual monthly round of the thrift stores and junk shops and I picked up an ATR 8000. No docs or cables of course. I took it home and managed with some trial and error to put together a floppy drive cable and hook up two old 360K drives. (If anyone cares, the drive cable is wired straight-through, with no PC-style twist, and the drive select jumpers on the floppies should be set to whatever drive number you want them to be, _not_ all DS1 like on a PC.) I also found a printer cable with the right ends--I think it came from a Kaypro II. (Again, if anyone cares--another straight-through cable, 34-pin edge connecter on one end and male Centronics D-34 on the other.)

Much to my surprise, it all worked when I powered it up. (Although I couldn't test the modem port, since I didn't have the right kind of cable handy.) The printer interface even adds on a CR automatically so you don't need to fiddle with DIP switches if you share a printer between the Atari and another machine, like I do. And the floppy drives are able to read the XF551 DS/DD format. That was a big surprise to me--I thought none of the 8-bit double-sided floppy formats were compatible.

So, what else can I do with this thing? I know it can run 360K 5.25" drives, and also 8" drives, IIRC. I'm not likely to find any working 8" drive mechs, but that means it can also run 1.2Mb 5.25" drives, right? What I really want to know is, what if I plug a 3.5" drive in? Will I get 720K on a 3.5" disk if I tell MyDOS the truth about the drive configuration--i.e. double sided, double density, 80 tracks per side? (Is 1.44Mb a possibility?)

And what's the deal with that edge connector for the serial port? Pinouts, anybody?

A couple other questions:

How do I tell if my ATR unit is one of the ones that can run CP/M, and how does it work? Not like I want to run CP/M on the Atari (ha ha), but it'd be nice to know. All the sockets on the board are filled, I notice--eight of them with 64-kilobit RAMs and one with a Z80 CPU, so I'm guessing I _do_ have the CP/M option. Can the RAM also be used as something useful, like a printer buffer?

Also, there are a dozen or so jumpers on the board, with no clue as to their functions--do I need to be concerned about them? And the reset button on the back isn't connected to anything, just a pair of loose wires--shouldn't it go to one of the jumpers, or to the Z80, or something?

Any help appreciated, as usual...

--
Alex Chamberlain --- alexc@3rdplanet.com

2616. B&C Computervisions

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-05 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <318cef9d@pianosa.demon.co.uk>
Source record: 84143

Whilst reading the usual rubbish I find here, James King wrote something
interesting to All about B&C Computervisions:

Hello James,

JK> I visited B&C this week as well and they were not only VERy courteous,
JK> but have ALWAYS been very courteous. Your bad mouthing B&C after only

All fine and dandy, so far.

JK> having done business with them ONCE (if at all) is very unfair.

But that's just the point. If, on first dealing, you get abuse, you're not
going to go back, are you? Mind you, if the person complaining about the abuse
they received, were abusive themselves, serves them right.

I have found that going in guns blazing, is rarely successful. Far better to
be curteous. If you fail take legal action against whoever. Often, the mere
appearance of a summons to appear in court does the trick, should things ever
get that far.

_
Regards, /_) 2:251/40.1 39:134/11.1
/ _)rad brad@pianosa.demon.co.uk

... Did you do it for fame, did you do it in a fit? Did you do it before
you read about it? - Identity; X-Ray Spex

2617. Re: 800XL problems...

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-05 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1996May05.192110.24341@wariat.UUCP>
Source record: 84144

(Fellow has problem with 'ribbon' connector from keyboard to mother board.)
This is a very common problem. We've discussed it some and here's off the top as I type.
It sounds like you may have a problem with only one of the 'traces', I mean the ground or power supply 'trace'. If this is the case, then you may be able to push a thin 'wire' or piece of metal in that place in the mylar and fix it. Look very carefully for where the break is.
Some here have said the problem is frequently in the end of the 'ribbon' that plugs into the socket on the mother board. They suggest a clean cut, about 1/8" up from the end and cut off the covering plastic to make a 'new' end to the ribbon.
This is hard, and is easy to cut the trace when you go to cut off the covering plastic.
I solved a similar problem on my 130xe by finding a particular item at a local electronics surplus that is a perfect 'fit' of a small 'ribbon' that has metal flat 'pins' on both ends of this short ribbon. I was able to cut off the end of the keyboard ribbon and stuff the flat metal pins up under the covering plastic. The other end fit perfectly into the mother board socket.
Barring all above, you could maybe find a new keyboard mylar at B&C. I don't think Amer. Tech. has them, could be wrong.
Again, I think the 'key' is to find the break or bad spot on your ribbon and fix it from there.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

2618. Re: Help with ATR8000? (long)

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-06 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <4mkn3p$751@news.xmission.com>
Source record: 84057

Alex Chamberlain (alexc@3rdplanet.com) wrote:
: So, what else can I do with this thing? I know it can run 360K 5.25"
: drives, and also 8" drives, IIRC. I'm not likely to find any working 8"
: drive mechs, but that means it can also run 1.2Mb 5.25" drives, right?
: What I really want to know is, what if I plug a 3.5" drive in? Will I get
: 720K on a 3.5" disk if I tell MyDOS the truth about the drive

I believe you'll only get a maximum of 720k capability out of the ATR..

: And what's the deal with that edge connector for the serial port?
: Pinouts, anybody?
:

I believe its straight through also, except that you have to drop a few
pins..

: Also, there are a dozen or so jumpers on the board, with no clue as to
: their functions--do I need to be concerned about them? And the reset
: button on the back isn't connected to anything, just a pair of loose
: wires--shouldn't it go to one of the jumpers, or to the Z80, or something?
:
: Any help appreciated, as usual...

I will gladly photocopy the ATR manual for you, provided you simply front
the cost for US FIRST CLASS shipping.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

2619. Re: Cartridge Portcard for PX Xformer

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-06 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <4ml15k$155m@usenetz1.news.prodigy.com>
Source record: 84058

I emailed Darek on this issue and he says that it would cost a hundred bucks or so, more than most people would pay in his opinion.

2620. Re: 800XL problems...

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-06 00:00:00 UTC
From: bkamen@benzone.openport.com
Message-ID: <4ml34j$n4b@nosferatu.openport.com>
Source record: 84059

One of the things you will find most frustrating about the fine engineering of the XE's are those pesky keyboard "cables"... really, it's just conductive ink masked onto a plastic backing.
It's plugged into the keyboard jack.. and for 1 or 2 cycles, it's fine.

More than that... it's screwed... Try holding the connector up to the light... see if you

can see through the connective zone that's supposed to plug into your keyboard "jack".... if you can see through it.. that's your problem..

Fixes? Look throught any of the electronics magazines for the Silver-based conductive repair
pens... I've used them in the past to repair things like this... they work ok... again, for a connector, the life is only a few cycles... so be careful...

Let me know your results...

- bkamen@benzone.openport.com

2621. HD for atari 800?

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-06 00:00:00 UTC
From: bob@jriver.com
Message-ID: <4ml496$en8@newsbox.jriver.com>
Source record: 84060

I have an Atari 400 that I dragged out of the attic last night. I've modified it into a 800 equivalent (48k ram, video/audio jacks, 1200 keyboard, etc). I would like to know if it is possible to add a hard drive to it.

I have seen hard drives connected to an 800 before, in 1983 I used a corvus HD that was attached to the 4 parallel joystick ports!

Is there something similar, perhaps a simple circuit that can convert the joystick ports to SCSI levels and OS patches?

The reason I would like to do this is that I have a lot of software on deteriorating 13 year old disks that I'd like to move to a hard drive.

Thanks for any suggestions.

Bob

2622. Re: Is there REALLY a Star Raiders II ??

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-06 00:00:00 UTC
From: Lawrence Staveley <Lawrence@kwll.demon.co.uk>
Message-ID: <601965111wnr@kwll.demon.co.uk>
Source record: 84061

> If anyone knows if this beast really exists, what its major differences
> are, and how I can get my hot little hands on it, I'd be VERY VERY
> grateful!

Star Raiders II exists, and I've got an original disk version (Not for sale, BTW)

It's basically a finished version of the bootleg(?) Last Starfighter, with the Starfighter intro removed and an Atari Logo stuck in it's place, oh, and you can fly backwards, which I seem to remember you couldn't do in Last Starfighter.

"I can't see the solution - Through this state of confusion....."

Lawrence@kwll.demon.co.uk

2623. Ad Naseum, Ad Nauseum

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-06 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <4ml80u$2qi@madeline.INS.CWRU.Edu>
Source record: 84062

I said about Re: hypocrites we discuss copyrights here 'ad naseum'.
I think that is 'Thru the nose' as like, when we pay too much.
I meant 'ad nauseum' as in 'until you puke.'

2624. Re: ATARI 8-bit equipment MUST SELL!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-06 00:00:00 UTC
From: thester@nyx10.cs.du.edu
Message-ID: <4mlf9t$3eh@nyx10.cs.du.edu>
Source record: 84063

In article <4mk8p2$l4a@news.anet-dfw.com>,
Mark C. Lowe <mldcs@anet-dfw.com> wrote:
>In article <19960503114445.aaaa004s5@babyblue.cs.yale.edu>,
> terry.ortman@fantasy.com (Terry Ortman) wrote:
>> ATARI Equipment, MUST SELL!!!
>>
>> ATARI 400 Computer, 16K, with power supply, manual, and 2 joysticks, T
>> connector, original cost $599.00, Joysticks $19.95 each, asking $100.0
>> or best offer.
>
>
>Dude, I can buy Atari 400's all day in pawn shops for $5 apiece! That
>"original cost $599" isn't going to sway anyone to pay $100!!!
>
>Jeez!
>
>I'm sure the other stuff is equally over-priced!

So quit your bitchin' and buy your 400's from someone else. ;-)

Uncle Fester

--
| SOCIOPATH n. - an aggressively antisocial psychopath taking |
| no responsibility for his/her actions. See "INTERNET" for |
| a collective of distinguishing characteristics - e.g., viz EFF. |
| : *thester@nyx.cs.du.edu* : |

2625. Re: Free Atari hardware/Compute! Books

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-06 00:00:00 UTC
From: DWM003@ACAD.DRAKE.EDU
Message-ID: <DWM003-0605961322140001@204.42.45.195>
Source record: 84064

In article <4mgnjl$e8i@newsbf02.news.aol.com>, russkring@aol.com
(RussKring) wrote:

> I have some Atari pieces that are free for the taking. All worked the
> last time I used them (1993?)
>
> (1) Atari 800XL w/Rev. C BASIC swapped onto main board from cart
> (1) Atari 600XL w/Rev. B BASIC
> (1) Atari 1010 Recorder
> (1) Atart 1050 Drive
>
> Compute! books including:
>
> Mapping the Atari
> 1st, 2nd book of Atari Graphics
> 1st, 2nd, 3rd book of Atari
>
> Compute! magazines from '85 to '88
>
> I will not mail--you must pick up (Syracuse, NY area).
>
> Contact me directly:
>
> Russ Kring
> russkring@aol.com

Do you still have any of the hardware????

Duncan McQueen
dwm003@acad.drake.edu

2626. Re: FS ATari 520 ST + SM-124

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-06 00:00:00 UTC
From: DWM003@ACAD.DRAKE.EDU
Message-ID: <DWM003-0605961323350001@204.42.45.195>
Source record: 84065

In article <4mkjcv$52o@nntp1.best.com>, uvi@nntp.best.com (Tom Lanhaus) wrote:

> I have for sale
>
> SM-124 solid working condition hires clean mono $35
>
> Atari ST 520 Stock machine w/ 512k all manuals and cables +
> additional original software
> 880k floppy internal ect. $40
>
> FIRM
>
> + Shipping COD
> Eric Gieseke
> SIDEWINDER

Do you still have this machine? If so, I want it!

Duncan McQueen
dwm003@acad.drake.edu

2627. Re: Atari 800 clasic's any intrested?

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-06 00:00:00 UTC
From: DWM003@ACAD.DRAKE.EDU
Message-ID: <DWM003-0605961321290001@204.42.45.195>
Source record: 84066

In article <4mgb3a$r0a@news.icanect.net>, zeppbbs@icanect.net (steven andresen) wrote:

> Is there any one intrested in any clasic atari 800's?
> If so you can send me E-mail or call my bbs at 305-893-7067
>
> I have about 8 left and want to sell maybe 6 of them.
> With power suplies!
>
> make me an offer also lots of other computer equipment
> available as well. (other than atari in masses!)
>
> Also basic xl's still shrink wraped.
> Atari 810 p/s, 800 p/s, some software (cart&disk) most new
> and still wraped.
>
>
> best offer takes it.
> local users of the miami Florida area are encourged to
> contact me on Zeppelin BBS. Mustang : zeppbbs@icanect.net

If possible, how much are you selling the XLs for?
What software do you have?

Duncan McQueen
dwm003@acad.drake.edu

2628. Re: ATARI 8-bit equipment MUST SELL!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-06 00:00:00 UTC
From: maffia@fox.CS.Berkeley.EDU
Message-ID: <4mllrm$jv3@agate.berkeley.edu>
Source record: 84067

Uncle Fester <thester@nyx10.cs.du.edu> wrote:
>>> ATARI 400 Computer, 16K, with power supply, manual, and 2 joysticks, T
>>> connector, original cost $599.00, Joysticks $19.95 each, asking $100.0
>>> or best offer.
>>
>>
>>Dude, I can buy Atari 400's all day in pawn shops for $5 apiece! That
>>"original cost $599" isn't going to sway anyone to pay $100!!!
(snip)
>
> So quit your bitchin' and buy your 400's from someone else. ;-)
>
> Uncle Fester

Who's bitchin? How long have you been reading this group?
Do you know how many times I've read that post about how a bare
Atari 400 must be worth $100 because the fool has held on to it
for so long? Who's to say he didn't purchase it for $49.95 in
1982, lost it in his attic for 13 years and is trying to make a
profit? His prices are ridiculous, his post is on automatic
re-post every 6 weeks, and I'm not sure how in touch with reality
he is! So please stop treating every reader of this group to your
educated language. I have plenty of respect for my old Atari friends
and had quite a bit of fun teasing the Commie-64'ers in my time,
but I've known 10 year olds more mature than you have been lately.

- Anthony

2629. Re: shut off keyclick on xe

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-06 00:00:00 UTC
From: mcmahon@inil.com
Message-ID: <567cc$f131e.42@NEWS>
Source record: 84068

kendrick@zippy.sonoma.edu (William Kendrick) wrote:

>DEBORAH COOLEY (cooley@nevada.edu) wrote:
>: hello. how would a person shut off the keyclick on an xe so that it wont
>: come thru the tv speaker, yet other sounds will come out as normal? is
>: ther anyway to do this? please reply..

>Set memory location 731 to a non-zero value. In BASIC, this would be a:

> POKE 731,1

>You can also make tiny ML program to do this. Try (from Atari DOS) [C]opy
>"E:,NOCLICK.COM" (or NOCLICK.AR0 or AUTORUN.SYS or whatever):

>Then type:

> [ESC] [Control]-[Insert]
> [ESC] [Control]-[Insert]
> [Inverse] [Shift]-[,] [Inverse]
> [Control]-[B]
> [Inverse] [Shift]-[,] [Inverse]
> [Control]-[B]
> [Control]-[A]
> [Return]
> [Control]-[3]

>That SHOULD do it. (The first two keystokes are the two "255" characters
>at the beginning of the binary file. The next two (and next two after that)
>keystrokes represent the low-byte and high-byte of "731" - the address to
>start (and end) the binary load. The last byte is a "1", as in "POKE 731,1").

>Finally, [Return] gets it all in through the E:ditor device, and [Control]-[3]
>sends an "End-Of-File", so DOS stops copying from E: and saves it into the
>file.

>Good luck! I hope I got it all right!

>You can also change the key repeat rate with byte "730". :) 6 is normal,
>2 is a nice fast speed, 1 is insane.

>-bill!
>kendrick@zippy.sonoma.edu ||| kendrick@vax.sonoma.edu
>** New Breed Software ** / | \ ** William Kendrick **
>http://zippy.sonoma.edu/~kendrick/ http://sterba.com/

Dear Mr. Kendrick,

No posting of binaries in this newsgroup... ;)

Rory McMahon
,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,
* Rory McMahon Atari Fanatic by CHOICE! Falcon030/4/85/SyQuest EZ135 *
# mcmahon@inil.com 8 bits and above! Pentium 90 Xformer! #
'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'

2630. Atari Documentation Archive

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-06 00:00:00 UTC
From: dann@nymt.reuter.com
Message-ID: <4mlrm9$8mj@client1.news.psi.net>
Source record: 84069

I have recently begun scanning in all my old 8-bit instruction manuals. What does everyone think about an archive of documentation for old Atari games? We could keep .JPG images of the graphical portions of the manual and the text could be either scanned, regular text, or even converted to html. I bet a lot of people have software that they no longer have documentation for and would enjoy having such a resource.

2631. Re: XFD Question: Nested XFD ???

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-06 00:00:00 UTC
From: Jerold Rotbard <jrotbard@j51.com>
Message-ID: <318E9733.7AC0@j51.com>
Source record: 84070

Douglas Feldman wrote:
> Anyways, I was thinking about how to extract (expel) a file out of an XFD
> image? I know that you can use XFormer to load individual files as D2:
> etc, and then to copy the file into D1: etc. But, how do you extract a
> file out of an .XFD image? I do not have SIO2PC or the XFomer cable. I
> just use a null modem cable to connect my real Atari to my PC.

I'm not sure if there is a program to extract files out of an XFD image, but there is one that
extracts files out of ATR images. Its is called ATRIMG11.EXE (Atari Disk Image Processor) and
your should be able to get it from http://www.umich.edu/~archive/atari/8bit/Diskutils/

You would have to convert XFD images to ATR images and I'm not sure which program does that, but
you should be able to find one somewhere in the umich archives.

2632. Re: HD for atari 800?

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-06 00:00:00 UTC
From: "Yoda <Chris Hackmann>" <hacker@rnet.com>
Message-ID: <318EA928.6C35@rnet.com>
Source record: 84071

Robert E. Brose II wrote:
>
> I have an Atari 400 that I dragged out of the attic last night....

(snip snip)

> I would like to know if it is possible to add a
> hard drive to it.

If an Apple II had a hard drive for it, then I'm sure that the 400 did too.

> The reason I would like to do this is that I have a lot of software
> on deteriorating 13 year old disks that I'd like to move to a
> hard drive.

I don't want to be attacking you, but you could always buy new disks (Global, for example, still sells 5-1/4 DS/DD disks for cheap) and then just copy them. If not, then you could snag an emulator, and some of these (at least reportedly) will let you convert Atari disks into ROM images by just loading them through a 5-1/4 floppy on your PC!

2633. Re: HD for atari 800?

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-06 00:00:00 UTC
From: "Yoda <Chris Hackmann>" <hacker@rnet.com>
Message-ID: <318EA932.1AA3@rnet.com>
Source record: 84072

Robert E. Brose II wrote:
>
> I have an Atari 400 that I dragged out of the attic last night....

(snip snip)

> I would like to know if it is possible to add a
> hard drive to it.

If an Apple II had a hard drive for it, then I'm sure that the 400 did too.

> The reason I would like to do this is that I have a lot of software
> on deteriorating 13 year old disks that I'd like to move to a
> hard drive.

I don't want to be attacking you, but you could always buy new disks (Global, for example, still sells 5-1/4 DS/DD disks for cheap) and then just copy them. If not, then you could snag an emulator, and some of these (at least reportedly) will let you convert Atari disks into ROM images by just loading them through a 5-1/4 floppy on your PC!

```
_____
_/ \_
_//-\ /-\\_ "Consume you it will!"
\--___| (*) ^ (*) |___--/
\_ | \_/ - \_/ | _/ "The Force is your greatest ally."
\__| |__/
\_ ----- _/ Yoda
\_ _ _ _/
\_-_/ 369-3452@tnet.bluethun.com
~
```

2634. Re: Man! Am I glad to see this NG! I thought The Atari 8-bit was long gone!

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-06 00:00:00 UTC
From: "Yoda <Chris Hackmann>" <hacker@rnet.com>
Message-ID: <318EA9FC.3AEA@rnet.com>
Source record: 84073

redeyes@soreass.net wrote:
>
> Hi, being a "newbe" and a long time Atari 800XL owner, I'll be
> keeping tabs on this Newsgroup. Is there any software or hardwarre
> inteface that would allow me to convert Atari files to PC? or at least
> be able to copy them to pc format for posting/trading purposes???
>
> I still say the old Atari days were the most fun, Dave
> (mead@dlg1.servtech.com)

First of all, be careful what you do before you infringe on copyrights :-o However, Atari emulators exist (PC XFormer, for example) that will let you load the old Atari XL disks into a 5-1/4 floppy on your PC and then convert them into the corresponding ROM format. Try UMich's Atari archive for an emulator --- I don't have the link on hand --- someone mind posting it?

```
_____
_/ \_
_//-\ /-\\_ "Consume you it will!"
\--___| (*) ^ (*) |___--/
\_ | \_/ - \_/ | _/ "The Force is your greatest ally."
\__| |__/
\_ ----- _/ Yoda
\_ _ _ _/
\_-_/ 369-3452@tnet.bluethun.com
~
```

2635. Re: Faq???

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-06 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1996May06.021543.5549@wariat.UUCP>
Source record: 84074

(I'm going to take the liberty of posting my 'where to find the FAQs.)
Archive-name: atari-8-bit/faq
Posting-Frequency: monthly
Welcome to the comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8
discussion group!
Atari 8-Bit Computers
Frequently Asked Questions List
Revised 10-Jan-96(Not latest)
Additions/suggestions/comments/corrections are needed! Please send to:
URL:mailto:mcurrent@carleton.edu
UUCP: ...!umn-cs!ccnfld!mcurrent
Cleveland Free-Net: aa700
--- Where to get the latest copy of the 8-bit Atari FAQ List ---
The home of many FTP archive sites, automatically updated monthly:
URL:ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/faq

The World Wide Web hypertext version, automatically generated monthly:
URL:http://www.smartpages.com/faqs/atari-8-bit/faq/faq.html
URL:http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/faq/f
aq.html

WWW "flat hypertext" versions, automatically generated monthly:
URL:http://www.cs.ruu.nl/wais/html/na-dir/atari-8-bit/faq.html
URL:http://www.lib.ox.ac.uk/internet/news/faq/archive/atari-8-bit.faq.ht
ml

Usenet newsgroups where this FAQ list is automatically posted monthly:
URL:news:comp.sys.atari.8bit URL:news:comp.answers
URL:news:news.answers

You can also get the latest version by e-mail.
URL:mailto:mail-server@rtfm.mit.edu , message says:
send usenet/news.answers/atari-8-bit/faq
quit

Finally, you can always ask me for a copy at
URL:mailto:mcurrent@carleton.edu

....
The Atari 8 NEWBIE FAQ:

ask Bill Kendrick kendrick@zippy.sonoma.edu for a copy.
Bill also has a www homepage, I'm pretty sure, ask him about
that too.

--
Russ Gilbert, user of the UniBoard System @ wariat.org

E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

2636. Yours for the shipping

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-06 00:00:00 UTC
From: sgwallace@delphi.com
Message-ID: <ZjGt4l4.sgwallace@delphi.com>
Source record: 84075

I've got a Comrex CR-220AT dot matrix printer that will directly connect to an Atari 8-bit SIO connector. No interface is needed. The printer does a draft font and non-Epson compatible dot graphics. It'd be fine for printing casual correspondence or program listings. If you've moved your Atari 8-bit system to the kid's room, this printer would make a fine addition there.

If you have a disk drive for your Atari I'll throw in a disk with TextPro configured for the printer, and Koala Print modified for it to print MicroIllustrator graphics.

If you or someone you know could give this like new looking, like new working printer a home, e-mail me at sgwallace@delphi.com with your plans for it. I'll send a more detailed description and answer any questions.

Steve
5/6/96

2637. Q: Atari 5200-7800-8bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-06 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <318e85b7@pianosa.demon.co.uk>
Source record: 84076

Whilst reading the usual rubbish I find here, Christopher Patrick Devine wrote
something interesting to All about Q: Atari 5200-7800-8bit:

Hello Christopher,

CPD> what exactly is Rainbow ?

An Atari 8bit emulator for Mac's.

_
Regards, /_) 2:251/40.1 39:134/11.1
/ _)rad brad@pianosa.demon.co.uk

... I'll step on your face, on your mother's grave, never underestimate me
I'm nobody's fool. - Lookin' After No. 1; The Boomtown Rats

2638. Re: shut off keyclick on xe

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-06 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4mji8u$g3h@nuke.csu.net>
Source record: 84145

DEBORAH COOLEY (cooley@nevada.edu) wrote:
: hello. how would a person shut off the keyclick on an xe so that it wont
: come thru the tv speaker, yet other sounds will come out as normal? is
: ther anyway to do this? please reply..

Set memory location 731 to a non-zero value. In BASIC, this would be a:

POKE 731,1

You can also make tiny ML program to do this. Try (from Atari DOS) [C]opy
"E:,NOCLICK.COM" (or NOCLICK.AR0 or AUTORUN.SYS or whatever):

Then type:

[ESC] [Control]-[Insert]
[ESC] [Control]-[Insert]
[Inverse] [Shift]-[,] [Inverse]
[Control]-[B]
[Inverse] [Shift]-[,] [Inverse]
[Control]-[B]
[Control]-[A]
[Return]
[Control]-[3]

That SHOULD do it. (The first two keystokes are the two "255" characters
at the beginning of the binary file. The next two (and next two after that)
keystrokes represent the low-byte and high-byte of "731" - the address to
start (and end) the binary load. The last byte is a "1", as in "POKE 731,1").

Finally, [Return] gets it all in through the E:ditor device, and [Control]-[3]
sends an "End-Of-File", so DOS stops copying from E: and saves it into the
file.

Good luck! I hope I got it all right!

You can also change the key repeat rate with byte "730". :) 6 is normal,
2 is a nice fast speed, 1 is insane.

-bill!
kendrick@zippy.sonoma.edu ||| kendrick@vax.sonoma.edu
** New Breed Software ** / | \ ** William Kendrick **
http://zippy.sonoma.edu/~kendrick/ http://sterba.com/

2639. Re: Hypocrites Rule The Net - Part II

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-06 00:00:00 UTC
From: circle <circle@basenet.net>
Message-ID: <4mjnho$209@news.accessus.net>
Source record: 84146

lerani@widomaker.com (Eric Ranieri) wrote:
>
> In article <Pine.LNX.3.91.960501145538.27264A-100000@firewall.nscs.fast.net>, Tony
Smolar <asmolar@fast.net> says:
>
> >Copyrights DO expire. If the copyright is not renewed, then technically
> >the material becomes Public domain.
> >
> >I think the life of a copyright is 19 years or 27 years or it might depend
> >on the type of the copyright. So most software is still under copyright,
> >but in a few years alot of this classic software could start becoming PD
>
> If the work was authored after 1978, the copyright lasts for
> the author's life plus 50 years, non-renewable, unless it was a
> work for hire, in which case it's 75 years from the date of creation.
>
> -ER
Maybe I should jump in again and stir the pot to see how much meat
is in there.

I wish I could get ahold of some of those copyright holders and have
a LONG talk with them about THEIR responsibilities. I remember
paying 300.00 for visicalc (it wasnt too awful bad, but a lot
of the pd stuff today is much more powerful. I also paid 99.00 dollars
for syncalc because it was taunted in antic and analog as the
definitive software package . I remember that in about 6 months my
disk went to heck and even though I had dropped a huge (at that time)
chunck of change, there was no replies to my letters about the
procedure to get a new copy.
the point being, how would you, the reader react if your new
business software package pooped out and the seller pretended you
didnt exist????
I beleive that sometimes, some folks are pushed into alternative
outlets for getting certain peices of software. Until software
distributors take responsibility for what they advertise their
stuff to do and stand behind the media, and LISTEN to the problems
the user is having and respond to it , or at least having the common
decency to release the software into p/d when they can no longer
support it (or,,,cut the price to bare bones and still support it
when newer versions come out....ie. coreldraw)
that there WILL be under the counter deals made.

As to the folks who collect software just for the hell of it(the
warez guys), it is an obsession and nothing you or I say gonna
stop that from going on.

circlemaster

purveyor, enterprenuer, winer, womaner, and songer

sysop "the DOCTOR is in"

2640. XFD Question: Nested XFD ???

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-06 00:00:00 UTC
From: RCAD40A@prodigy.com
Message-ID: <4mjoaa$12e0@usenetz1.news.prodigy.com>
Source record: 84147

I Bought the GEMULATOR CD-ROM from Branch Always Software, mainly to get the 3.5 version of XFormer and to poke around through all the included Atari 8-bit software. I was browsing through the ANTIC subdirectory and I came across a couple of interesting .XFD images. They appeared to contain a DOS 2.5 image that had a file inside that was another .XFD image. Actually, the original image and the stored file had the same .XFD image name.

The primary XFD image was the correct file size and could be read by using it as D2: (it had no DOS on it). But, the stored .XFD image in it was smaller than 92K (a partial disk ?)

Anyways, I was thinking about how to extract (expel) a file out of an XFD image? I know that you can use XFormer to load individual files as D2: etc, and then to copy the file into D1: etc. But, how do you extract a file out of an .XFD image? I do not have SIO2PC or the XFomer cable. I just use a null modem cable to connect my real Atari to my PC.

Any comments or ideas? Thanks!
From Doug Feldman, in Ann Arbor, MI

2641. Re: Help with Portfolio?

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-06 00:00:00 UTC
From: ambaker@calweb.com
Message-ID: <4mj1ei$h89@news.calweb.com>
Source record: 84148

On 3 May 1996 12:55:43 GMT, tkahlich@aixterm6.urz.uni-heidelberg.de
(Thorsten Kahlich) wrote:

>Hi there,
>
>would anybody tell me how to copy a file from a pc to an atari-portfolio
>and from an atari to a pc via the serial interface of the portfolio. Use
>which software?
>I would really appreciate any reply

You can do it with the parallel port. (Cable and software for the PC
come with it.) However, via the serial port, you would need a comm
program for both machines, a cable, and a null modem. The null modem
simply flops a couple of the lines so that the match up is correct.

If you have a comm program for both machines, you can transfer the
files using Z modem, X modem, or whatever like protocol both machines
support.

You might even be able to "copy the file to and from the com port.
(Haven't tried that in years, and never with the Atari and PC).

Unfortunately there doesn't seem to be a Portfolio specific newsgroup
on the internet. Compuserve has a Portfolio specific area, but alas I
no longer have an account there.

Hope this is of some small help.

2642. Re: Is there REALLY a Star Raiders II ??

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-06 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4mk1n4$g3h@nuke.csu.net>
Source record: 84149

Douglas Neal (dugn19@mail.tcd.net) wrote:
: One time a few months back (I think it was in that list some cool dude
: was compiling that contained all of the Atari software out there ever
: made), there was mention of a Star Raiders II. Well, SR just happens to
: be my FAVORITE VIDEO GAME EVER MADE and if there's a Star Raiders II, I'd
: love to buy it!

Don't waste your money. :(Nothing like the original. If you've ever
gotten ahold of "The Last Starfighter" (prototype which leaked out and even-
tually because SR2), it's the same game, plus or minus...

The in-flight controls suck.
The 3d view sucks.
It's WAY too hard.

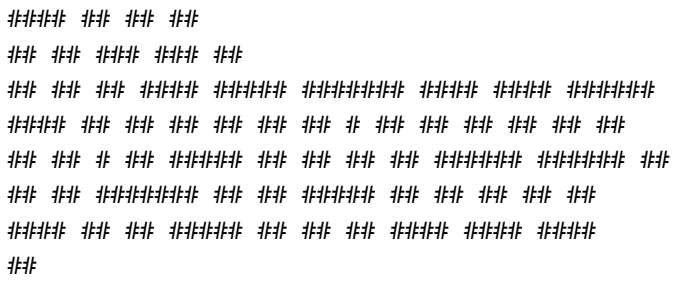
BUT, it does look a lot PRETTIER, if that's worth anything. ;)

I got my cart for free, so I didn't get much of a bum deal (other than
disappointment)

-bill!
kendrick@zippy.sonoma.edu ||| kendrick@vax.sonoma.edu
** New Breed Software ** / | \ ** William Kendrick **
http://zippy.sonoma.edu/~kendrick/ http://sterba.com/

2643. Swap Meet

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-06 00:00:00 UTC
From: ai065@freenet.hamilton.on.ca
Message-ID: <4mk1hu$npv@main.freenet.hamilton.on.ca>
Source record: 84150



The Hamilton, Burlington, Oakville Atari Users Group (Ontario, Canada)
is having a swap meet on Tuesday May 14, 1996 7:30 pm in the Union Gas
Building Basement at 20 Hughson St South (Main Street Entrance) Hamilton.

Admission $1

The focus of the Swap Meet is Atari, however, all computer equipment is
welcome.

I am hoping that any Atari owners who are in the Southern Ontario area
and do not know about our Users Group will find about us through this ad.

^^ ^^^ ^^ System Reset! BBS ^^ ^^^ ^^
^^ ^^^ ^^ 160 Megs Online! ^^ ^^^ ^^
^^ ^^^ ^^ Running 24 Hours using ^^ ^^^ ^^
^^ ^^^ ^^ BBS Express! Professional ^^ ^^^ ^^
^^^ ^^^ ^^^ USF Net, IAN Net, Atari ST ^^^ ^^^ ^^
^^^ ^^^ ^^^ and 400/800/XL/XE ^^^ ^^^ ^^^
^^^^^ ^^^ ^^^^^ support!!!!!! ^^^^^ ^^^ ^^^^^
^^^^^^^ ^^^ ^^^^^^^ 905-544-6162 ^^^^^^^ ^^^ ^^^^^^^
^^^^^ ^^^ ^^^^^ 300-14.4 V32.bis ^^^^^ ^^^ ^^^^^^

2644. Re: Hypocrites Rule The Net

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-06 00:00:00 UTC
From: mldcs@anet-dfw.com
Message-ID: <4mk7qb$l4a@news.anet-dfw.com>
Source record: 84151

So quit bitching a get a better provider.

```
;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.
; ;.
; Mark C. Lowe mldcs@anet-dfw.com ;.
; ARS KB5III ;.
; Dallas, TX ;.
; ;.
;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.
```

2645. Re: ATARI 8-bit equipment MUST SELL!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-06 00:00:00 UTC
From: mldcs@anet-dfw.com
Message-ID: <4mk8p2$l4a@news.anet-dfw.com>
Source record: 84152

In article <19960503114445.aaaa004s5@babyblue.cs.yale.edu>,
terry.ortman@fantasy.com (Terry Ortman) wrote:
> ATARI Equipment, MUST SELL!!!
>
> ATARI 400 Computer, 16K, with power supply, manual, and 2 joysticks, TV
> connector, original cost $599.00, Joysticks $19.95 each, asking $100.00
> or best offer.

Dude, I can buy Atari 400's all day in pawn shops for $5 apiece! That
"original cost $599" isn't going to sway anyone to pay $100!!!

Jeez!

I'm sure the other stuff is equally over-priced!

```
;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.
; ;.
; Mark C. Lowe mldcs@anet-dfw.com ;.
; ARS KB5III ;.
; Dallas, TX ;.
; ;.
;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.
```

2646. Re: Old software, dead companies

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-06 00:00:00 UTC
From: maffia@fox.CS.Berkeley.EDU
Message-ID: <4mkaur$1u3@agate.berkeley.edu>
Source record: 84153

In article <4mc069$qmu@newsbf02.news.aol.com>, MSmith <msmith@aol.com> wrote:
>I believe the law reads as follows. If a software vendor has gone out of
>business, the copyright covering the program is no longer valid.
(snip snip snip)

Actually, the posts and online docs regarding software copyrights clearly
state that if a company goes out of business, then the copyright reverts
to the program's author. It does not disappear.

- Anthony

2647. Re: Q: Atari 5200-7800-8bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-06 00:00:00 UTC
From: cdevine@sfu.ca
Message-ID: <4mkd3r$9f2@morgoth.sfu.ca>
Source record: 84154

Chris Lam (jx91@cityscape.co.uk) wrote:

: The 5200 is pretty much a stripped down 400/800 but there are some
: important differences as I've been finding out working on Rainbow ;)

what exactly is Rainbow ?

2648. FS ATari 520 ST + SM-124

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-06 00:00:00 UTC
From: uvi@nntp.best.com
Message-ID: <4mkjcv$52o@nntp1.best.com>
Source record: 84155

I have for sale

SM-124 solid working condition hires clean mono $35

Atari ST 520 Stock machine w/ 512k all manuals and cables +
additional original software
880k floppy internal ect. $40

FIRM

+ Shipping COD
Eric Gieseke
SIDEWINDER

2649. Re: Is there REALLY a Star Raiders II ??

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-06 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <4mkmsa$751@news.xmission.com>
Source record: 84156

Douglas Neal (dugn19@mail.tcd.net) wrote:
: One time a few months back (I think it was in that list some cool dude
: was compiling that contained all of the Atari software out there ever
: made), there was mention of a Star Raiders II. Well, SR just happens to
: be my FAVORITE VIDEO GAME EVER MADE and if there's a Star Raiders II, I'd
: love to buy it!
:
: If anyone knows if this beast really exists, what its major differences
: are, and how I can get my hot little hands on it, I'd be VERY VERY
: grateful!

Yes, Star Raiders II actually does exist. Just a week ago, I bought the
last cartridge version of the game. It is exactly the same as the "Last
Starfighter" and doesnt resemble the original Star Raiders at all.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

2650. Man! Am I glad to see this NG! I thought The Atari 8-bit was long gone!

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-07 00:00:00 UTC
From: redeyes@soreass.net
Message-ID: <318ea86a.1905677@news.servtech.com>
Source record: 84077

Hi, being a "newbe" and a long time Atari 800XL owner, I'll be
keeping tabs on this Newsgroup. Is there any software or hardwarre
inteface that would allow me to convert Atari files to PC? or at least
be able to copy them to pc format for posting/trading purposes???

I still say the old Atari days were the most fun, Dave
(mead@dlg1.servtech.com)

2651. Re: Atari Documentation Archive

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-07 00:00:00 UTC
From: mldcs@anet-dfw.com
Message-ID: <4mmcfi$b72@news.anet-dfw.com>
Source record: 84078

In article <4mlrm9$8mj@client1.news.psi.net>,
dann@nymt.reuter.com (Daniel Noguerol) wrote:
>I have recently begun scanning in all my old 8-bit instruction manuals.
>What does everyone think about an archive of documentation for old Atari
>games? [...]

Go for it. It's a great idea. HTML would be the ultimate format!

MCL

```
;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.
; ;.
; Mark C. Lowe mldcs@anet-dfw.com ;.
; ARS KB5III ;.
; Dallas, TX ;.
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;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.
```

2652. Re: Man! Am I glad to see this NG! I thought The Atari 8-bit was long gone!

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-07 00:00:00 UTC
From: uglmiller@cc.memphis.edu
Message-ID: <4mmck2$dku@oolong.memphis.edu>
Source record: 84079

redeyes@soreass.net wrote:

>Hi, being a "newbe" and a long time Atari 800XL owner, I'll be
>keeping tabs on this Newsgroup. Is there any software or hardwarre
>inteface that would allow me to convert Atari files to PC? or at least
>be able to copy them to pc format for posting/trading purposes???

>I still say the old Atari days were the most fun, Dave
>(mead@dlg1.servtech.com)

A utility called myutil is available from barnone.citi.umich.edu, I've tried it with no success, might work better for you. It only works with DD MyDOS disks, though. You'll need to create DCM files with Disk Communicator to produce those, then copy them to the PC with myutil.

There are also two other solutions: send the DCM via a modem or null modem cable, or buy/build an sio2pc cable. The latter is the better of the two, as you can use your PC as a disk drive.

2653. Re: Atari 800 clasic's any intrested?

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-07 00:00:00 UTC
From: bmarcum@iglou2.iglou.com
Message-ID: <Dr0IK3.MtC@iglou.com>
Source record: 84080

```
In article <DWM003-0605961321290001@204.42.45.195>,
S <DWM003@ACAD.DRAKE.EDU> wrote:
>In article <4mgb3a$r0a@news.icanect.net>, zeppbbs@icanect.net (steven
>andresen) wrote:
>
>> Also basic xl's still shrink wraped.
>> Atari 810 p/s, 800 p/s, some software (cart&disk) most new
>> and still wraped.
>>
>>
>> best offer takes it.
>> local users of the miami Florida area are encourged to
>> contact me on Zeppelin BBS. Mustang : zeppbbs@icanect.net
>
>If possible, how much are you selling the XLs for?
>What software do you have?
>
I'm not sure whether he means XL computers or OSS "Basic XL" cartridges.

--
Bill Marcum bmarcum@iglou.com
On 22 July, 1996, at 6:00 pm GMT, everyone in the world
just START HUMMING. Those who don't know will freak.
```

2654. Re: 120 Meg Floppies

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-07 00:00:00 UTC
From: mcmahon@inil.com
Message-ID: <567cc$16183b.1a8@NEWS>
Source record: 84081

tomhunt@bright.net (Tom Hunt) wrote:

> In a recent posting in one of the Apple II newsgroups, I found
>the following. It might be of interest to Atari 8bit owners.

>>Here's some information, I'm sure all IIGS users will find of great
>>interest!

<<some snipped>>

> The interesting thing here is that this new drive is
>compatable with any computer currently using 720k (3.5) diskettes. I
>wish I had the time to check into this more throughly, but it would
>seem that current owners of 720k drive controllers might be able to
>use this LS-120.

>Tom Hunt, Closer To Home Enterprises. | PGP key available on keyservers, or
>Developer of CTH Shareware. | Finger tomhunt@brutus.bright.net
>Sysop of The Closer To Home BBS, 419-368-4413, 3-14.4, USR.
>Key Fingerprint = 98 43 51 AD AA 85 69 07 42 51 A9 A0 65 4F 21 44

I also visited some of the Apple newsgroups (Someone had given me a
complete IIgs system, and to find a place to get system disks).
Anyway, I visited their ASIMOV ftp site only to find several cracking
programs, Beagle Brother Disk Images and Penguin Software Images
as well as many other commercial packages stored as disk image
files.....

I wasnt aware that Penguin Software was released to public domain....

The question is.... is it?

I worked for penguin software back in my high school years (
1982-1984) assembling software disk and packaging...

There is one person I can ask that can give me an answer, but to my
knowledge, Penguin was never released...

I will get back to you... (BTW, The program was Graphics Magician...)

Rory McMahon
mcmahon@inil.com

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,
* Rory McMahon Atari Fanatic by CHOICE! Falcon030/4/85/SyQuest EZ135 *
# mcmahon@inil.com 8 bits and above! Pentium 90 Xformer! #
'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'

2655. Re: shut off keyclick on xe

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-07 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4mmjcr$hjh@nuke.csu.net>
Source record: 84082

Rory McMahon (mcmahon@inil.com) wrote:
: kendrick@zippy.sonoma.edu (William Kendrick) wrote:

: >You can also make tiny ML program to do this. Try (from Atari DOS) [C]opy
: >"E:,NOCLICK.COM" (or NOCLICK.AR0 or AUTORUN.SYS or whatever):

: >Then type:
: > [ESC] [Control]-[Insert]
: > [ESC] [Control]-[Insert]

<snip>

: Dear Mr. Kendrick,
: No posting of binaries in this newsgroup... ;)

Hahahahahahahahahahahahahahahaha! :)

That was good. :)

-bill!
kendrick@zippy.sonoma.edu http://zippy.sonoma.edu/~kendrick/
CHECK OUT MY (UNFINISHED) >>STAR RAIDERS TRIBUTE<< ON MY WEB PAGE!!!

2656. Re: Old software, dead companies

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-07 00:00:00 UTC
From: Kathleen Ferrante <ferrante.fmy@worldnet.att.net>
Message-ID: <4mmksp$gb4@mtinsc01-mgt.ops.worldnet.att.net>
Source record: 84083

Sorry.. But if a software company has not filed there anual report,
then the company dosnt exist. They cant take anyone to court.. the
court will through it out the window.

Guy Ferrante..

<<Star>>

2657. Re: Help with Portfolio?

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-07 00:00:00 UTC
From: tkahlich@aixterm3.urz.uni-heidelberg.de
Message-ID: <4mn46i$idh@sun0.urz.uni-heidelberg.de>
Source record: 84084

Alex Baker wrote:
: On 3 May 1996 12:55:43 GMT, tkahlich@aixterm6.urz.uni-heidelberg.de
: (Thorsten Kahlich) wrote:

: >Hi there,
: >
: >would anybody tell me how to copy a file from a pc to an atari-portfolio
: >and from an atari to a pc via the serial interface of the portfolio. Use
: >which software?
: >I would really appreciate any reply

: You can do it with the parallel port. (Cable and software for the PC
: come with it.) However, via the serial port, you would need a comm
: program for both machines, a cable, and a null modem. The null modem
: simply flops a couple of the lines so that the match up is correct.

: If you have a comm program for both machines, you can transfer the
: files using Z modem, X modem, or whatever like protocol both machines
: support.

: You might even be able to "copy the file to and from the com port.
: (Haven't tried that in years, and never with the Atari and PC).

: Unfortunately there doesn't seem to be a Portfolio specific newsgroup
: on the internet. Compuserve has a Portfolio specific area, but alas I
: no longer have an account there.

: Hope this is of some small help.

Thanx for Your help, Alex. I allready managed it to copy files from
the portfolio
to a pc via the serial interface (on the portfolio copy filename aux and on
pc side using the old windows terminal funktion "receive text-file" -- it
works. But I cannot transfer any file to the portfolio, neither a comm
programm like laplink or intersvr because there is no windows on the port
folio. Any idea to copy a filestring from one of the com ports with commands
like copy, type ?
Thanx in advance

--
****
Thorsten Kahlich

2658. Re: XFD Question: Nested XFD ???

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-07 00:00:00 UTC
From: Ivan Mackintosh <ivan@rcp.co.uk>
Message-ID: <318F06E4.74E1@rcp.co.uk>
Source record: 84085

Jerold Rotbard wrote:

> I'm not sure if there is a program to extract files out of an XFD image, but there is one that
> extracts files out of ATR images. Its is called ATRIMG11.EXE (Atari Disk Image Processor) and
> your should be able to get it from http://www.umich.edu/~archive/atari/8bit/Diskutils/

Yes there is. ImageMan at http://www.netlink.co.uk/users/helix/atari8
ImageMan creates, adds, deletes and extracts from XFD and ATR images.

> You would have to convert XFD images to ATR images and I'm not sure which program does that, but
> you should be able to find one somewhere in the umich archives.

Yes there is. XFD2ATR at http://www.netlink.co.uk/users/helix/atari8

--
e-mail: ivan@rcp.co.uk
XFD/ATR Utilities: http://www.netlink.co.uk/users/helix/atari8/

2659. Mpp or Supra help

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-07 00:00:00 UTC
From: ka3uqq@erols.com
Message-ID: <4mncf8$q6v@news7.erols.com>
Source record: 84086

Well I bought an old mpp mini network box for the 8-bits. I have 2 questions.
1) Does anybody know where I can get the software for it to work?

2) I don't have the power supply so I need to make one or find one(any body have the specs for it?

thanks
ka3uqq@erols.com

2660. Mpp or Supra help

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-07 00:00:00 UTC
From: ka3uqq@erols.com
Message-ID: <4mnchh$q6v@news7.erols.com>
Source record: 84087

Well I bought an old mpp mini network box for the 8-bits. I have 2 questions.
1) Does anybody know where I can get the software for it to work?

2) I don't have the power supply so I need to make one or find one(any body have the specs for it?

thanks
ka3uqq@erols.com

2661. reply to comments

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-07 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <4mndqv$se7@dfw-ixnews2.ix.netcom.com>
Source record: 84088

>Article: 34813
>From: mabow@nrv.net (Russell Bowling)
>Date: 5 May 1996 23:52:18 GMT

>In article <4mgas4$7mr@dfw-ixnews8.ix.netcom.com>, rely@ix.netcom.com
says...All Atari stuff sucks!
>>
>>Unfortunately, the OSS/ICD cartridges are bank switched. It would
make
>>it very difficuly to copy the ROM images to disk. The cart port would
>>make all Atari 8-bit cartridges accessible to PCXF users. It would
also
>>be less grief for all.
>>
>> I like the idea of copy protection of PCXf by using the cart port.
Interesting idea.

I never said All Atari stuff sucks. I love my 8-bit computerS! I own a
few of them and have usen at least one since 1982 and still do to this
day! Please read the article BEFORE you comment like this. Thanx!

Bob Ely rely@ix.netcom.com Proud Atari 8-bit user since 1982!

2662. Re: Atari Documentation Archive

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-07 00:00:00 UTC
From: oscar@primenet.com
Message-ID: <4mnjtd$ocv@nnrp1.news.primenet.com>
Source record: 84089

In article <4mlrm9$8mj@client1.news.psi.net>,
Daniel Noguerol <dann@nymt.reuter.com> wrote:
>I have recently begun scanning in all my old 8-bit instruction manuals.
>What does everyone think about an archive of documentation for old Atari
>games? We could keep .JPG images of the graphical portions of the manual
>and the text could be either scanned, regular text, or even converted
>to html. I bet a lot of people have software that they no longer have
>documentation for and would enjoy having such a resource.

It's a great idea - go to it! =)
Keep in mind that GIFs can be more compact than JPGs for certain
kinds of images (the sorts of illustrations that typically
accompany documentation are a good example).
Also, you may have to deal with the whole copyrights thing
we wrestled with a couple of months ago (though my guess is that
fewer people will feel the need to protect copyrights for
docs as those who do for software).

Oscar

2663. Re: Is there REALLY a Star Raiders II ??

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-07 00:00:00 UTC
From: savetz@northcoast.com
Message-ID: <savetz-0705960841210001@news.northcoast.com>
Source record: 84090

In article <318D70A9.3448@mail.tcd.net>, Douglas Neal
<dugn19@mail.tcd.net> wrote:

> One time a few months back (I think it was in that list some cool dude
> was compiling that contained all of the Atari software out there ever
> made), there was mention of a Star Raiders II. Well, SR just happens to
> be my FAVORITE VIDEO GAME EVER MADE and if there's a Star Raiders II, I'd
> love to buy it!

If my memory serves, SRII for the 8-bits was never released. It was in
proto, killed by Atari, sold to another company, and re-released called
something like Buck Rogers (I may have the title confused) with nothing
changed but the name. Back in my K00L WAREZ DAZE, I had the game twice, as
both SRII and Buck Rogers.

--KMS

--
Kevin Savetz <savetz@northcoast.com> http://www.northcoast.com/savetz/
MBONE-Multicasting Tomorrow's Internet http://www.northcoast.com/savetz/mbone/
The Unofficial Internet Book List http://www.northcoast.com/savetz/booklist

2664. Re: HD for atari 800?

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-07 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <4mo1ce$i7o@usenetz1.news.prodigy.com>
Source record: 84091

For your expanded Atari 400, I would like to suggest finding an old XT or AT clone with a com port and hard disk and then buy Nick Kennedy's SIO2PC cable and software. It allows you to use a PC's hard disk to store disk images and for the PC to act like Atari floppy drives. It goes on the end of the chain of things hooked into your 13 pin connector on the side of your computer. B&C Computervision might have some cables and software available at 408-986-9960. After you get it working, you might try the APE (Atari Peripheral Emulator) software that expands on the concept and allows the PC to emulate all kinds of things. It might not be as fast as some of the hard disk interfaces like Black Box, but it's faster than an Atari 810.

2665. Re: Ad Naseum, Ad Nauseum

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-07 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <4mo1ib$1br2@usenetz1.news.prodigy.com>
Source record: 84092

I love the way you spell it out. Great!

2666. Re: Stichting "POKEY" is here ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-07 00:00:00 UTC
From: Fred Meijer <pokeyfm@worldonline.nl>
Message-ID: <4mo1vj$c4d@terra.worldonline.nl>
Source record: 84093

Hi Bernard,

Yes I am here. I think most of these readers do not know Stichting Pokey (or The 'Pokey Foundation'). It is the only Dutch Atari 8-bit user group. We publish our own magazine en we are selling a lot of Atari 8-bit software. We have thousands of cartridges and also a lot of disk-titles for the 8-bit Atari. We are a non-commercial organization.

If one of the readers has some news, which could be also very interesting for the Dutch users, they can send me a message in this area or e-mail me at: pokeyfm@worldonline.nl

Greetings
Fred

2667. Re: Is there REALLY a Star Raiders II ??

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-07 00:00:00 UTC
From: Fred Meijer <pokeyfm@worldonline.nl>
Message-ID: <4mo2a2$cjt@terra.worldonline.nl>
Source record: 84094

Yes there is a Star Raiders II. Some say that it is really called 'The last star fighter' I have a copy of the 'original' star raiders II cartridges, so it excists!

GRTX
Fred

2668. What is an Atari 1450XLD and whos selling one??

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-07 00:00:00 UTC
From: koutsos@students.uiuc.edu
Message-ID: <4mo9iq$4l5@vixen.cso.uiuc.edu>
Source record: 84095

I am an Atari Newbie.
as I was looking through the manuals to a 1050 disk drive I have it
mentions an Atari 1450XLD which is a system with a built in drive

WOW!!

How do I get one, and is this a 8-bit computer or is it a European model?

Someone please explain to me what it looks like and please give me some
specifications.

If you are selling one then please e-mail me with details.

koutsos@students.uiuc.edu

2669. Re: Atari Documentation Archive

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-07 00:00:00 UTC
From: thester@nyx10.cs.du.edu
Message-ID: <4moavf$he9@nyx10.cs.du.edu>
Source record: 84096

In article <4mlrm9$8mj@client1.news.psi.net>,
Daniel Noguerol <dann@nymt.reuter.com> wrote:
>I have recently begun scanning in all my old 8-bit instruction manuals.
>What does everyone think about an archive of documentation for old Atari
>games? We could keep .JPG images of the graphical portions of the manua
>and the text could be either scanned, regular text, or even converted
>to html. I bet a lot of people have software that they no longer have
>documentation for and would enjoy having such a resource.
>

That would be what I call a _GOOD_ idea!

Do it and keep us informed.

Uncle Fester

--
| SOCIOPATH n. - an aggressively antisocial psychopath taking |
| no responsibility for his/her actions. See "INTERNET" for |
| a collective of distinguishing characteristics - e.g., viz EFF. |
| : *thester@nyx.cs.du.edu* : |

2670. Wanted: universe by omnitrend

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-07 00:00:00 UTC
From: jt <jdtunzi@box.nl>
Message-ID: <4mo33f$26v@beta.nedernet.nl>
Source record: 84097

I'm writing on behalf of my colleague (which implicates that I don't know what I'm talking about) who is not on the net, and he is looking for an Atari 800 XL/XE game called 'UNIVERSE' distributed by OMNITREND

Can anyone help me to find this game?

2671. Re: Man! Am I glad to see this NG! **Thanks much for your responses**

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-07 00:00:00 UTC
From: redeyes@soreass.net
Message-ID: <318fddd0.835628@news.servtech.com>
Source record: 84098

On Tue, 07 May 1996 04:29:48 GMT, uglmiller@cc.memphis.edu (Greg
Miller) wrote:

>redeyes@soreass.net wrote:
>
>
>>Hi, being a "newbe" and a long time Atari 800XL owner, I'll be
>>keeping tabs on this Newsgroup. Is there any software or hardwarre
>>inteface that would allow me to convert Atari files to PC? or at least
>>be able to copy them to pc format for posting/trading purposes???
Thanks to all who responded. Does anyone have a diagram
for the sio cable? or anything else of intrest ?? If so, please
post, or email to me (below) I would greatly appreciate it

Later Atarians, Dave

I still say the old Atari days were the most fun,
(mead@dlg1.servtech.com)

2672. Re: HD for atari 800?

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-07 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <4moek2$n15@blackice.winternet.com>
Source record: 84099

> bob@jriver.com (Robert E. Brose II) writes:
> I have an Atari 400 that I dragged out of the attic last night. I've
> modified it into a 800 equivalent (48k ram, video/audio jacks, 1200
> keyboard, etc). I would like to know if it is possible to add a
> hard drive to it.
>
> I have seen hard drives connected to an 800 before, in 1983 I used
> a corvus HD that was attached to the 4 parallel joystick ports!
>
> Is there something similar, perhaps a simple circuit that can convert
> the joystick ports to SCSI levels and OS patches?
>>>>

Seeing as no one answered you, I will try.:
The 400/800/1200XL are not very well suited to add a Hard
Disk. You mentioned above the only way, IF, you can find one. I've
only heard of them, never seen one.
The 600XL, 800XL and 130XE have a 'PBI' expantion port
and there are about 3 devices available to go on it with a SCSI interface
included. The BlackBox, the MIO and the SUPRA Hard Disk Interface.
All of these will cost, used, from $50 and upward.
From here I should direct you to the Atari 8Bit FAQ but I don't
have the URL address handy. Someone, fill it in please.
BTW, there is suppose to be a new MIO II comming out that
will allow you to use a IDE drive but I haven't heard of it being released
yet.

Hope this helps; Rich Mier

2673. Re: Is there REALLY a Star Raiders II ??

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-07 00:00:00 UTC
From: Jim Treber <jtreber@cris.com>
Message-ID: <31903874.2F3D@cris.com>
Source record: 84100

James King wrote:
>
> Douglas Neal (dugn19@mail.tcd.net) wrote:
> : One time a few months back (I think it was in that list some cool dude
> : was compiling that contained all of the Atari software out there ever
> : made), there was mention of a Star Raiders II. Well, SR just happens to
> : be my FAVORITE VIDEO GAME EVER MADE and if there's a Star Raiders II, I'd
> : love to buy it!
> :
> : If anyone knows if this beast really exists, what its major differences
> : are, and how I can get my hot little hands on it, I'd be VERY VERY
> : grateful!
>
> Yes, Star Raiders II actually does exist. Just a week ago, I bought the
> last cartridge version of the game. It is exactly the same as the "Last
> Starfighter" and doesnt resemble the original Star Raiders at all.
> James, I also have both. When Atari bought the rights to Last
Starfighter and renamed it Star Raider II, they added a few goodies and
made it a little more difficult.

Jim

2674. Re: Help with ATR8000? (long)

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-07 00:00:00 UTC
From: Jim Treber <jtreber@cris.com>
Message-ID: <31903D18.4979@cris.com>
Source record: 84101

Alex Chamberlain wrote:
>
> So I was making my usual monthly round of the thrift stores and junk shops
> and I picked up an ATR 8000. No docs or cables of course. I took it home
> and managed with some trial and error to put together a floppy drive cable
> and hook up two old 360K drives. (If anyone cares, the drive cable is
> wired straight-through, with no PC-style twist, and the drive select
> jumpers on the floppies should be set to whatever drive number you want
> them to be, _not_ all DS1 like on a PC.) I also found a printer cable
> with the right ends--I think it came from a Kaypro II. (Again, if anyone
> cares--another straight-through cable, 34-pin edge connecter on one end
> and male Centronics D-34 on the other.)
>
> Much to my surprise, it all worked when I powered it up. (Although I
> couldn't test the modem port, since I didn't have the right kind of cable
> handy.) The printer interface even adds on a CR automatically so you
> don't need to fiddle with DIP switches if you share a printer between the
> Atari and another machine, like I do. And the floppy drives are able to
> read the XF551 DS/DD format. That was a big surprise to me--I thought
> none of the 8-bit double-sided floppy formats were compatible.
>
> So, what else can I do with this thing? I know it can run 360K 5.25"
> drives, and also 8" drives, IIRC. I'm not likely to find any working 8"
> drive mechs, but that means it can also run 1.2Mb 5.25" drives, right?
> What I really want to know is, what if I plug a 3.5" drive in? Will I get
> 720K on a 3.5" disk if I tell MyDOS the truth about the drive
> configuration--i.e. double sided, double density, 80 tracks per side? (Is
> 1.44Mb a possibility?)

I don't think you can do 1.44 without a new driver written for
it. But you can do 720 and if you tell SpartaDos 77 track double sided 8
inch drive, you'll get over a meg on both 5.25 and 3.5 inch diskettes,
possibly 1.2meg according to SWP.
Jim

2675. Re: What is an Atari 1450XLD and whos selling one??

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-08 00:00:00 UTC
From: eplicon@aol.com
Message-ID: <4mp815$9f6@newsbf02.news.aol.com>
Source record: 84007

>How do I get one, and is this a 8-bit computer or is it a European model?

The 1450 XLD was just a prototype computer that was never released when Atari prepared to launch the XL series back in 1983. It had (or was meant to have) a built-in DD/DS disk drive, an internal 300 baud modem, and voice synthesis (I think). I forgot what the memory was. A noble, but clumsy attempt to get their mitts on the C-64's market....

2676. Atari 8 bit archive

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-08 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <318ce877.1179565@news.superlink.net>
Source record: 84008

Updating search for software for atari 8 bit archive.
Now have about 500 titles, and if can get these DD disk images to
work, will be adding about 50 more. Anyone I'm not already
corresponding with who wants a list, email scharles@superlink.net
Anyone interested in getting s/w email also. Until FTP is active, have
to use email.
Anyone with s/w to share please u/l lists to scharles@superlink.net
Thanks!

2677. 800xl video/memory problem

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-08 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <318d7c1c.12844410@news.superlink.net>
Source record: 84009

Ok, here's a weird problem to solve:
I have an 800 xl with super xl 2.1 installed (give chroma output to my montior and cleans up signal a bit). After the chips heat up, the screen changes to a green background, but it also vaires to all the colors of the spectrum. Sometimes the machine does a "mini reset" which has the unfortunate effect of freezing the machine up, as if you had turned it on and off VERY quickly, scrambling anything in memory.
I've thusly replaced: the memory, the memory control chips, GTIA, POKEY, PIO, OS chip, chip between GTIA and vid output (transistor network). NONE of them has solved the problem.
What could it be!!! The only chip I would like to replace that I cant because I don't have an extra is the basic rom chip. Of all the chips, it gets THE HOTTEST. Can I just remove it and use a basic cart?
HHHHHHHHHEEEEEEEELLLLLLLLLPPPPPPPPPPP!
I can't use my Omnimon if my xl doesn't work and I'm having cracker withdraw!!!!!!!!!!!!!

2678. Re: Is there REALLY a Star Raiders II ??

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-08 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31902885.2682581@news.superlink.net>
Source record: 84010

On Mon, 06 May 1996 15:29:26 GMT, Lawrence Staveley
<Lawrence@kwll.demon.co.uk> wrote:

>> If anyone knows if this beast really exists, what its major differences
>> are, and how I can get my hot little hands on it, I'd be VERY VERY
>> grateful!
>
>Star Raiders II exists, and I've got an original disk version (Not for sale, BTW)
>
>It's basically a finished version of the bootleg(?) Last Starfighter, with the
>Starfighter intro removed and an Atari Logo stuck in it's place, oh, and you can fly
>backwards, which I seem to remember you couldn't do in Last Starfighter.
>
I remember booting SR II when I got back into the 8 bit and seeing the
game I said "What a rip off. It's LAST STARFIGHTER retread!"

But didnt Atari lose the license for LS? Good recycling job!

2679. Telnet

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-08 00:00:00 UTC
From: John Haines <john_haines@pointless.gen.nz>
Message-ID: <60508192623$6FC8@pointless.gen.nz>
Source record: 84011

tomhunt@bright.net Wrote:

>I don't know if you tried this, but when asked, I specified<
>"ansi" as my terminal type<

Hi Tom, Yup I did specify 'ansi' as my terminal type... - It's a little hard to remember now cause I couldn't capture what I was seeing... <sigh> - I'll try to get back to Telnet in the next few days and have another play...

One little query you may be able to help me out with... - In some of the Internet addresses I see a character popping up from time to time (chr$126) - Any idea why a delete character would be showing up???

PS: Did you recieve the Email I sent to your Internet address a few weeks ago??

---
* SIMPQWK80 * #1 * for Atari8's

2680. BJ Martnick, where are you?

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-08 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <4mpvs9$hfl@news.xmission.com>
Source record: 84012

```
Hey, BJ.. where are you now? Tried sending mail to your AOL address
regarding some SBS issues, but you're account is gone.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!
```

2681. Re: Man! Am I glad to see this NG! I thought The Atari 8-bit was long gone!

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-08 00:00:00 UTC
From: address@server.domain
Message-ID: <4mq3j8$f0g@alterdial.UU.NET>
Source record: 84013

In article <318EA9FC.3AEA@rnet.com>, ChrisHackmann says...
>First of all, be careful what you do before you infringe on copyrights :-o
However,
>Atari emulators exist (PC XFormer, for example) that will let you load the
old Atari XL
>disks into a 5-1/4 floppy on your PC and then convert them into the
corresponding ROM
>format. Try UMich's Atari archive for an emulator --- I don't have the link
on hand ---
>someone mind posting it?
>

It's either http://www.umich.edu/~archive/atari or you can attempt access
throught the ftp site, but the ftp is so busy I doubt you'll get a login.

2682. RPG's

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-08 00:00:00 UTC
From: chelm@ix.netcom.com
Message-ID: <4mp48p$b3p@dfw-ixnews7.ix.netcom.com>
Source record: 84014

Does anyone have the games Dunzhin, Kaiv, Wylde or Ziggurat for the 8-bit? I'd really like to get my hands on these. And yes I own all of them legally, but one disk is missing and the other 3 are bad.

Still don't understand why it's okay for C64 and Apple software to be up everywhere on the net, but not Atari 8-bit. Doesn't look like any of the software companies are lining up to have a crack at those sites.

2683. Re: What is an Atari 1450XLD and whos selling one??

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-08 00:00:00 UTC
From: Michael Ellis <michael@anest4.anest.ufl.edu>
Message-ID: <4mq84r$s9h@no-names.nerdc.ufl.edu>
Source record: 84015

koutsos@students.uiuc.edu (koutsos angelo john) wrote:
>I am an Atari Newbie.
>as I was looking through the manuals to a 1050 disk drive I have it
>mentions an Atari 1450XLD which is a system with a built in drive
>
>WOW!!
>
>How do I get one, and is this a 8-bit computer or is it a European model?
>
>Someone please explain to me what it looks like and please give me some
>specifications.
>
>If you are selling one then please e-mail me with details.
>
>koutsos@students.uiuc.edu
>
>

The 1450XLD is a really cool computer that old Atari almost released. It never actually made it to market. I think everyone that reads this group would like to have one, but prototype models are few and far between.

-Michael Ellis

2684. Re: Man! Am I glad to see this NG! I thought The Atari 8-bit was long gone!

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-08 00:00:00 UTC
From: Mariano Dominguez Molina <mariano@ce.fciencias.unam.mx>
Message-ID: <3190C641.41C6@ce.fciencias.unam.mx>
Source record: 84016

redeyes@soreass.net wrote:
>Is there any software or hardwarre
> inteface that would allow me to convert Atari files to PC? or at least
> be able to copy them to pc format for posting/trading purposes???
>

1) yes, Util a pc program that reads/writes 180k MyDos disks.

you can get more info at
http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/faq/faq.html

> I still say the old Atari days were the most fun, Dave
> (mead@dlg1.servtech.com)

no .. now it's a new time, internet give us a new fun world.

2685. La cueva de los 8 bits !!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-08 00:00:00 UTC
From: Mariano Dominguez Molina <mariano@ce.fciencias.unam.mx>
Message-ID: <3190D27B.446B@ce.fciencias.unam.mx>
Source record: 84017

A new atari pace has seen it's first version !!!

visit it at:

http://graf.fciencias.unam.mx:100/~mariano/atari.html

software online, and english version available !!!

2686. Re: Mpp or Supra help

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-08 00:00:00 UTC
From: Barry Gordon <bgordon@ecst.csuchico.edu>
Message-ID: <Pine.HPP.3.92.960508111234.13223A-100000@pathogen.ecst.csuchico.edu>
Source record: 84018

On 7 May 1996 ka3uqq@erols.com wrote:

> Well I bought an old mpp mini network box for the 8-bits. I have 2 questions.
> 1) Does anybody know where I can get the software for it to work?

Are you speaking of the MPP MicroNet? If so, it doesn't require any software. It is simply an 8-input, 1-output electronic switchbox. You connect up to eight computers to the inputs on the sides and chain any devices you want to share to the rear connector. Then, when one computer accesses a device, the others are locked out until it's done. The LEDs on the front panel show who owns the lock.

> 2) I don't have the power supply so I need to make one or find one(any body have
> the specs for it?

It's got an internal regulator, so you can feed it anything (within reason) over 5v DC. I just used one of the multi-voltage multi-connector adapters that you can buy at the grocery store. I set it for 6v, and the adapter's 500mA was plenty to drive the device.

2687. Re: 800xl video/memory problem

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-08 00:00:00 UTC
From: Barry Gordon <bgordon@ecst.csuchico.edu>
Message-ID: <Pine.HPP.3.92.960508111738.13223B-100000@pathogen.ecst.csuchico.edu>
Source record: 84019

On Wed, 8 May 1996, Yogi wrote:

> The only chip I would like to replace that I cant
> because I don't have an extra is the basic rom chip. Of all the chips,
> it gets THE HOTTEST. Can I just remove it and use a basic cart?

Yes, you can just yank the Basic ROM out of the computer and it will work
fine. Plug in a Basic XE cart and do some *real* Basic programming! ;)

2688. Re: Telnet

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-08 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <Dr3rA3.68A@iglou.com>
Source record: 84020

In article <60508192623$6FC8@pointless.gen.nz>,
John Haines <john_haines@pointless.gen.nz> wrote:
>Hi Tom, Yup I did specify 'ansi' as my terminal type... - It's a little
hard to remember now cause I couldn't capture what I was seeing... <sigh>
- I'll try to get back to Telnet in the next few days and have another play...
>
>One little query you may be able to help me out with... - In some of the
Internet addresses I see a character popping up from time to time
(chr$126) - Any idea why a delete character would be showing up???
>
126 is the Ascii tilde character; in URL's /(tilde)username refers to
"username"'s home directory. You can also type it as %7E if I remember
correctly.

>PS: Did you recieve the Email I sent to your Internet address a few weeks ago??
>
>---
>* SIMPQWK80 * #1 * for Atari8's

--
Bill Marcum bmarcum@iglou.com
On 22 July, 1996, at 6:00 pm GMT, everyone in the world
just START HUMMING. Those who don't know will freak.

2689. Re: 800xl video/memory problem

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-08 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <4mr384$b41@blackice.winternet.com>
Source record: 84021

> scharles@superlink.net (Yogi) writes:
> Ok, here's a weird problem to solve:
> I have an 800 xl with super xl 2.1 installed (give chroma output to my
> montior and cleans up signal a bit). After the chips heat up, the
> screen changes to a green background, but it also vaires to all the
> colors of the spectrum.
>>>>

800XL. On the main board, left front corner. See the small
'Pot'. This is your problem. This controls the screen color. Maybe just
use some TV Tuner Cleaner on it, move it back and forth a few times
and reset the correct screen color.

Rich Mier

2690. Yars' Revenge in 8 bit?

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-08 00:00:00 UTC
From: Mariano Dominguez Molina <mariano@ce.fciencias.unam.mx>
Message-ID: <319113D0.41C6@ce.fciencias.unam.mx>
Source record: 84022

do you remember this great game for 2600 ?
if there isn't an * bit version, I'll try to write a version in turbo basic (the assembler is like black magic for me).

have screenshots or description of levels? (i don't have 2600 and only have my memory)

Also Where can I obtain information about the APAC modes (256 colors?)

TNX.

2691. UK magazine New Atari User - new issue?

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-08 00:00:00 UTC
From: smrgoodw@reading.ac.uk
Message-ID: <4mpnj2$933@susscsc1.rdg.ac.uk>
Source record: 84023

Anyone out there heard anything about when the new issue's coming out?

- Joel

2692. Re: Hypocrites Rule The Net - Part II

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-08 00:00:00 UTC
From: asmolar@smol.fast.net
Message-ID: <slrn4otvg1.3r.asmolar@smol.fast.net>
Source record: 84102

>>Copyrights DO expire. If the copyright is not renewed, then technically
>>the material becomes Public domain.
>>
>>I think the life of a copyright is 19 years or 27 years or it might depend
>>on the type of the copyright. So most software is still under copyright,
>>but in a few years alot of this classic software could start becoming PD
>
>If the work was authored after 1978, the copyright lasts for
>the author's life plus 50 years, non-renewable, unless it was a
>work for hire, in which case it's 75 years from the date of creation.
>
I read that after I posted. My original knowledge on copyrights came
from a source that was authored in like, 1972, I didn't realize they
changed the rules until after I posted that.

--

Tony Smolar

---
asmolar@fast.net home email
tonys@nscs.fast.net work email
http://www.users.fast.net/~smol homepage

2693. Re: shut off keyclick on xe

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-08 00:00:00 UTC
From: mcmahon@inil.com
Message-ID: <577cc$152c26.19a@NEWS>
Source record: 84103

kendrick@zippy.sonoma.edu (William Kendrick) wrote:

>Rory McMahon (mcmahon@inil.com) wrote:
>: kendrick@zippy.sonoma.edu (William Kendrick) wrote:

>: >You can also make tiny ML program to do this. Try (from Atari DOS) [C]opy
>: >"E:,NOCLICK.COM" (or NOCLICK.AR0 or AUTORUN.SYS or whatever):

>: >Then type:
>: > [ESC] [Control]-[Insert]
>: > [ESC] [Control]-[Insert]

><snip>

>: Dear Mr. Kendrick,
>: No posting of binaries in this newsgroup... ;)

>Hahahahahahahahahahahahahahaha! :)

>That was good. :)

>-bill!
>kendrick@zippy.sonoma.edu http://zippy.sonoma.edu/~kendrick/
>CHECK OUT MY (UNFINISHED) >>STAR RAIDERS TRIBUTE<< ON MY WEB PAGE!!!

Nonetheless, A very good idea...kudos to ya!

Hmm... we need a binaries group...

Rory
,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,
* Rory McMahon Atari Fanatic by CHOICE! Falcon030/4/85/SyQuest EZ135 *
# mcmahon@inil.com 8 bits and above! Pentium 90 Xformer! #
'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'

2694. Re: Q: Atari 5200-7800-8bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-08 00:00:00 UTC
From: uglmiller@cc.memphis.edu
Message-ID: <4mosga$hdc@oolong.memphis.edu>
Source record: 84104

glennb <glennb@interport.net> wrote:

>Hi maybe someone can clarify this for me...

>It was my understanding that when the Atari 5200 came out it was
>essentially
>the Atari 8 bit computer (400/800/XL) with some minor changes in a video
>game box. Great.

>What then was the 7800? More specifically how did it differ form the
>5200/8
>bit computers?

>Thanks,
>Glenn

>email: glennb@interport.net

Well, according to the 2600/5200/7800 FAQs, the 7800 is basically a
2600 with upgraded graphics, more RAM, etc. The 5200 is more or less
an Atari 400 with some of the I/O locations moved around, a different
OS, and different controller handling. Interestingly, the 5200 had the
same 16K of RAM the 400 did, while the 7800 only had 4K, though most
of it was VRAM, making it quite a bit faster than the 5200's RAM.

2695. Misc. stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-08 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <4mp4no$k7d@news.xmission.com>
Source record: 84105

I have for sale the following Atari 8bit hardware items:

1 great condition black box. Has the BB 1.44 ROM and all necessary cables
and a brand new power supply. Best offer. Will consider an MIO plus
cash trade.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

2696. Re: Is there REALLY a Star Raiders II ??

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-08 00:00:00 UTC
From: eplicon@aol.com
Message-ID: <4mp7oa$9am@newsbf02.news.aol.com>
Source record: 84106

Star Raiders II came out in 1986, I believe, originally on disk. I thought it was all right; some neat effects and what-not (e.g., battling motherships, when the Zylon fighters blew up). But it lacked some of the flair of the original.

From what I recall, "The Last Starfighter" idea was canned, after Atari figured a Star Raiders sequel would be more lucrative, partly due to the namesake. So the earlier game became another legendary unreleased software that got released via bootleg.

2697. Re: What is an Atari 1450XLD and whos selling one??

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-09 00:00:00 UTC
From: asmolar@smol.fast.net
Message-ID: <slrn4p129p.5f.asmolar@smol.fast.net>
Source record: 84024

On 7 May 1996 19:50:50 GMT, koutsos angelo john <koutsos@students.uiuc.edu> wrote:
>I am an Atari Newbie.
>as I was looking through the manuals to a 1050 disk drive I have it
>mentions an Atari 1450XLD which is a system with a built in drive
>
>WOW!!
>
>How do I get one, and is this a 8-bit computer or is it a European model?
>
>Someone please explain to me what it looks like and please give me some
>specifications.
>
>If you are selling one then please e-mail me with details.
>
>koutsos@students.uiuc.edu

The Atari 1450XLD looked like a 1200XL or 1400XL, except that it had
a built in 5 1/4" floppy drive. I think the drive was double-sided.
It used DMA for faster disk I/O, (Atari reported like 5x faster than normal)
It also had built in synthesis.

Supposedly, this and the 1400XL were never released. They were featured
in an Atari catalog though, and a number of people claim to own one.
I think I remember seeing one myself somewhere, although my memory
could be faulty.

Tony Smolar

2698. trading for classic (pre-85) computers/video games

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-09 00:00:00 UTC
From: uglmiller@cc.memphis.edu
Message-ID: <4ms47s$2h4@oolong.memphis.edu>
Source record: 84025
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,rec.games.video.atari,rec.games.trading-cards.marketplace.magic.trades,comp.sys.atari.8bit

I'm looking for computers, video game machines, and software. I have a number of things to trade, including Magic: The Gathering cards, a little PC hardware, etc. I'm looking for Atari equipment above all else. For more details, check this URL:

http://www.people.memphis.edu/~uglmiller/home.htm

Note that this _is_ a cross-post to most relevant groups, so PLEASE don't post follow-ups.

2699. Re: Atari Documentation Archive

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-09 00:00:00 UTC
From: womprat@accessnv.com
Message-ID: <4mse6e$712@raven.eva.net>
Source record: 84026

dann@nymt.reuter.com (Daniel Noguerol) wrote:

>I have recently begun scanning in all my old 8-bit instruction manuals.
>What does everyone think about an archive of documentation for old Atari
>games? We could keep .JPG images of the graphical portions of the manual
>and the text could be either scanned, regular text, or even converted
>to html. I bet a lot of people have software that they no longer have
>documentation for and would enjoy having such a resource.

Hey I totally agree...I could use a couple of manuals for games and
such....post a message when you have a place to post the manuals and I
can get my friend to scan some of my stuff when I see the format your
doing.....

2700. Re: Is there REALLY a Star Raiders II ??

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-09 00:00:00 UTC
From: womprat@accessnv.com
Message-ID: <4msecd$712@raven.eva.net>
Source record: 84027

scharles@superlink.net (Yogi) wrote:

>On Mon, 06 May 1996 15:29:26 GMT, Lawrence Staveley
><Lawrence@kwll.demon.co.uk> wrote:

>>> If anyone knows if this beast really exists, what its major differences
>>> are, and how I can get my hot little hands on it, I'd be VERY VERY
>>> grateful!
>>
>>Star Raiders II exists, and I've got an original disk version (Not for sale, BTW)
>>
>>It's basically a finished version of the bootleg(?) Last Starfighter, with the
>>Starfighter intro removed and an Atari Logo stuck in it's place, oh, and you can fly
>>backwards, which I seem to remember you couldn't do in Last Starfighter.
>>
>I remember booting SR II when I got back into the 8 bit and seeing the
>game I said "What a rip off. It's LAST STARFIGHTER retread!"

>But didnt Atari lose the license for LS? Good recycling job!

Last Starfighter was an excellent game!! I had no idea it was never
officially released...I though it was one of the best games for the
OLD DOG....

2701. Re: What is an Atari 1450XLD and whos selling one??

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-09 00:00:00 UTC
From: womprat@accessnv.com
Message-ID: <4msej9$712@raven.eva.net>
Source record: 84028

koutsos@students.uiuc.edu (koutsos angelo john) wrote:

>I am an Atari Newbie.
>as I was looking through the manuals to a 1050 disk drive I have it
>mentions an Atari 1450XLD which is a system with a built in drive

>WOW!!

>How do I get one, and is this a 8-bit computer or is it a European model?

>Someone please explain to me what it looks like and please give me some
>specifications.

>If you are selling one then please e-mail me with details.

>koutsos@students.uiuc.edu

Vaporware kid.....new saw light o' day...but the pictures look cool!
especially the drive and storage compartment next to it....how bout
those shinny keys on the keyboard?

2702. Telnet

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-09 00:00:00 UTC
From: John Haines <john_haines@pointless.gen.nz>
Message-ID: <60509203443$6FC8@pointless.gen.nz>
Source record: 84029

Hi Tom, Further to our conversations regarding using Telnet to access the WWW..

I went on to lynx.cc.ukans.edu today to try out your 'ansi' selection (when choosing 'lynx' or 'www') and also to see how much further I could get.. - It didn't go tooo badly, I was using ICET to begin with but the different screens were overwriting each other without deleting the first one thereby making it really hard to read after about 4 screens, I then switched to Flicker and things seemed to be quite a bit better. (although not 100% it was readable. :-))

Had a nose around, but for the life of me I couldn't find a way to access the WWW to do anything.. (can you help by telling me how to access it please <sick grin>) - I must be doing something wrong, but no matter which command I choose I always seemed to end up with a text file explaining about the different things..

O'yea, I've just found out there is a little problem with the Internet E-mail getting through to me that's why I never recieved your messages.. - They seem to be going to the wrong address for some reason... (it could be at the gateway thingy that it's happening) - No matter, hopefully it will be sorted out soon... :-)
---
* SIMPQWK80 * #1 * for Atari8's

2703. Re: HD for atari 800?

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-09 00:00:00 UTC
From: bob@jriver.com
Message-ID: <4msvsq$hj3@newsbox.jriver.com>
Source record: 84030

In article <318EA928.6C35@rnet.com>, "Yoda <Chris Hackmann>"
<hacker@rnet.com> says:
>
>Robert E. Brose II wrote:
>>
>
>> The reason I would like to do this is that I have a lot of software
>> on deteriorating 13 year old disks that I'd like to move to a
>> hard drive.
>
>I don't want to be attacking you, but you could always buy new disks
(Global, for
>example, still sells 5-1/4 DS/DD disks for cheap) and then just copy
them. If not, then
>you could snag an emulator, and some of these (at least reportedly) will
let you convert
>Atari disks into ROM images by just loading them through a 5-1/4 floppy
on your PC!

A lot of the disks are protected and I don't have the means (or the
time) to figure out how to copy them. I am going to try the SIO2PC/APE
route. Am already building the interface.

Bob

2704. Re: Help with Portfolio?

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-09 00:00:00 UTC
From: tkahlich@aixterm4.urz.uni-heidelberg.de
Message-ID: <4msn5e$djc@sun0.urz.uni-heidelberg.de>
Source record: 84031

Alex Baker wrote:
: On 7 May 1996 09:12:50 GMT, tkahlich@aixterm3.urz.uni-heidelberg.de
: (Thorsten Kahlich) wrote:

: >Thanx for Your help, Alex. I allready managed it to copy files from
: > the portfolio
: >to a pc via the serial interface (on the portfolio copy filename aux and on
: >pc side using the old windows terminal funktion "receive text-file" -- it
: >works. But I cannot transfer any file to the portfolio, neither a comm
: >programm like laplink or intersvr because there is no windows on the port
: >folio. Any idea to copy a filestring from one of the com ports with commands
: >like copy, type ?

: You could try copying from AUX to copy binary files you must enter a
: /b at the end, which tells the computer you want everything sent as
: is.

: Now for the bad news. 1. There is no error checking. 2. Comm
: programs for the PC will not work on the Portfolio. Which is why even
: an older Dos version of laplink will not work. The serial port of the
: Portfolio is not in the same memory location as the PC. So anything
: that addresses the port directly that was written for the PC will not
: work. Unfortunately, the same thing applies to the parallel port.
: (Which may be one of the reasons why the Portfolio is no longer in
: production. sigh...)

: If you are willing to spend some money, there is a Memory Card
: read/writer that will attach to a PC. I believe they are still
: available from Toad Computers for about $79.00 US.

: However, if you are like me, $79 is not something that I would spend
: just for fun.

: -Alex
Thanx, I will try it with the /b . Hope it works
Greetings

--
****
Thorsten Kahlich

2705. Re: What is an Atari 1450XLD and whos selling one??

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-09 00:00:00 UTC
From: d_pike@Husky1.StMarys.CA
Message-ID: <4msspp$6n5@News.Dal.Ca>
Source record: 84032

In article <4msej9$712@raven.eva.net>, womprat@accessnv.com (Robby Hamilton) writes:
>koutsos@students.uiuc.edu (koutsos angelo john) wrote:
>
>>I am an Atari Newbie.
>>as I was looking through the manuals to a 1050 disk drive I have it
>>mentions an Atari 1450XLD which is a system with a built in drive
>
>>WOW!!
>
>>How do I get one, and is this a 8-bit computer or is it a European model?
>
>>Someone please explain to me what it looks like and please give me some
>>specifications.
>
>>If you are selling one then please e-mail me with details.
>
>>koutsos@students.uiuc.edu
>
>
>Vaporware kid.....new saw light o' day...but the pictures look cool!
>especially the drive and storage compartment next to it....how bout
>those shinny keys on the keyboard?
>
>
>
>
Don't forget the 300 baud built-in modem and speech synthesizer.
According to the pamphalet I have here ("Four New Atari XL Home Computers",(c)
1983) the disc drive was a built in "double-sided dual density disk drive".
would have been nice.
randy.

2706. CLEANING ATARI XMM801 PRINTER HEAD?

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-09 00:00:00 UTC
From: d_pike@Husky1.StMarys.CA
Message-ID: <4mstfr$6r4@News.Dal.Ca>
Source record: 84033

Hi, I've had an atari xmm801 dot matrix printer for about as long as they've
been around. The print quality is pretty crappy now and I was wondering what
would be the best way to go about bringing the print quality back. I have a
source for new ribbon cartridges so that isn't the problem(though they probably aren't as
good as what atari used to provide). The manual mentions nothing about cleaning the printer
except to say "get a new ribbon".
help.
randy.

2707. reading keys

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-09 00:00:00 UTC
From: odaman@mugen.unoke.pfu.fujitsu.co.jp
Message-ID: <4mrna6$bf2@unokegw.unoke.pfu.co.jp>
Source record: 84034

Hi,

I have text doc called "Atari System Reference Manual" but I want
information that that text doesn't have.

I made some asm programs which does DLI interrupts, and I want to
know OPTION key is pressed or not.
That text said CONSOL($D01F) is for [START], [SELECT], [OPTION]
and speaker in Appendix. But there are no information what bit
is for [OPTION]. In "sound" section, it said bit3 is for sound.

Can someone let me know about CONSOL($D01F)?

And, one more simple question. When I use display list and
graphics mode (not ANTIC text mode) and I need 192 liens, must I
put 192 display instructions?

Please reply by both E-mail and posting.
Thanx!
--
Tetsuo Oda (OdaMan the ATARI 8bit LOVER) |||
PFU Software Laboratory Limited, Japan ||| /| ~T~ /| |~> |
odaman@pfu.co.jp, odaman@nsknet.or.jp _/ | _ /~| | /~| | \ | 130XE
KHB07735@niftyserve.or.jp with SIO2PC, 1050DiskDrive and 850 interface

2708. Re: UK magazine New Atari User - new issue?

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-09 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <4mt5kd$8n5@main.freenet.hamilton.on.ca>
Source record: 84035

J. F. Goodwin (smrgoodw@reading.ac.uk) wrote:
: Anyone out there heard anything about when the new issue's coming out?
--

I stopped subscribing to this magazin in January. I have been meaning to
write the publisher a letter as to why. The reason is simple. I think his
price for the magazine for people who live in North America is a rip off
plain and simple. In the front of his magazine, it says..

"Overseas Rates reflect only the difference in postal costs"

Utter B.S.!

Magazine Only

UK 15 pounds
europe (Air) 17 pounds
Elsewhere (surface) 17 pounds
Elsewhere (Air) 23 pounds

Disk Subscription

UK 25 pounds
Europe 32 pounds
Elsewhere (Sea) 32 pounds
Elsewhere (air) 42 pounds.

Any fool can see that the difference between a disk subscription and a
Magazine only subscription is 10 pounds. If the added cost of (Elsewhere)
surface is 2 pounds and that reflects added postage costs, an (Elsewhere)
Disk subscription by Sea should be 2 pounds over the UK Disk subscription
cost....which is 27 POUNDS!!!! By air is even worse Magazine only by Air
is 23 pounds....a disk subscription should cost 10 pounds more...but no,
it costs 19 POUNDS more.....what is the extra 9 pounds for?

So New Atari User, it seems that your added overseas costs DO NOT reflect the
difference in postal costs.

There is no incentive for me to subscribe living in Canada. It is your loss.

2709. Re: reading keys

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-09 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <Dr5MJz.Cwx@iglou.com>
Source record: 84036

In article <4mrna6$bf2@unokegw.unoke.pfu.co.jp>,
t2o Maniac-CoBRa <odaman@mugen.unoke.pfu.fujitsu.co.jp> wrote:
>I made some asm programs which does DLI interrupts, and I want to
>know OPTION key is pressed or not.
>That text said CONSOL($D01F) is for [START], [SELECT], [OPTION]
>and speaker in Appendix. But there are no information what bit
>is for [OPTION]. In "sound" section, it said bit3 is for sound.
>
>Can someone let me know about CONSOL($D01F)?
>
The three low order bits are Option, Select, Start in that order.
In Turbo Basic, PEEK ($D01F) is 7 with none of those three keys pressed, 0
with all three pressed, or 3 if you press Option. (In Atari Basic, it's
PEEK(53279)).

>And, one more simple question. When I use display list and
>graphics mode (not ANTIC text mode) and I need 192 liens, must I
>put 192 display instructions?
>
I believe that's how it's done.
>
--
Bill Marcum bmarcum@iglou.com
On 22 July, 1996, at 6:00 pm GMT, everyone in the world
just START HUMMING. Those who don't know will freak.

2710. Re: Free Atari hardware/Compute! Books

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-09 00:00:00 UTC
From: Chris Chiesa <lvt-cfc@servtech.com>
Message-ID: <4mtke0$8l8@murphy2.servtech.com>
Source record: 84037

Hey, speaking of 800 and 800XL power supplies...

I've been gathering "stuff" from my house to put into a community garage sale coming up this Saturday, the 11th. I just put prices on my stuff last night, and in so doing noticed that the Atari 800 I'm selling (don't even remember what price I put on it) lacks a power supply. Ironically, I also remember discovering an unrecognized Atari power supply in the vicinity of where this computer was stored for a couple of weeks, and taking that power supply away and dumping it in the box/closet with all the REST of my Atari stuff that I'm NOT selling. With me so far?

Basically, if someone here could tell me how to unambiguously identify an 800 power supply, i.e. what differentiates it from all the OTHER possible Atari-related power supplies, sometime before 5PM Friday the 10th, I'd really appreciate it, because I'd be able to go back and fish out the proper power supply to sell with the 800.

In case you're running out of time by the time you read this, you can leave me voicemail at 1-800-388-0609, mailbox 224-2029. Hoping to hear from you...

Chris Chiesa
now at lvt-cfc@cyber1.servtech.com

2711. Re: HD for atari 800?

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-09 00:00:00 UTC
From: Eric Sokolowsky <esok@cs.byu.edu>
Message-ID: <31922D43.3795@cs.byu.edu>
Source record: 84038

Robert Stone wrote:
>
> For your expanded Atari 400, I would like to suggest finding an old XT or
> AT clone with a com port and hard disk and then buy Nick Kennedy's SIO2PC
> cable and software.

How fast is SIO2PC? Has anyone used a ZIP drive on their PC in
conjunction with
SIO2PC? How fast does SIO2PC work with a ZIP drive as opposed to a
regular hard
drive? I'm considering the SIO2PC route to backup and archive all my
old Atari stuff, and it would be neat if it were fast, too.

> It might not be as fast as
> some of the hard disk interfaces like Black Box, but it's faster than an
> Atari 810.

About how much faster is the SIO2PC than the 810/1050?

2712. Re: Yars' Revenge in 8 bit?

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-09 00:00:00 UTC
From: "Mr. Maddog" <mrmaddog@prolog.net>
Message-ID: <Pine.SOL.3.91.960509171218.15154A-100000@ns1.ptd.net>
Source record: 84039

On Wed, 8 May 1996, Mariano Dominguez Molina wrote:

> do you remember this great game for 2600 ?
> if there isn't an * bit version, I'll try to write a version in turbo
> basic (the assembler is like black magic for me).
>
> have screenshots or description of levels? (i don't have 2600 and only
> have my memory)

I think someone mentioned a Yars clone on the 8-bit, but I don't knw
what it is. Pitty, since I love to get it. In fact, I trying to
write a "sequel" to this game on the ST called 'Final Retribution'.
And I think someone else is writting another clone for the ST but
it's unconfirmed. Could '96 be the Year Of Yar's Copies? :)

I strongly suggest that you try to find a cheap 2600 and a copy of
Yars along with the instruction manual and comic book. Even surf the
Web for more information about it. Hope it works out for you...

Eric Noss
a.k.a
Mr. Maddog

2713. Re: What is an Atari 1450XLD and whos selling one??

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-09 00:00:00 UTC
From: gsbruner@aol.com
Message-ID: <4mu085$sq5@newsbf02.news.aol.com>
Source record: 84040

koutsos@students.uiuc.edu (koutsos angelo john) wrote:

>I am an Atari Newbie. As I was looking through the >manuals to a 1050 disk drive I have it mentions an Atari >1450XLD which is a system with a built in drive.

>WOW!!

I used to have one of the original 1450XLD engineering prototypes. I sold it to a collector friend of mine because I was finish having my fun with it. I didn't want it for collecting purposes. I wanted it for use.

Let me give you a quick low down on it:

- Has a built in voice synthisizer. It used the Votrax SC-02 (second generation) chip. Along with the SC-02 were a pair of vocabulary chips. These vocab chips were in 40 pin ceramic packages with the cover scotched taped on. Unfortunately on mine the voice didn't work. Don't know why.

- Built in 300 baud modem. If I remember right it used a Intel chip for the modem. That part work. But again, only 300 baud.

- Built in 40 track DS/DD parallel (not serial) disk drives. These drives were hooked up through the parallel bus and had their own D: drivers. The drives in mine had a piece of sheet metal going across to provide support. This machine was definately a prototype (#5 was on ther right they used a Western Digital 2732 floppy drive controller. Since the drives used a D: handler that came from the parallel bus, the Spartados handler didn't support them. Spartados would only load so far until it loaded it's own D: device handler. I could only use DOS 2.0, 2.5, 3.0, & 4.0 and MyDos with it.

The machine had a 1200XL style keyboard and was in a similar case to the 1200XL except for the added height for the drives.

There were two different types of 1450XLD boards. The one I had was the TONG CPU board. I'm not exactly sure what the other was refered to. The TONG CPU board had a area for a 48 pin chip. It was rumored that this spot was for a Apple II compatiability chip. Also had a prototyping area for the engineers to add extra logic chips.

My machine essentially worked. But before I sold it, it started developing problems with the GTIA chip. The screen would go blue every so often. It was also missing the 1450XLD nameplate.

I managed to get this computer at a Federated liquidation sale for $75 (a incredible find!). The other 4 prototypes were bought before I could get back to get them.

About the only thing I have left of the machine are images of tave a 1400XL also and really enjoy using it. It's neat to turn on the machine (while hold down option and select) and hear the machine speak. It says: "Atari 1400XL self test, press select, start, or reset."

That's about it. Hope this answers your questions about it.

Glenn Bruner
GSBruner@aol.com
brunergs@4sops.fafb.af.mil

2714. Atari Executable File Format

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-09 00:00:00 UTC
From: John Haberfellner <JOHN@ATITECH.MHS.CompuServe.COM>
Message-ID: <19960509195711.aaaa002yh@babyblue.cs.yale.edu>
Source record: 84041

Hi,

Does anyone know the file format for an Atari executable? The reference manual only has the formats for bootable files. What is the format for executble files which can be run from dos?

John Haberfellner

2715. Re: Q: Atari 5200-7800-8bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-09 00:00:00 UTC
From: jx91@cityscape.co.uk
Message-ID: <jx91-0905961814140001@cisjx91.demon.co.uk>
Source record: 84042

In article <4mkd3r$9f2@morgoth.sfu.ca>, cdevine@sfu.ca (Christopher
Patrick Devine) wrote:

> Chris Lam (jx91@cityscape.co.uk) wrote:
>
> : The 5200 is pretty much a stripped down 400/800 but there are some
> : important differences as I've been finding out working on Rainbow ;)
>
> what exactly is Rainbow ?

Look at http://www.cityscape.co.uk/users/jx91/emulators.html

It's the one and only Atari 8bit emulator for the Apple Mac.

Chris Lam,
Rainbow Keeper.

2716. Percomm AT-88

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-09 00:00:00 UTC
From: nurmix@gateway.ecn.com
Message-ID: <4mtudl$ndu@gateway.ecn.com>
Source record: 84043

Is there a way to change the drive ID on a SS/SD Percomm AT-88 floppy drive, or am I stuck with one setting?

I've had only one of them for years, and now someone is offering to sell me another one real cheap, but if I can't change the ID, what good will it do me if I want to use them with the same computer?

BTW: I've got a bunch of old BASIC games and demos I programmed years ago, and I was wondering if anyone would be interested in me putting them up on an FTP site? And if so, what's the best Atari 8-bit FTP site to put them on?

Paul Nurminen >>> Internet E-Mail = Nurmix@ecn.com

2717. XFD or ATR to DCM or atari disks ???

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-09 00:00:00 UTC
From: Mariano Dominguez Molina <mariano@ce.fciencias.unam.mx>
Message-ID: <3192A128.41C6@ce.fciencias.unam.mx>
Source record: 84044

Hello ...
I have a program (imageman) that extracts files from the ATR or DCM
file, but for a disk that not give directory, how can i get an atari
file?,

Seems that there isn't a program to convert these formats to DCM or
atari disks, anybody knows the file specs for .ATR, or .DCM?, so can i
write a program toi convert it to atari disks.

ok. thanks in advance for your reply.
M.

2718. Re: **Worst game system ever!**

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-09 00:00:00 UTC
From: arromdee@hops.cs.jhu.edu
Message-ID: <4mu53q$9l5@hops.cs.jhu.edu>
Source record: 84045
Cross-posted to: rec.games.video.sega,rec.games.video.nintendo,rec.games.video.sony,rec.games.video.atari,rec.games.video.3do,comp.sys.atari.8bit

In article <319260AB.446B@3do.com>,
Stephen H. Landrum <slandrum@3do.com> wrote:
>In fact, on most NTSC machines, even fewer colors were available,
>because the $F0-FF colors were usually the same as the $10-$1F or the
>$20-$2f colors. The color selections on PAL machines were even more
>restricted.

Thank you for noticing this! I always wondered about it; every reference
said 128 colors, but if you actually tried a demo, it was clear that that
wasn't what you got. Do you happen to know why this happens, by any chance?
--
Ken Arromdee (arromdee@jyusenkyou.cs.jhu.edu, karromde@nyx.cs.du.edu;
http://www.cs.jhu.edu/~arromdee)

"Kermit the Pig?!?!?!?!" -- The Muppet Show

2719. Re: B&C Computervisions

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-09 00:00:00 UTC
From: darmok@leland.Stanford.EDU
Message-ID: <4mucj1$n09@elaine35.Stanford.EDU>
Source record: 84046

Just 'cuz I'd finally like the chance to rant about it ;-) let me say that I positively *hate* these people. I found them rude and continually over-priced, but supported them 'cuz they were a local company, a rarity. The thing that clinched it for me was when I was hanging out in their store once and the woman (the notorious 'C') actually _kicked me out_!! Said they didn't want their store turning into a "hangout", even though I was their only customer. The reason they are going out of business (withering slowly, anyway :-) ha ha revenge) is not because of the dwindling 8-bit market but their own anti-salesmanship. Seems to me anyway. I thought Atari people had a special bond and friendliness! :)

--
Ciao,

```
_
/_/ /_ . / . _ _
/ / // / / /_/_\
/
```

2720. Gary Gilbertson?

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-09 00:00:00 UTC
From: darmok@leland.Stanford.EDU
Message-ID: <4mucln$n6r@elaine35.Stanford.EDU>
Source record: 84047

```
Does anyone know a 'Gary Gilbertson', and if so you could you get me his
email address?
Thanx!!!

--
Ciao,
_
/_/ /_ . / . _ _
/ / // / / /_/_\
/
```

2721. Re: Need help with SIO2PC project.

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-09 00:00:00 UTC
From: Nick Kennedy <nkennedy@cswnet.com>
Message-ID: <319287DF.2B1A@cswnet.com>
Source record: 84048

Dan Ritter wrote:
>
> I've been trying to build the SIO2PC project. I got all the pieces to build
> the version that uses the MAX-232 chip. However I am having trouble reading
> the ascii schematic. I was wondering if someone wouldn't mind drawing the
> schematic in a standard graphics format. I.E. GIF, JPG, IFF, PCX, TIF etc.
> Then I could use my IBM compatable to view it. I can view images as large as
> 1024x768 non interlaced in 256 colors. I'm sure I'm not the only one who
> would benifit from this. It can then be uuencoded and posted in this group.
> Or if you don't mind uuencode it and e-mail it to me.
>
> Thanks in advance. 8-] Dan Ritter (dritter@lynx.bc.ca)

I currently have a schematic which I drew on TurboCad. Could you handle
that file format??

Nick Kennedy
(Author, SIO2PC)

2722. Re: reading keys

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-10 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <4mvkce$17pg@usenetz1.news.prodigy.com>
Source record: 83907

I suggest anyone wanting to learn about display lists and Option key presses get a copy of Mapping the Atari, a wonderful book on things like that. Even Your Atari Computer has information on these topics that is easy to understand. BTW, there would actually be a few more than 192 bytes (instructions) for a 192 line display list after you include the instructions for pointing to screen ram and also any blank lines at the top. Maybe 200 bytes or so total?

2723. Re: HD for atari 800?

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-10 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <4mvjsf$m0q@usenetz1.news.prodigy.com>
Source record: 83908

APE software allows speeds that are 50% faster than Happy Warp Speed, which if I remember correctly, was about double that of a stock 810 or 1050. It may seem to drag when copying a zillion floppies, but when actually using the disks, the speed seems great to me. BTW, for copy protected disks, APE software will be a nice way to go for backing up disks. It allows emulation of lots of different copy protection techniques like bad sectors and such.

2724. Gravitar

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-10 00:00:00 UTC
From: Robert Parsons <robp@owl-uk.com.uk>
Message-ID: <31935720.104B@owl-uk.com.uk>
Source record: 83909

slightly off the subject for this group but a version of
the atari classic 'gravitar' for the PC can be found at

http://www.tc.umn.edu/nlhome/m235/walt0101/Warez/games.html

I don't think this ever appeared on the 8bit machines but it
brought back a lot of memories.

Rob.

2725. Re: Percomm AT-88

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-10 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <Dr76ux.M9w@iglou.com>
Source record: 83910

In article <4mtudl$ndu@gateway.ecn.com>,
Paul Nurminen <nurmix@gateway.ecn.com> wrote:
>Is there a way to change the drive ID on a SS/SD Percomm AT-88 floppy
>drive, or am I stuck with one setting?

Move the DS jumper on the drive board, or you could use an IBM-style
two-drive cable with a twist.
>
>I've had only one of them for years, and now someone is offering to sell
>me another one real cheap, but if I can't change the ID, what good will
>it do me if I want to use them with the same computer?
>
You've been waiting for years to find another whole Percom, when you could
simply hook up a second IBM-compatible 360K drive to the Percom
controller? (with a single density controller, you'll only get 180K or
maybe just 90K.) I don't know if you can use more than one controller on
an 8-bit system, but you can sell it in no time (by the time you read
this, you may have already gotten offers).
>
>BTW: I've got a bunch of old BASIC games and demos I programmed years
>ago, and I was wondering if anyone would be interested in me putting them
>up on an FTP site? And if so, what's the best Atari 8-bit FTP site to
>put them on?
>
>
>
>Paul Nurminen >>> Internet E-Mail = Nurmix@ecn.com
>
>

--
Bill Marcum bmarcum@iglou.com
On 22 July, 1996, at 6:00 pm GMT, everyone in the world
just START HUMMING. Those who don't know will freak.

2726. Re: reading keys

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-10 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <Dr770I.MC8@iglou.com>
Source record: 83911

I think some programmers used to make custom display lists by setting up a
Graphics 8 screen and modifying the existing display list.

--
Bill Marcum bmarcum@iglou.com
On 22 July, 1996, at 6:00 pm GMT, everyone in the world
just START HUMMING. Those who don't know will freak.

2727. Hanau 12.05.96 Ger

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-10 00:00:00 UTC
From: Torsten Schall <schallt@worms.fh-rpl.de>
Message-ID: <4mvojo$bob@widukind.worms.fh-rpl.de>
Source record: 83912

```
Hallo Atarianer,
```

Am 12.05.96 findet wieder die Ke-Soft Messe statt. Wenn Ihr am Sonntag Zeit habt, besucht doch einfach die Messe. Kaisersoft & KE-Soft haben wieder viel Software aus Polen und dem Rest der Welt (Deutschland). A. St�rmer wird leider nicht auf der Messe anwesend sein, da er zur Zeit im Krankenhaus ist. Denoch wird ein Stand mit AMC-Soft vertreten sein. F�r die Verkoestigung ist gesorgt, denn die Messe wird wie in jedem Jahr in einer Gaststaette veranstaltet. Die H�ndler und Privat Anbieter freuen sich auf euch. Dank auch an dieser Stelle f�r:

Marek Tomczyk mit seiner Homepage im Internet (griesse)
Kemal Ezcan Ke-Soft f�r seine Organisation ...
Kaisersoft f�r seine Neuheiten aus Polen
Armin Stuermer fuer seine Treue in der 8 Bit Szene
ABBUC ohne den es die 8Bitter Szene von Atari nicht mehr gaebe
und die gesamten ABBUC Regional Gruppen, Freunde, Angehoerige .....

```
Torsten Schall Stand 10.05.96
```

```
Hier noch ein Auszug aus Marek's Homepage
"http://rzstud1.rz.uni-karlsruhe.de/~un55/8bit.html" !
```

Atari XL/XE Messe in Hanau
Am Sonntag, den 12. Mai 1996 ist es wieder soweit.
KE-Soft veranstaltet an diesem Tag eine Atari
XL/XE-Messe in Hanau. Wie jedes Jahr, werden auch
diesmal jede Menge Atari-Freaks zur Jahnhalle pilgern.
Die Veranstaltung f�ngt um 10 Uhr an und endet um 16
Uhr.

Anfahrt mit dem Auto
Von der A3: Abfahrt Hanau, Richtung Hanau
Hauptbahnhof, von dort Richtung Stadtmitte.
N�rnbergerstra�e, Hirschstra�e, M�hlstra�e,
Sandeldamm.
Von der A45: Hanauer Kreuz Richtung Dieburg,
Hanau Hauptbahnhof, Rest siehe oben.
Parkpl�tze
Aussteller: Vor/Hinter der Jahnhalle
Besucher: Unter der Main-Kinzig Halle.
Anfahrt mit der Bahn
Vom Hauptbahnhof Hanau mit dem Stadtbus zum
Freiheitsplatz fahren. den kleinen Weg zwischen
Cafe Pierrot und der Polizei nehmen. An der
Main-Kinzig Halle vorbei zur Jahnstra�e

Info: Tel. 06181/20739

2728. Re: Is there REALLY a Star Raiders II ??

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-10 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <4mvhme$aug@ccshst05.uoguelph.ca>
Source record: 83913

: If my memory serves, SRII for the 8-bits was never released.

It was indeed released! I played it at one of my users group
meetings many moons ago.

>> Mark <<

--

Mark A Rathwell
---
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

Incredible Hulk Television Series FAQ, Mark's Music Page, Atari Jaguar
and Lynx Information, Net Humour, Tandy CoCo 3 Links, check it out
at ... http://www.uoguelph.ca/~mrathwel

2729. Re: Q: Atari 5200-7800-8bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-10 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <4mvhsa$aug@ccshst05.uoguelph.ca>
Source record: 83914

: Well, according to the 2600/5200/7800 FAQs, the 7800 is basically a
: 2600 with upgraded graphics, more RAM, etc.

Think of it this way ... the 5200 was equivilant (roughly) to the
Colecovision, wheras the 7800 was equivilant to the Nintendo
Entertainment system.

The 5200 is more or less
: an Atari 400 with some of the I/O locations moved around, a different
: OS, and different controller handling. Interestingly, the 5200 had the
: same 16K of RAM the 400 did, while the 7800 only had 4K, though most
: of it was VRAM, making it quite a bit faster than the 5200's RAM.

That means little where game systems are concerned because most
of the memory work is done in the cartridges. Most 5200 games were only
16k or so, wheras 7800 carts were usually much larger (up to 144K).

>> Mark <<

--

Mark A Rathwell
----
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

Incredible Hulk Television Series FAQ, Mark's Music Page, Atari Jaguar
and Lynx Information, Net Humour, Tandy CoCo 3 Links, check it out
at ... http://www.uoguelph.ca/~mrathwel

2730. Reborn Newbie Questions: Atari 8bit FAQ/Help with "Chip"

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-10 00:00:00 UTC
From: keshler@dreamscape.com
Message-ID: <4mvm57$ek3@newsfeed.dreamscape.com>
Source record: 83915

Just read posting referring to a URL for an Atari 8 bit URL.
Also (if not in FAQ) interested in any info on how to port Atari
software to PC. Is this just for storage or is an emulator available?
Could someone post and/or E-Mail me (my server updates quite fast)
the URL address? [keshler@dreamscape.com]

Recently dug my 400 out and it is OOS. Bought a 800 years ago just
in case this happened but it doesn't work with the protection bypass
chip I had for it. Posted for help but only responses were for those
trying to sell equipment. Have many (100's) of old games on disk
which I would be willing to share if I could get them working again.
Thanks.

2731. Re: Atari Executable File Format

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-10 00:00:00 UTC
From: jduersto@kendall.mdcc.edu
Message-ID: <4n025u$7pb@kendall.mdcc.edu>
Source record: 83916

John Haberfellner (JOHN@ATITECH.MHS.CompuServe.COM) wrote:

: Does anyone know the file format for an Atari executable? The reference
: manual only has the formats for bootable files. What is the format for
: executble files which can be run from dos?

The file goes like this:

$FFFF Header

+-> $xxyy Starting load address
^-------------if $xxyy = $ffff
^ $zzaa Ending load address
^ .... $zzaa-$xxyy+1 bytes of data to be loaded
^<------------repeat until EOF

$02e0-$02e1 is the init address
$02e2-$02e3 is the run address. these tell the loader where to start
executing. I might have these backwards.

Jason Duerstock
jduersto@kendall.mdcc.edu

2732. Re: Percomm AT-88

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-10 00:00:00 UTC
From: jduersto@kendall.mdcc.edu
Message-ID: <4n028e$7pm@kendall.mdcc.edu>
Source record: 83917

Paul Nurminen (nurmix@gateway.ecn.com) wrote:

: BTW: I've got a bunch of old BASIC games and demos I programmed years
: ago, and I was wondering if anyone would be interested in me putting them
: up on an FTP site? And if so, what's the best Atari 8-bit FTP site to
: put them on?

atari.archive.umich.edu is the 'official' site but it's almost impossible to
log in to. You're welcome to upload them to ftp.kendall.mdcc.edu. You
should have no trouble getting in.

Jason Duerstock
jduersto@kendall.mdcc.edu

2733. FOR SALE: ATARI 65XE

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-10 00:00:00 UTC
From: cm2bccr2@bs47c.staffs.ac.uk
Message-ID: <4mvea3$on8@bs33n.staffs.ac.uk>
Source record: 83918

FOR SALE:

ATARI 65XE Computer (ECI Model)
XC12 Datacorder (plus a spare XC12)

Both computer and datacorder complete with original boxes and manuals.

Also included:

Two joysticks (speedking and cruiser),
Assember Editor, 100+ Games on cassette and ROM Cartridge,
Loads of magazines (Page 6, 8:16, Antic, Analog, New Atari User)

and books:

Technical Reference Notes, The Micro Enquirer: Atari XL, Programming
the 6502, The Atari BASIC Source Book, The Atari 130XE Handbook,
Writing Atari Adventures, Writing Strategy Games on Your Atari
Computer, Atari Collection: Volumes 1 and 2, Machine Language for
Beginners and Mapping the Atari (Revised Edition).

#65 ono for the lot (sorry,no splits). #= pounds sterling.

Contact information in signature.

--
Chris Roberts (cm2bccr2@bs47c.staffs.ac.uk) (URL: http://soc.staffs.ac.uk)
Staffordshire University School of Computing, Stafford, United Kingdom.
70. Corporation Street, Stafford, Staffs., ST16 3LT (+44) (0)1785 226195.

2734. Imagic 1.03b Available Now

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-10 00:00:00 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <4n086t$gan@madeline.INS.CWRU.Edu>
Source record: 83919

Imagic, the usiversal disk image converter for Win95/NT is now
available in version 1.03.

Imagic can take any number of disk images, such as ATR, XFD and DCM
images, and _quickly_ convert them to any other format, INCLUDING DCM!

Thats correct, imagic can _generate_ DCM images on the fly, try it today!

Version 1.03 corrects problem w/ double density DCM decompression and
incorrect reporting of some valid DCM images as 'broken'.

Imagic is available as very inexpensive shareware at
http://www.nacs.net/~classics.

Steve

--
-- Video game playing, adventure junkie, choclate craving, woman loving,
Limbaugh hating, Trek watching, all around lazy computer fart.

!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

2735. WTB: 1050/810 Power Supplies

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-10 00:00:00 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <4n08j1$gpq@madeline.INS.CWRU.Edu>
Source record: 83920

Anyone have a big box of these laying around? I need 2-3 of them for
some drives I picked up. I used to have 10-15 of them but I seem
to have lost the whole box <ahhhhhhhh!!!!!!!!!!>

Steve
--
-- Video game playing, adventure junkie, choclate craving, woman loving,
Limbaugh hating, Trek watching, all around lazy computer fart.

!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

2736. Forsale: XEGS

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-10 00:00:00 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <4n0g01$pag@madeline.INS.CWRU.Edu>
Source record: 83921

Atari XEGS console w/ keyboard attachment and 5 cartridges.

$40 + shipping

Steve
--
-- Video game playing, adventure junkie, choclate craving, woman loving,
Limbaugh hating, Trek watching, all around lazy computer fart.

!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

2737. Atari Stock?

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-10 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <4n0kjh$ao4@news.tcd.net>
Source record: 83922

Not sure if any of you have held onto the original issue but
there appears to be hope saw today where it closed yesterday at
$6 7/8, some of us may recoupe yet..???

2738. Web Page: Bravo's Atari Store: On-Line Catalogs. Check this out!

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-10 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <4n0t3u$b73@linda.teleport.com>
Source record: 83923
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,fr.comp.sys.atari,de.comp.sys.st,fido.ger.atari,ger.atari,ka.comp.sys.atari

Check out my Web Page for Bravo Sierra Computers. Where you can find Both
Classic Atari 8 Bit & Atari ST. HardWare, SoftWare, Books & Accessories. My
Web Address is below. On-Line Catalogs that you can View and Contact me via
my Web Page! Or Request Catalogs in E-Mail. Specify Classic 8 Bit or ST.
E-Mail: bensmith@teleport.com

http://www.teleport.com/~bensmith/bscomputers.shtml
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. Mon - Thurs 3
PM - Midnight. Friday 3 PM - 6 PM PST Call above # these Hours.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Catalogs are FREE & updated monthly. Reply in E-Mail to bensmith@teleport.com
http://www.teleport.com/~bensmith/bscomputers.shtml Bravo Sierra Atari Store

2739. Re: Cartridge Portcard for PX Xformer

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-10 00:00:00 UTC
From: Josh Spatz <mjkv57c@prodigy.com>
Message-ID: <3193F7B0.4BAA@prodigy.com>
Source record: 83924

I think cartridges are THE BEST medium for distributing software, even today. Here's why:

1) Carts are directly addressed as memory by the processor, so they are the fastest media.
2) Carts are virtually impossible to pirate without EPROM equipment and such.
3) Carts can easily hold several megabytes, enough for a single program.
4) Carts are more durable than any other media type.

I don't understand why computer makers abandoned carts. (Did IBM use cartridges in the PCjr? I just got one, and wonder what those two big edge connector slots under the disk drive are). Also why does everyone mock it? You'd think that it would have done well considering what it was competing with. It had a built in disk drive, 16-bit processor, etc. And was competing mostly with 8-bits. I guess it's sort of like what the 1450XLD would have been, execept with a crummy keyboard.

Anyway, I'm kind of going off on a tangent. My point is that it would be a great idea for some PC cartridge media standard to be developed. One Idea could be to create a single cartridge reading device, and then make adaptors that fit into it that have the actual connector and translating circuitry in it. That way, with one peripheral, many computers and consoles could be emulated.

Josh Spatz

2740. A Plan for Atari's Future

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-10 00:00:00 UTC
From: Josh Spatz <mjkv57c@prodigy.com>
Message-ID: <3194004A.4BE9@prodigy.com>
Source record: 83925

I think that there are a number of things Atari can do in order to become a large, dominant company again. With their technology, and especially their name, they probably have more potential than any other company to capture the home market, which is still mostly untapped by the big computer makers.

My first idea would be for them to contract with a large American TV maker (Magnavox, RCA, Zenith, etc.) to integrate a video game system into a television. If the price of the television were to remain unchanged, this would be beneficial to both Atari and the TV maker. First, everyone buys a TV. So people would think "I'm getting a Video game System ffor nothing" and sales of that TV would increase. Atari would get a small amount of money for this. Most of their money would come from sales of games for it, and licensing for other companies to write games. Also, if the any of the customers ever wanted to buy another video game system, it would have to be an Atari, because they'd already have some compatible games. The TV itself would just have a cartrigde port and some controls on top, and jacks for controllers at the bottom. Better yet, the controllers could use the TV's infrared for the remote so you could have wireless controllers. In fact, they could even go so far as to eventually integrate a complete computer system with a with a VCR into a TV. With a wireless keyboard and everything. (I got this idea before I ever heard of the new thing from Gateway. But Gateway's thing is still a big clunky box that has to be attached. It would be much better to have it all in one big unit.) With a good marketing program, this could become THE video game system.
What do you think?

How about this:

Atari could use the current internaet mania and Net PC craze to their advantage. I don't support the idea of a network-only computer. But A well-designed home computer with a cartridge port and/or a CD drive to run programs off and a small hard drive to store data on (Instead of a small HD, what about one of the emerging high capacity floppy technologies, like the new 3M 120Mb 3.5" floppies? This would provide data storage, a way to transport files, and a good way to store programs for developers who cant make carts or CD's. Like how old home computers used to use floppies for everything, only this is 120Mb, so you don't need an HD. It would also give unlimited storage, just buy more disks). It would have a user-freindly OS in ROM, and of course, A high speed modem with internnet software and an access plan. This would be a main selling point. It should have facilitis to use a standard VGA monitor, or hook up to a TV. All this, combined with Atari's name and a good marketing plan, could dominate the home market.

What do you think about this?

One last idea:
Atari could use some of that huge cash surplus to buy Atari Games back and get back into the coin-op business. (Maybe they could buy Willams out. This would give them lots of classic games like Defender. Didn't Williams just buy Atari Games from Warner?). Get this: A combination coin-op game/vending machine that could give free snacks or drinks as prizes for making a high score. This would be interesting and give people an incentive to play the game, as well as keep them there when they get thirsty.
What do you think?

Well that's a mouthfull. I've come up with all of these ideas in the last two weeks, and think they could be feasable and very lucrative.

Post your ideas and responses to mine here.

Thanks,
Josh Spatz

2741. Re: Cartridge Portcard for PX Xformer

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-10 00:00:00 UTC
From: thester@nyx10.cs.du.edu
Message-ID: <4n11v1$j67@nyx10.cs.du.edu>
Source record: 83926

> 2) Carts are virtually impossible to pirate without EPROM
> equipment and such.

Only if you plan on distributing pirated software actually
in cartridges. Most pirates just copy the carts to a file
and distribute the stuff that way. Very easy to do _without_
EPROM equipment and such. You could copy a cart in the Atari
400 with a program to dump the ROM to a file and the only
equipment needed was the tip of a pencil to insert in the
cartridge door power switch to keep power on while you insert
the cartridge and then press the START key. All that was left
to do was to disassemble the resulting file and remove the
"protection" where the cartridge "overwrites" itself.

Uncle Fester

--
| SOCIOPATH n. - an aggressively antisocial psychopath taking |
| no responsibility for his/her actions. See "INTERNET" for |
| a collective of distinguishing characteristics - e.g., viz EFF. |
| : *thester@nyx.cs.du.edu* : |

2742. Re: Imagic 1.03b Available Now

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-10 00:00:00 UTC
From: thester@nyx10.cs.du.edu
Message-ID: <4n127m$jkt@nyx10.cs.du.edu>
Source record: 83927

Is there a version for those of us who still refuse to
use Win95/NT? You know....just DOS.

Uncle Fester

--
| SOCIOPATH n. - an aggressively antisocial psychopath taking |
| no responsibility for his/her actions. See "INTERNET" for |
| a collective of distinguishing characteristics - e.g., viz EFF. |
| : *thester@nyx.cs.du.edu* : |

2743. Atari XL/XE emulators for Linux

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-10 00:00:00 UTC
From: krap@queer.psych.uw.edu.pl
Message-ID: <4n0dge$h97@olorin.nask.pl>
Source record: 83928

are there any good atari xl/xe emulators for linux?

--

= wasza KrAp = = krap@piwonet.org = = naczelne archiwum 8-bit =
= 2:480/70@FidoNet = = +48-22-6594364 =

2744. Re: Is there REALLY a Star Raiders II ??

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-10 00:00:00 UTC
From: ulf@antic.cls.de
Message-ID: <68cEP9bHS7B@antic.cls.de>
Source record: 83929

On 10 May 96, mrathwel@uoguelph.ca wrote ...

> : If my memory serves, SRII for the 8-bits was never released.
>
> It was indeed released! I played it at one of my users group
> meetings many moons ago.
Correct! STAR RAIDERS II was released on cartridge for the XE game system.

Ulf

2745. Re: Atari Executable File Format

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-10 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <4mu8gp$ol1@dartvax.dartmouth.edu>
Source record: 84049

John Haberfellner <JOHN@ATITECH.MHS.CompuServe.COM> writes:

>Does anyone know the file format for an Atari executable? The reference
>manual only has the formats for bootable files. What is the format for
>executble files which can be run from dos?

Yes, it's two bytes of 255, followed by a number of segments, each
with a start and end (or is it length?) address, and the block of data.

If you're interested in this, I suggest you look at my program for
analyzing binary load files at:
http://www.cs.dartmouth.edu/~crow/atari/

--PC
--
We're sorry, the .sig you have selected has been deleted or is no longer in
service. If you think you have read this .sig in error, please disconnect
and try your news reader again. Thank-you.

2746. WWW: Atari utilities

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-10 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <4mu90g$1ei@dartvax.dartmouth.edu>
Source record: 84050

I've thrown together a web page for various Atari 8-bit utilities that
I've found useful, most of which I've written. If you use SIO2PC with
a PC or Unix system, you'll certainly find these interesting, if not
at least useful.

http://www.cs.dartmouth.edu/~crow/atari/

--PC
--
Q: How many Microsoft programmers does it take to upgrade a lightbulb?

2747. Re: UK magazine New Atari User - new issue?

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-10 00:00:00 UTC
From: simon.brownlee@jrc.it
Message-ID: <4mut3i$1c5@dicscs4.jrc.it>
Source record: 84051

In article <4mt5kd$8n5@main.freenet.hamilton.on.ca>, af332@freenet.hamilton.on.ca (William Moeller) writes:
>I stopped subscribing to this magazin in January. I have been meaning to
>write the publisher a letter as to why. The reason is simple. I think his
>price for the magazine for people who live in North America is a rip off
>plain and simple. In the front of his magazine, it says..
>
>"Overseas Rates reflect only the difference in postal costs"
>
>Utter B.S.!

[actual prices deleted]

Magazine only subscriptions are sent at a special 'newspaper/magazine' rate. This is not only cheaper, but also rises at a different scale (i.e. doubling the weight does not double the price). Disk subscriptions must be sent at the normal airmail letter rate, which is both more expensive and directly related to the weight of the package.

I don't have my Royal Mail price leaflet at hand at the moment, but I have checked NAU rates in the past, and they do follow the postage rates closely.

Simon.Brownlee@jrc.it

2748. FREE Catalog of Atari 2600/5200/7800/Lynx and 8-BIT Hardware/Software

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-10 00:00:00 UTC
From: ice@skypoint.com
Message-ID: <4muvap$sh3@stratus.skypoint.net>
Source record: 84052
Cross-posted to: z-netz.rechner.atari.8-bit,z-netz.rechner.atari.hardware,alt.atari,alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,comp.sys.atari.8bit,alt.binaries.comp.atari8bit,abg.atari,fido.ger.atari,ger.atari,fr.comp.sys.atari,rec.games.video.atari,rec.games.video.classic

```
*****************************************************************************
* Looking for somthing for your good old 8-bit or game machine? *
* *
* Have you thought that you'd never find Atari 2600/5200/7800/Lynx *
* and 8-BIT items ever again? * *
* *
* WELL LOOK NO FURTHER!!! *
* *
* *
* To receive a FREE catalog of all Atari 8-bit and game machine products, *
* email your full name and postal mailing address to: ice@skypoint.com *
*****************************************************************************
```

2749. Re: Old software, dead companies

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-10 00:00:00 UTC
From: romer@access.digex.net
Message-ID: <4mvi6k$cso_004@news.digex.net>
Source record: 84053

In article <4mrj95$1tn@newsbf02.news.aol.com>, msmith@aol.com (MSmith) wrote:
>Previously, I wrote....
>
>
>"I believe the law reads as follows. If a software
>vendor has gone out of business, the copyright covering
>the program is no longer valid. This is due to the fact
>that the copyright is given to the corporation, not the
>individual who wrote it. If in fact then, the business
>legally disappears, so does the copyright."
>
>If the copyright is given to a company, and the company is no longer
>registered, then the copyright can no longer be valid. For example, if
>Electronic Arts has ten employees, and STAN (fictious name) generates a
>game that looks promising, and the copy receives a copyright, then the
>company has received the copyright, not STAN. As far as I know this is
>how all corporations work.
>
>Just as patents have terms, copyrights have terms that end with the
>closing of the subject company.
>
>Come on lawyers, let me know if I am right or wrong.

You ARE wrong. Companies don't just disappear, their assets are sold to other companies. Assets include tangibles, such as disk duplicating equipment, and intangibles, such as copyrights. Unless the company has PUBLICLY announced "We are giving up the copyright to [software item XXX] and putting it into the public domain", the copyright is still valid through the actual expiration date (which, as has been noted, is 50 years after the death of the author).

2750. Re: Q: Atari 5200-7800-8bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-10 00:00:00 UTC
From: Michael Ellis <michael@anest4.anest.ufl.edu>
Message-ID: <4mvh6q$9dc@no-names.nerdc.ufl.edu>
Source record: 84054

uglmiller@cc.memphis.edu (Greg Miller) wrote:

>
>Well, according to the 2600/5200/7800 FAQs, the 7800 is basically a
>2600 with upgraded graphics, more RAM, etc. The 5200 is more or less
>an Atari 400 with some of the I/O locations moved around, a different
>OS, and different controller handling. Interestingly, the 5200 had the
>same 16K of RAM the 400 did, while the 7800 only had 4K, though most
>of it was VRAM, making it quite a bit faster than the 5200's RAM.
>

Let me clarify this once again. The 7800 is NOT an upgraded 2600. It is
a second gerneration 8-bit design. It came with 32K of RAM, had improved
graphics capabilities (more colors, horizontal & vertical DLIs, etc.), tons
and tons of on-screen multi-color sprites, and much, much more. In addition,
the 7800 had an expansion slot on the left side which was supposed to accept
a computer keyboard and standard SIO peripherals. Old Atari originally
intended this system to compete with the other game-console-turned-computer,
the Coleco Adam.

-Michael Ellis

2751. WTB: All Cartridge software

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-10 00:00:00 UTC
From: dano@falcon.ic.net
Message-ID: <4mvjk1$l6f@condor.ic.net>
Source record: 84055

Looking for Atari 8-bit cartridge software, as well as Atari and other
game systems. Send a list of anything you'd like to get a reasonable
price for.

-Dan

2752. Re: B&C Computervisions

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-10 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <4mvjdo$1i6q@usenetz1.news.prodigy.com>
Source record: 84056

Perhaps some introspection is in order here....

2753. Re: WTB: 1050/810 Power Supplies

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-11 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <4n0ou1$ggp@news.xmission.com>
Source record: 83930

In article <4n08j1$gpq@madeline.INS.CWRU.Edu>, dh395@cleveland.Freenet.Edu says...
>
>
>Anyone have a big box of these laying around? I need 2-3 of them for
> some drives I picked up. I used to have 10-15 of them but I seem
> to have lost the whole box <ahhhhhhhh!!!!!!!!!!>

I just happen to have an entire box full of power supplies. Make me an offer.
How about a registered copy of Ape and Imagic for 3 1050/810 power supplies?
The 9v type, right?

2754. Still a Couple Left?

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-11 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <4n0sib$bfg@news.tcd.net>
Source record: 83931

Ran an add for Atari 8-Bit hardware from a School District at low prices..Well maybe I forgot to mention this stuff has 30 day gurantee on it..? Maybe even longer if you twist my arm and pay postage both ways??

No one wants an Atari 400..?? Name a price with Shipping included from what I can determing shipping on this is about $6.00
I do have 1 or 2 with 48k upgrade..

800..old tank of the world..runs and runs..$15.00 shipped

600XL..when I can find them..$15.00 Stock 16k shipped..

800XL..$15.00 shipped

1200XL..$20.00 shipped..weighs more..?

130XE $35.00 shipped..stock...Upgrades available??

Rana Disk Drives..fair shape to plus..?? $10.00 shipped.

Indus Disk Drives...Good shape..$25.00 shipped.

1050 Disk Drives Stock..Good shape..$15.00 shipped

Track Disk Drives when I can locate them..$25.00 Shipped

Percom. Single Density..$10.00 Shipped

Percom..Double Density slave available $20.00 Shipped.

Atari 850 Interface..$25.00 shipped. (No Cables inc)

Atari 810 Disk Drives..$10.00 Shipped..stock..upgraded modles available on request when I can locate them.

1050 Disk drives with generic Doubler, when I can locate them $20.00 shipped..

Parts? I have so many computer ATARI only parts used pulls ect..will negociate a reasonable price..guranteed working for computer or drive..shipping on a single part is $1.50..so go from there..

Upgardes on computers..??I have pulled checked ram for $.50 for 64k and $.75 for 256k ram chips..Can offer complete 800xl or 130XE Upgrade 256k with tested used chips for much less than would cost you go go buy...with docs..

Software? I have over 500 copies of Original software, if you ar
e into the Caset type let me know have a grundle of that sitting
collecting dust..While I may not have what you need now not
saying that I will not come across it tommorow..

Need a Bernoulli box for the 8-bit..have one with several carts
and enclosed in box type with power supply..Power supply costs
me $85.00 so go from there..

Atari 835 modem..antique..with power supply and software
cart..make offer..

Have a couple Accoustical Modems..Make offer..shipped.

2755. Atari Hard Drive Interface! Good Deal!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-11 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <4n0oke$ao4@news.tcd.net>
Source record: 83932

I have just checed stock and have unlucky number (13) last production run KPI-Interface boards left.

Just so you know if you don't! It is the old (Supra Hard Drive Interface).. They put it out as a 20mg hard drive interface, it is capable of...drive 1 is a fake floppy disk double density. drive 2 is set up as a slave..your 810, 1050 ect..set as drive 2 hold down select optiion and it will boot from drive 2..drive 3 is a 16mg partition hard drive, drive 4 16mg hard drive partition, this is where they left off..you configured your drives through 8 by changing the rom..the latter drives 5-8 are 16mg accessable..

I will, set your ROM to accommodate drives 1-8, on a MFM type converted to Scsi drive that reads 256k bytes per sector. You will have to provide me with the drive type when ordering..and I will set the ROM to your drive type...

Price on these close out!!..(Not that they will not be available later at standard price!)..$80.00 plus $8.00 s/h..includes US, Canada, and International shipping...

In order to run this interface..you need either a Scsi hard drive setup, that reads and writes 256k bytes per sector..or a MFM type drive with same stats, interfaced with an Adabtec 4000, 4000a, 5500 or a Omti MFM to Scsi interface.

As far as I know right now I am the only one producing a 130XE to PBI interface..price $15.00 s/h...$4.00..single cartridge module..

Now if you order an interface and can not get it to work on your equipment..will offer the same to you as I have in the past you send me your total setup..pay s/h both ways and I will (test) ect it and send it back to you working..provided none or your parts are in a non-working order...Other words the test and setup is free..I will not replace anything you do not wish replaced..

Back to the interface...There is an upgrade in the works (over 2 years!)..I have suposidly 2 working modles..not completly satisfied with the upgrade yet..It will entaill..plugging in a seperate board..and connecting 5 wires, and jumpering 1 chip. This will make the interface user configurable...

The fake floppy will be gone, the boot drive 2 will be gone unless you menu configure it into the system..the other drives will no longer be ROM controled..But user controled like the

MIO/BB..

Unlike the Supra hard drive interface, this will be completly socketed, you the user can pull and test your own to eliminate problems..(replace bad I/C's)..

There is also a revison, which will cause a complete board re-design to take the interface to Scsi II hard drives..I don't know when this will be available, but I do know there will be at least 3 built!..It has taken me several years, several engineers and programers with many promises to get where I am right now (Lost Faith in Engineers! Lost Faith in Programers!! Many $$ spent on a dieing computer?!!) Sooner or later it will be accomplished even if only 3 exist! I wouldn't even mention it now..but it is not VAPOR WARE..it will happen..

Forgot to mention..the old board even has a printer interface, which no one uses..maybe a couple like me??

Bob.....

2756. Printer Ribbons/ Ink-Jet Carts

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-11 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <4n0qtj$bfg@news.tcd.net>
Source record: 83933

Printer Ribbons Re-Inked, come out better than new..have several letters attesting to this as they are fresh have not set on a shelf for 6-12 months..

Will re-ink your hard to find not so hard to find ribbons for $2.00 a ribbon. You send 5 with check enclosed will re-ink them and send them back to you postage paid..

Ink Jet Carts..Cannon..3 color type..5cc each color $12.00 s/h $3.00, if Black is ordered/sent with color and additional $3.00

If interested send to K-Products
4267 W. Midway Dr..
Salt Lake City, Ut.84120..or

K-Products
P.O. Box 22122 A.M.F.
Salt Lake City, Ut.84122..some times faster.??

Phone 801-967-7400 after 3:30pm mdst..

2757. Still a Couple Left?

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-11 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <4n0si1$bfg@news.tcd.net>
Source record: 83934

Ran an add for Atari 8-Bit hardware from a School District at low prices..Well maybe I forgot to mention this stuff has 30 day gurantee on it..? Maybe even longer if you twist my arm and pay postage both ways??

No one wants an Atari 400..?? Name a price with Shipping included from what I can determing shipping on this is about $6.00
I do have 1 or 2 with 48k upgrade..

800..old tank of the world..runs and runs..$15.00 shipped

600XL..when I can find them..$15.00 Stock 16k shipped..

800XL..$15.00 shipped

1200XL..$20.00 shipped..weighs more..?

130XE $35.00 shipped..stock...Upgrades available??

Rana Disk Drives..fair shape to plus..?? $10.00 shipped.

Indus Disk Drives...Good shape..$25.00 shipped.

1050 Disk Drives Stock..Good shape..$15.00 shipped

Track Disk Drives when I can locate them..$25.00 Shipped

Percom. Single Density..$10.00 Shipped

Percom..Double Density slave available $20.00 Shipped.

Atari 850 Interface..$25.00 shipped. (No Cables inc)

Atari 810 Disk Drives..$10.00 Shipped..stock..upgraded modles available on request when I can locate them.

1050 Disk drives with generic Doubler, when I can locate them $20.00 shipped..

Parts? I have so many computer ATARI only parts used pulls ect..will negociate a reasonable price..guranteed working for computer or drive..shipping on a single part is $1.50..so go from there..

Upgardes on computers..??I have pulled checked ram for $.50 for 64k and $.75 for 256k ram chips..Can offer complete 800xl or 130XE Upgrade 256k with tested used chips for much less than would cost you go go buy...with docs..

Software? I have over 500 copies of Original software, if you ar
e into the Caset type let me know have a grundle of that sitting
collecting dust..While I may not have what you need now not
saying that I will not come across it tommorow..

Need a Bernoulli box for the 8-bit..have one with several carts
and enclosed in box type with power supply..Power supply costs
me $85.00 so go from there..

Atari 835 modem..antique..with power supply and software
cart..make offer..

Have a couple Accoustical Modems..Make offer..shipped.

2758. New Wacky Deal

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-11 00:00:00 UTC
From: Don Thomas <75300.1267@compuserve.com>
Message-ID: <4n1786$p8i$2@mhafn.production.compuserve.com>
Source record: 83935
Cross-posted to: comp.sys.atari.8bit,rec.games.misc,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

All,

I've been asked to let people know if I arrange another special
Internet offer and I have. Check out Atari's web site at:

http://www.atari.com

for the list or EMail me at 75300.1267@compuserve.com and I'll
send a copy back.

--Don Thomas
Atari Corporation

2759. Re: Imagic 1.03b Available Now

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-11 00:00:00 UTC
From: RCAD40A@prodigy.com
Message-ID: <4n1435$is8@usenetp1.news.prodigy.com>
Source record: 83936

Hi Steven,
You seem to be the most innovative Atari programmer around these days.
If only the games that we are all trying to archive and/or store on our
PC's were really worth playing........
That little comment aside, do you have a similar utility for
interconversion of DCM and ATR images that does not require a NT/WIN '95
operating system? What about us DOS / WIN 3.1 old timers?
This reminds me of my recent experience at Egghead. I was looking at
the latest installment of the Activision 2600 video games for PC
computers. I bought the first package about 14 months ago. But now, the
newest one can only be played on a Pentium PC with WIN '95. Is this crazy
or what?

Thanks for your help with connecting old Ataris to the real world of PC's.

2760. 6502 disassembler?

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-11 00:00:00 UTC
From: n7ryw@teleport.com
Message-ID: <4n1cis$rhb@nadine.teleport.com>
Source record: 83937

I am looking for a 6502 disassembler. I found one for the Atari called Dis6502, but it doesn't seem to want to work right on my 800XL. The first menu won't work right at all.

I would prefer a cross disassembler that will run on my PC, but an Atari one (that works!) would be good too.

Anyone have any ideas?
Thanks,
Bill

2761. Last Starfughter/Star Raider II

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-11 00:00:00 UTC
From: Jim Treber <jtreber@cris.com>
Message-ID: <3194C671.77F6@cris.com>
Source record: 83938

I talked to an Atari historian whose memory is much better than mine about this game. It seems there was this programmer that spent tons of time developing a game called The Last Starfighter (taken off the movie of the same name, see it if you haven't). He loaned his finished copy out for opinion and review. Needless to say, it ended up on bbs's accross the country in short order. He made no money for his effort. Then Atari stepped in, apparently impressed, and bought the rights to the game, modified it, and renamed it Star Raiders II.

Jim

2762. FS/T: Atari 8-bit computer items [05/11/96]

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-11 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <4n1iop$has@dfw-ixnews2.ix.netcom.com>
Source record: 83939

updated 05/11/96

NOTE: Screen shots of some of these games are available on my
web site.

I have the following Atari 8-bit software and hardware for sale or
trade.

Everything is sold as is. Unless specified, all items have been
tested and are in perfect working order.

There are a few items that are listed as untested. When I bought
these items I was told that they all worked, but due to a lack of
time, I have been unable to test them myself.

Buyer has ten (10) days to send payment, and pays all shipping
costs, which will be sent via U.S. Postal Service. The shipping
cost depends on both the weight of the package and the distance
that it is traveling. Buyer has the choice of either first class
or parcel post (which is slower, but cheaper).

Payment must be made in U.S. funds, by either check or money order,
drawn from a U.S. bank branch. Canadian buyers must send a Canadian
Postal Money Order, payable in U.S. funds. This is the only way I
have found to deal with my friends to the north (my bank is very
picky, but the U.S. Post Office will cash a Canadian Postal M.O.)

SOFTWARE:

NOTE: If the company name isn't listed, then the game was released
by the same company as the system.

NOTE: All cartridges are loose (ie. without box and manual), unless
specified.

NOTE: Since all cartridges are used, some labels will have small
defects. Major defects will be listed.

ATARI 8-BIT COMPUTER:

Loose cartridges, no box or manual:
$10.00 Astro Chase (Parker Brothers)
$ 6.00 Atari Logo
$ 6.00 Atariwriter
$ 6.00 Basic -- for the 400 and 800
$ 6.00 Basketball
$ 6.00 Computer Chess

$10.00 Delta Drawing (Spinnaker)
$ 7.50 Deluxe Invaders (Roklan)
$10.00 Jumbo Jet Pilot (Thorn EMI)
$10.00 Kids on Keys (Spinnaker)
$10.00 River Raid (Activision)
$10.00 Super Cobra (Parker Brothers)

Cartridges with case and manual:
$15.00 Alphabet Zoo (Spinnaker)

HARDWARE:

NOTE #1 FOR THOSE BUYING SYSTEMS: If you buy certain systems (they are marked) you will have the option of buying a BRAND NEW RF switchbox for $5 that is virtually identical to one sold at Radio Shack for $7, plus tax. It allows for the connection of both 300 OHM and 75 OHM antenna lead-in's.

If you already have an RF switchbox, most systems will work fine with it. Some systems still include one, please read carefully.

NOTE: The Lots listed below include only what is listed!

LOT #1

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 800XL COMPUTER with original power supply.

I will also throw in a second non-working ATARI 800XL for parts, FREE.

This is a complete system, except for RF switchbox and RCA cable.

$44.00

*****

LOT #2

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 65XE COMPUTER with original power supply.

This is a complete system, except for RF switchbox and RCA cable.

$34.00

*****

LOT #3

ATARI 1050 (127K) DISK DRIVE, with original power supply, and one (1) Molex connector cable.

$39.00

*****

LOT #4

ATARI 1050 (127K) DISK DRIVE, with one (1) Molex connector cable.

This disk drive doesn't include the power supply.

$34.00

*****

LOT #5

ATARI 410 PROGRAM RECORDER, with built-in power cord and Molex
connector cable.

This item has not been tested.

$ 9.00

*****

LOT #6

ATARI 820 PRINTER, with one (1) roll of paper and built-in
power cord.

This item has not been tested.

$24.00

*****

LOT #7

ATARI 800 COMPUTER *AND* ATARI 1050 DISK DRIVE, for parts only!

These items are not working, but might be used as a source of parts
(example: the 800 keyboard and chips).

$10.00

*****

LOT #8

OKIMATE 10 COLOR PRINTER, with built-in power cord, "Learn to Print"
Atari DOS 2.0 and 3.0 disk, "Learn to Print" cassette tape [for
400/800, 800XL, 1200XL and 600XL], and extra ribbon (Okidata).

This item has not been tested.

$29.00

*****

To reserve an item listed here, please contact me. Please include your
full postal mailing address to save time.

Michael J. Novak Jr.
VGA2000@ix.netcom.com -- for quickest response
VGA2000@io.com
dw901@cleveland.freenet.edu

--
Michael J. Novak Jr. BUYING / SELLING / TRADING systems and games from:
Video Game Advantage 3DO, Atari, NEC, Nintendo, Sega, Sony, as well as
6861 Anthony Lane all Classic video game and Classic cartridge based
Parma Hts., OH 44130 computers, for over 2 years on the Internet!
(216) 843-8815 Voice Visit us on the WWW at http://www.io.com/~vga2000/
for FS/T & Want lists, FAQ's, Screen Shots, Collecting tips and much more...

For current list, or to be placed on my e-mail list, please leave E-Mail at:
VGA2000@ix.netcom.com OR VGA2000@io.com OR dw901@cleveland.freenet.edu

2763. Re: Is there REALLY a Star Raiders II ??

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-11 00:00:00 UTC
From: maffia@fox.CS.Berkeley.EDU
Message-ID: <4n1lm2$jd@agate.berkeley.edu>
Source record: 83940

In article <4mvhme$aug@ccshst05.uoguelph.ca>,
Mark Rathwell <mrathwel@uoguelph.ca> wrote:
>: If my memory serves, SRII for the 8-bits was never released.
>
> It was indeed released! I played it at one of my users group
>meetings many moons ago.

Yeah, I bought two copies at a local thrift store today. XE-game system carts. Not too bad of a game, but you generally can only move side to side, not up and down. A real drag. I spent minutes waiting for the baddies to drop down into my sights. The game is very much like the original, and is prettier, but I feel it is much less playable. Oh well, I bought a second copy as an initiator to my game collecting. I really loved Star Raiders, and I wish SR2 lived up to its legacy.

- Anthony

2764. Re: Gary Gilbertson?

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-11 00:00:00 UTC
From: "Ronald A. Laski, Jr." <rlaski@midwest.net>
Message-ID: <3194744E.2595@midwest.net>
Source record: 83941

Philips Dilworth Patton wrote:
>
> Does anyone know a 'Gary Gilbertson', and if so you could you get me his
> email address?
> Thanx!!!
>
> --
> Ciao,
> _
> /_/ /_ . / . _ _
> / / // / / /_/_\
> /

According to The Alternate Reality Homepage, Mr. Gilbertson's e-mail
address is: gary@ilhawaii.net

Ron
rlaski@midwest.net

2765. DISPLAY LIST - What are the different codes?

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-11 00:00:00 UTC
From: ulf@antic.cls.de
Message-ID: <68gG5caXS7B@antic.cls.de>
Source record: 83942

Hi!

I just noticed that my knowledge about the DISPLAY LIST is no longer as good as it used to be :(. Therefore, I'd like to ask you to send me a list of ALL the different codes you can use to create a new DISPLAY LIST. I need that information to find a bug. Once more, I need an explanation of ALL codes. The more detailed the information, the better are our chances to get a new, superb ATARI 8bit emulator.

Ulf

2766. Re: Telnet

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-11 00:00:00 UTC
From: tomhunt@bright.net
Message-ID: <3193f8fc.711718@news.bright.net>
Source record: 83943

On Thu, 9 May 96 16:47:00 LOC, John Haines
<john_haines@pointless.gen.nz> wrote:

>Hi Tom, Further to our conversations regarding using Telnet to access the WWW..
>
> I went on to lynx.cc.ukans.edu today to try out your 'ansi' selection (when choosing 'lynx' or 'www') and also to see how
>much further I could get.. - It didn't go tooo badly, I was using ICET to begin with but the different screens were overwriting
>each other without deleting the first one thereby making it really hard to read after about 4 screens, I then switched to >
>Flicker and things seemed to be quite a bit better. (although not 100% it was readable. :-))

Ok, I am currently using term80 1.9 to surf the net on my 8bit. If
you get your email address problem fixed up, I could email it to you.
Term80 was especially designed for use at the fastest port speed the
8bit is capable of. Plus, version 1.9 includes modules for use on
isp's which only provide slip/ppp accounts. Some of the included
modules are GETMAIL, SENDMAIL, and WRITEM(ail). This version works
especially well on the two major lynx servers, ukans and panda.

>
> Had a nose around, but for the life of me I couldn't find a way to access the WWW to do anything.. (can you help by >
>telling me how to access it please <sick grin>) - I must be doing something wrong, but no matter which command I choose
>I always seemed to end up with a text file explaining about the different things..

Ukans doesn't seem to support the "g"oto command anymore, since alot
of people used this to abuse irc's. Panda still does. Matter of
fact, you can use "ftp ftp.clark.net", (for example), on panda. On
panda, you can access www pages, converted to lynx format
automatically. You can even access my home page from there, using
term80! Just try "g brutus.bright.net/[ESCAPE control
delete]tomhunt". The escape-control-delete will produce the ascii
equivolent of the tilde character, which is necessary for accessing my
web page.

Everyone should PLEASE remember this one point- One of the major lynx
hosts has shut down the "g"oto command because of abuse of irc's.
Please observe the rules about accessing irc's, as displayed when you
log into panda.

>
>O'yea, I've just found out there is a little problem with the Internet E-mail getting

through to me that's why I never recieved >
>your messages.. - They seem to be going to the wrong address for some reason... (it could be at the gateway thingy that
>it's happening) - No matter, hopefully it will be sorted out soon... :-)
>---
>* SIMPQWK80 * #1 * for Atari8's

Let me know when you can receive email. Thanks!!!

Tom Hunt, Closer To Home Enterprises. | PGP key available on keyservers, or
Developer of CTH Shareware. | Finger tomhunt@brutus.bright.net
Sysop of The Closer To Home BBS, 419-368-4413, 3-14.4, USR.
Key Fingerprint = 98 43 51 AD AA 85 69 07 42 51 A9 A0 65 4F 21 44

2767. Re: UK magazine New Atari User - new issue?

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-11 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <4n2k8v$98i@main.freenet.hamilton.on.ca>
Source record: 83944

Simon BROWNLEE (simon.brownlee@jrc.it) wrote:

: Magazine only subscriptions are sent at a special 'newspaper/magazine' rate.
: This is not only cheaper, but also rises at a different scale (i.e. doubling
: the weight does not double the price). Disk subscriptions must be sent at
: the normal airmail letter rate, which is both more expensive and directly
: related to the weight of the package.

: I don't have my Royal Mail price leaflet at hand at the moment, but I have
: checked NAU rates in the past, and they do follow the postage rates closely.

: Simon.Brownlee@jrc.it

Well, this makes sense if they get a special magazine rate. However,
adding a disk is not justification to losing the magazine rate. How many
magazines for computers now inlcude a disk? It would be interesting to
see what their cost is.

The added weight of a disk should not inflate the price that much, and
adding a disk that is part of the magazine should not cause one to have
to pay extra postage.

Either way, NAU loses a subscriber.

--

2768. Re: Is there REALLY a Star Raiders II ??

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-11 00:00:00 UTC
From: nltd@grove.iup.edu
Message-ID: <1996May11.180424.7274@news.iup.edu>
Source record: 83945

In article <318D70A9.3448@mail.tcd.net>, Douglas Neal <dugn19@mail.tcd.net> writes:
>One time a few months back (I think it was in that list some cool dude
>was compiling that contained all of the Atari software out there ever
>made), there was mention of a Star Raiders II. Well, SR just happens to
>be my FAVORITE VIDEO GAME EVER MADE and if there's a Star Raiders II, I'd
>love to buy it!
>
>If anyone knows if this beast really exists, what its major differences
>are, and how I can get my hot little hands on it, I'd be VERY VERY
>grateful!
>
>Douglas Neal
>(dugn19@mail.tcd.net)

I had that game, except my version was called "The Last Starfighter". I think it is the same game as Star Raiders II though. Whatever it is called though, it was a really cool game where you fought a ton of ships. If you got through all of the waves you got to fight a mothership that basically went around the screen and pummeled you. Sorry this explanation is so poor but it is hard to explain except that it really reminded me of the last starfighter game in the movie. It was really neat! See ya later!

Cliff Friedel
jchan@helicon.co.iup.edu

2769. Re: What is an Atari 1450XLD and whos selling one??

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-11 00:00:00 UTC
From: gsbruner@aol.com
Message-ID: <4n3jq4$o3r@newsbf02.news.aol.com>
Source record: 83946

Tony Smolar wrote:

>Supposedly, this and the 1400XL were never released. >They were featured in an Atari catalog though, and a >number of people claim to own one.

I don't make any false claims. I do own a 1400XL. And I did at one time have a 1450XLD.

Glenn Bruner

2770. Re: Is there REALLY a Star Raiders II ??

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-12 00:00:00 UTC
From: jlodoen@mega.megamed.com
Message-ID: <4n3hkk$96n@news.wco.com>
Source record: 83947

In article <4n1lm2$jd@agate.berkeley.edu>,
maffia@fox.CS.Berkeley.EDU (Anthony Maffia) wrote:
>In article <4mvhme$aug@ccshst05.uoguelph.ca>,
>Mark Rathwell <mrathwel@uoguelph.ca> wrote:
>>: If my memory serves, SRII for the 8-bits was never released.
>>
>> It was indeed released! I played it at one of my users group
>>meetings many moons ago.
>
>Yeah, I bought two copies at a local thrift store today. XE-game system
>carts. Not too bad of a game, but you generally can only move side
>to side, not up and down. A real drag. I spent minutes waiting for
>the baddies to drop down into my sights. The game is very much like
>the original, and is prettier, but I feel it is much less playable.
>Oh well, I bought a second copy as an initiator to my game collecting.
>I really loved Star Raiders, and I wish SR2 lived up to its legacy.
>
>- Anthony

When you are in orbit (like at game's start) you can't move up
and down. In space battles, you get full freedom of movement.
The docs are somewhat needed. You are attempting to destroy
the enemy fleets and the factories in their home system.

It is much less complicated than the original, but it's
not without some charm.

2771. Imagic Image Converter 1.04 Now Available!

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-12 00:00:00 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <4n3itk$nof@madeline.INS.CWRU.Edu>
Source record: 83948

Imagic, the universal disk image converter for Win95/NT is now
available in version 1.04.

Imagic can take any number of disk images, such as ATR, XFD, SCP, and DCM
images, and _quickly_ convert them to any other format, INCLUDING DCM!

Thats correct, imagic can _generate_ DCM images on the fly, try it today!

Version 1.03 corrects problem w/ double density DCM decompression and
incorrect reporting of some valid DCM images as 'broken'.

Version 1.04 added both create _and_ decompression support for Spartados
SCOPY (*.SCP) Images.

Imagic is available as very inexpensive shareware at
http://www.nacs.net/~classics.

Steve

--
-- Video game playing, adventure junkie, choclate craving, woman loving,
Limbaugh hating, Trek watching, all around lazy computer fart.

!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

2772. Re: Cartridge Portcard for PX Xformer

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-12 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <4n4frv$fg0@dfw-ixnews7.ix.netcom.com>
Source record: 83949

In <822433251wnr@kwll.demon.co.uk> Lawrence Staveley
<Lawrence@kwll.demon.co.uk> writes:
>
>> I like the idea of copy protection of PCXf by using the cart port.
>> Interesting idea.
>
>So Darek is going to mail all currently registered used of XF a cable
is he? I think
>not..... ;-)
>
>--
>"I can't see the solution - Through this state of confusion....."
>--
>Lawrence@kwll.demon.co.uk
>

Where did you get that idea from the avove post? I know that BRA Soft
will be/ is SELLING the PCXf cable. However, I don't know how much they
are selling if for. All I know is that I could use one and will be
ordering one in the near future.

rely@ix.netcom.com

2773. Re: Cartridge Portcard for PX Xformer

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-12 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <4n4g89$f2i@dfw-ixnews1.ix.netcom.com>
Source record: 83950

In <4ml15k$155m@usenetz1.news.prodigy.com> UASZ40A@prodigy.com (Robert Stone) writes:
>
>I emailed Darek on this issue and he says that it would cost a hundred

>bucks or so, more than most people would pay in his opinion.
>
>

Personally, I wouldn't mind even having a complete 130XE hardware emulator with all necessary ports. It couldn't cost much more than a real 130XE. It could use the host RAM, I/O ports for printer, modem, etc. I would need software to allow building hard drive disk images and allow files to be easily moved to/from the host hard drive and the Atari hd image. It would also need to ne able to access the .ATR, .XFD and possible the .PRO disk images, although the latter would basically be unnecessary since a cart port would be included. It should also have an SIO port for Atari disk drive access.

I'd settle for just the cart port though, just so I could use SpartaDOS and BASIC XE!

rely@ix.netcom.com

2774. Re: A Plan for Atari's Future

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-12 00:00:00 UTC
From: maffia@fox.CS.Berkeley.EDU
Message-ID: <4n501n$nm4@agate.berkeley.edu>
Source record: 83951

How about the following scenario:

Atari is bought from that stupid disk drive manufacturer by
some other game company, say Sega, which keeps the Atari label and
dumps the trashy Atari management. Then Sega would have a "classics"
label with which to market older games and Atari would have the
management, manufacturing and distribution resources it has sorely
needed these past 7 or 8 years. I know, it would go the way of
Activision and Infocom (EA didn't even bother backing up their
computers before giving the hardware to the salvation army:), but
Atari would be alive in spirit, which is more than it is today.

- Anthony

2775. Old software, dead companies

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-12 00:00:00 UTC
From: Jerold Rotbard <jrotbard@j51.com>
Message-ID: <319618F5.2979@j51.com>
Source record: 83952

One thing one might do in order to determine whether a copyright still exists on a certain program is to search the U.S. Copyright Office to see what company registered the copyright. There may be a way of searching the Copyright Office on the internet, and if someone knows how, please let me know.

If the search comes up negative, the purported owner of the copyright cannot bring a lawsuit under federal law (Title 17), since registration is a condition that must be complied with prior to such a suit.

2776. Looking for Info on Atari 400 PS

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-12 00:00:00 UTC
From: mdoerty@wvnvms.wvnet.edu
Message-ID: <1996May12.134922.17436@wvnvms>
Source record: 83953

Help!
I piced

Let me try this again (my terminal program makes corrections impossible)

Helpo!
I picked up an Atari 400 this weekend.
But the power supply that came in the box won't fit on
the jack on the computer. Could someone please tell me the
output for the power supply for this computer (I want to check
to see if it works).

I have never had an Atari 8-bit computer before. But I have heard great things
about it (I hremember having a friend who had one growing up).
So I figureed for $5 I could not go wrong.

thx in advance. (Please email me any answers because you can see that my
newsreader causes me lots of problems. It is also very buggy).

thx
mike dougherty

2777. Re: A Plan for Atari's Future

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-12 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <4n4eht$4n@dfw-ixnews8.ix.netcom.com>
Source record: 83954

In <3194004A.4BE9@prodigy.com> Josh Spatz <mjkv57c@prodigy.com> writes:

>
>I think that there are a number of things Atari can do in order to
>become a large, dominant company again. With their technology, and
>especially their name, they probably have more potential than any
other
>company to capture the home market, which is still mostly untapped by
>the big computer makers.
>
>Stuff Removed for brevity
>
>Post your ideas and responses to mine here.
>
>Thanks,
>Josh Spatz
Josh, one thing about Atari as a computer company, they sold off ALL of
their computer related interests rescently. They are strictky a game
company now. I forget who that company is that bought the computer
rights, but they are a peripheral manufacturer. Hard drives I believe.
Atari will never again be Atari computer, unless something magic
happens.

2778. Re: Atari Documentation Archive

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-12 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <4n4f9f$7qs@dfw-ixnews4.ix.netcom.com>
Source record: 83955

In <4mlrm9$8mj@client1.news.psi.net> dann@nymt.reuter.com (Daniel Noguerol) writes:
>
>I have recently begun scanning in all my old 8-bit instruction manuals.
>What does everyone think about an archive of documentation for old Atari
>games? We could keep .JPG images of the graphical portions of the manual
>and the text could be either scanned, regular text, or even converted
>to html. I bet a lot of people have software that they no longer have
>documentation for and would enjoy having such a resource.
>

If you make them .GIF files they would be more accessible to all Atarians. JPEG isn't an easy format to do on the 8-bit. Not saying it can't or hasn't been done, but the normal distribution format is generally GIF. As for the text in HTML, that's fine for web browsers, but ise ATASCII, compressed with ARC if you wish.

rely@ix.netcom.com

2779. NAS96.

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-12 00:00:00 UTC
From: bertil.jagard@straight.ct.se
Message-ID: <ftn_2.203.221$fidonet.org_95891e00_Bertil.Jagard@straight.ct.se>
Source record: 83956

```
------------------------------------------------------------------------
SWEDISH ATARI USERS' ASSOCIATION (Svenska Atariklubben)
IN COOPERATION WITH NoCrew PRESENTS

-* THE NORDIC ATARI SHOW AND CONVENTION 1996 *-

WITH CONVENTION, EXHIBITION, SEMINARS,
DEMONSTRATIONS, CONTESTS ... AND MORE!

AT KORTEDALA GYMNASIUM IN GOTHENBURG, SWEDEN
ON THE 14th, 15th and 16th OF JUNE
------------------------------------------------------------------------
NOTE: The information in this text is not complete! Updates will come.

PRESENTATION

NAS was first arranged in 1995. It's a special show with a hacker convent,
exhibition and different seminars - all in one place.

This time the Nordic Atari Show is held in a school building, Kortedala
Gymnasium, in Gothenburg. It offers several small rooms for the hacker
contests and seminars, a big lecture hall for showing demos and films and a
normal size restaurant for the exhibition. Showers and dressing rooms are
available, and there is free carparking in the school area.

Pizza restaurant, cafe and other shops are only a few steps away from the
school. If you want to stay at a hotel please contact us for information
or visit our Webpage for details (http://www.tripnet.se/sak/nas).

Kortedala Gymnasium is fifteen to twenty minutes away from the central part
of Gothenburg. There are good possibilities for communications by tram or
car.

The dates are the 14th, 15th and 16th of June. Gather with your friends and
join us at a very fun and exciting show for Atari users around the northern
and european part of the world!

This year the exhibition and seminars are arranged by the Swedish Atari
Users' Association (Svenska Atariklubben), and the hacker convent by
NoCrew.

Below are all the activities, and the low entrance prices. Last year they
were a little bit high, but this year we hope it's suitable for all
wallets!

THE ACTIVITIES

For more detailed information see below.
```

exhibition
retailers and different associations will be there

hacker convent
competitions for FALCON, STE, ST and 8-bit

demonstrations
Jaguar, Lynx, MiNT, MagiC, Linux, DTP, Internet etc

seminars
about programming, Internet, multitasking etc

others
competitions for the non-programming experienced
(lottery, MidiMaze-contest, harddisk throwing, CocaCola-drinking etc)

THE PRICES

type payment SAK-member non-member

3-day entry prepaid SEK 100 SEK 125
3-day entry at the door SEK 125 SEK 150
1-day entry at the door SEK 50 SEK 75

The T-shirt is gasping yellow with a fine black print. Highest quality.
Don't miss this fantastic offer. Limited quantity.

T-shirt prepaid SEK 75 SEK 90
T-shirt at the door SEK 100 SEK 120

A cafeteria with low prices on CocaCola, Jolt, sandwiches, buns and
other tasty products will of course be available.

If you live in Sweden, you can order your tickets to NAS96 via
our Webpage at http://www.tripnet.se/sak/nas

Otherwise, if you live outside Sweden or don't have WWW access, and want to
order tickets to a lower price, please pay the right amount of money to our
Swedish postal giro account

nr 73 69 10 - 1

before the 31st of May 1996. Don't forget to state your name, address,
country, telephone, fax, email address and SAK membership nr so that we
know who's paying.

THE EXHIBITION

The exhibition will be open on the following times:

Friday 14th 12:00 -- 21:00
Saturday 15th 09:00 -- 21:00
Sunday 16th 09:00 -- 16:00

If you and your company or organisation wants to join the exhibition, then
estimate the space you need and pay the fee to us. We offer you different
sizes (measurements in Swedish meters) depending on your needs.

4,5 m2 costs 500 SEK
9,0 m2 costs 1000 SEK
18,0 m2 costs 2000 SEK

If you want more space, then every extra m2 is 150 SEK. Please contact us first to get further information.

The retailer's fee includes full entrance for two persons.

Nonprofit organisations can join the exhibition for free (with a space of 4,5 m2). This includes full entrance for one person.

Please pay at our Swedish postal giro account,

nr 73 69 10 - 1

before the 31st of May 1996.

State your company/organisation name, address, country, telephone, fax, email address, contact person and space needed. If you'd like to speak at a seminar about something, then tell us about it.

THE DEMONSTRATIONS

More will be added as soon as we get to know about them.

BBS We'll be showing STraight BBS, with products as Semper, LED, Octopus etc. Sysop Bertil Jagard will be answering questions and demonstrate different situations, as well as speaking about ethics and problems with communicating.

MagiC What is MagiC? What is multitasking? Find out by using MagiC 4, and swapping between those programs. Learn about problems and get tips from experienced users.

Making How can magazines be made with Calamus SL? We'll be showing how magazines the Swedish Atari Users' Association (Svenska Atariklubbens) with SL magazine "AtariMagasinet" is made. Tips, problems, features and possibility to make yourself some visit cards or other things to take home.

THE SEMINARS

More will be added as soon as we get to know about them.

Internet What is Internet and how can I use it with my Atari? Experienced administrators will be talking about Internet - history, how it's made, the future and more. We'll put it in reality too, with products for Atari computers that all of us can use - easy!

THE CONVENTION

NOTE: This is preliminary information. Updates will come.

Which computer? Atari in all forms. We want the hackers and the democoders. The Linux freaks. The MiNT people. The Jaguar nuts and everyone else that uses Atari in some form.

Demo contests

BIG ONE
No limit at all. Should be able to run on a Atari compatible computer
present on NAS96.

SMALL ONE
The limit is the shoesize squared (european) of the deliverer in bytes.

World cup in alfabutton

We will try to break the world record in typing a to z on a standard
keyboard. So far, way below two seconds. Go practise...

Films and demos

We will alternate between showing films and old demos on our big
screen projectors. Of course newer ones as well.

Prices

They will most certainly show up and be of good quality.
More info to come.

More information is available from larkov@tripnet.se, or visit NoCrew's
homepage at http://www.dd.chalmers.se/~f93labr/nocrew/index.html

FURTHER INFORMATION ABOUT NAS96

The best way to get new information is to join our NAS96 mailing-list.
Write to nas-users-request@tripnet.se and include the following in the
message text:

subscribe nas-users <your email address>

Our homepage is also informative to visit. It is at
http://www.tripnet.se/sak/nas and is updated whenever it is needed.

If you want more information about NAS96, then use any of the addresses or
telephone numbers below. Email is always the fastest way to get answers.

Rolf Johansson
rojo@tripnet.se
Tel: +46-708-900441 (mobile)
+46-522-22216 (week)
+46-31-825073 (ends)

Lari Kovanen
(about the convent)
larkov@tripnet.se
Tel: +46-31-582059 (home)

Ulf Hogberg
ulftage@tripnet.se

Swedish Atari Users' Association
Svenska Atariklubben

sak@straight.ct.se
Box 11416
S-404 29 GOTEBORG
SWEDEN
Tel: +46-31-7060992
Fax: +46-31-363973
Webpage: http://www.pedserv.gu.se/janne/sak.html

NoCrew
lbrink@cd.chalmers.se
c/o CCW
Forsta Langgatan 20
S-41 28 GOTEBORG
SWEDEN
Webpage: http://www.dd.chalmers.se/~f93labr/nocrew/index.html

WELCOME TO GOTHENBURG AND NAS96! 960411RJ

==
= E-Mail: bertil.jagard@straight.ct.se STraight BBS, Sweden =
= Phone: +46-(0)31-3363973. FidoNet 2:203/221, NeST 90:1101/104 =
==

2780. Re: Looking for Info on Atari 400 PS

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-12 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <DrB59u.3sL@iglou.com>
Source record: 83957

In article <1996May12.134922.17436@wvnvms>, <mdoerty@wvnvms.wvnet.edu> wrote:
>Helpo!
>I picked up an Atari 400 this weekend.
>But the power supply that came in the box won't fit on
>the jack on the computer. Could someone please tell me the
>output for the power supply for this computer (I want to check
>to see if it works).
>
The Atari 400 uses a 9 volt AC power supply. The same supply was also
used for the 800 and all Atari 8-bit floppy drives. If your power supply
has a 7-pin connector, it's probably a 5 volt DC supply made for one of
the XL/XE computers.

--
Bill Marcum bmarcum@iglou.com
On 22 July, 1996, at 6:00 pm GMT, everyone in the world
just START HUMMING. Those who don't know will freak.

2781. Re: Cartridge Portcard for PX Xformer

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-12 00:00:00 UTC
From: Lawrence Staveley <Lawrence@kwll.demon.co.uk>
Message-ID: <28959436wnr@kwll.demon.co.uk>
Source record: 83958

> >> I like the idea of copy protection of PCXf by using the cart port.
> >> Interesting idea.
> >
> >So Darek is going to mail all currently registered used of XF a cable
> is he? I think
> >not..... ;-)
>
> Where did you get that idea from the avove post? I know that BRA Soft
> will be/ is SELLING the PCXf cable. However, I don't know how much they
> are selling if for. All I know is that I could use one and will be
> ordering one in the near future.

I'm not saying that a cart reader is a *bad* idea. I'm saying that using it as copy protection *is* as all currently registered users would effectivly be locked out from the upgrade without getting the hardware. The PCXF cable is a *good* idea and I support it with XFSIO (v1.05) myself (which you could check out at my WWW page if it wasn't down at the mo!)

"I can't see the solution - Through this state of confusion....."

Lawrence@kwll.demon.co.uk

2782. Re: What is an Atari 1450XLD and whos selling one??

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-12 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.91.960512085401.10751C-100000@moose.erie.net>
Source record: 83959

On Thu, 9 May 1996, Robby Hamilton wrote:

> koutsos@students.uiuc.edu (koutsos angelo john) wrote:
>
> >I am an Atari Newbie.
> >as I was looking through the manuals to a 1050 disk drive I have it
> >mentions an Atari 1450XLD which is a system with a built in drive
>
> >WOW!!
>
> >How do I get one, and is this a 8-bit computer or is it a European model?
>
> >Someone please explain to me what it looks like and please give me some
> >specifications.
>
> >If you are selling one then please e-mail me with details.
>
> >koutsos@students.uiuc.edu
>
>
> Vaporware kid.....new saw light o' day...but the pictures look cool!
> especially the drive and storage compartment next to it....how bout
> those shinny keys on the keyboard?

Clarification:

Never PUT IN PRODUCTION, but prototypes do exist and are in the
hands of a few lucky individuals.

2783. UK magazine New Atari User - new issue?

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-12 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <3195fbab@pianosa.demon.co.uk>
Source record: 83960

Whilst reading the usual rubbish I find here, William Moeller wrote something interesting to All about UK magazine New Atari User - new issue?:

Hello William,

WM> Well, this makes sense if they get a special magazine rate. However,
WM> adding a disk is not justification to losing the magazine rate. How

I agree with you. It just doesn't seem fair. However, it appears to be the case. :-(

WM> The added weight of a disk should not inflate the price that much, and

Maybe not, but everybody wants their cut. The postal rates are exhorbitant from the UK, once you get above 100 grams in weight.

Mind you, comparing costs: NAU costs 42 quid for 6 issues, inc. disk.

CU Amiga (another British mag) costs 78 quid for 12 issues inc. disk.

In both cases, this is what somebody in Canada would have to pay. Allowing for the fact that these things don't increase/decrease in price pro-rata, NAU doesn't seem that bad a deal. Especially when Page 6 Publishing do all their mailing manually, unlike EMAP, the owners of CU Amiga.

WM> Either way, NAU loses a subscriber.

Which is a great pity.

_
Regards, /_) 2:251/40.1 39:134/11.1
/ _)rad brad@pianosa.demon.co.uk

... How could you ever let me down? - Promises; The Buzzcocks

2784. Wanted: Alternate Reality City/Dungeon

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-12 00:00:00 UTC
From: Brian Newman <bnewman@3rdplanet.com>
Message-ID: <Pine.SOL.3.91.960512174205.27729E-100000@terra>
Source record: 83961

I'm looking for copies of Alternate Reality: The City and Alternate Reality: The Dungeon for Atari 8-bit. I believe it was originally released by DataSoft.

If anyone has an idea where I should start looking, please let me know. I'd prefer not to have to order outside the U.S. or North America.

Shade and sweet water,
Brian

2785. Where are all the best XFD, ATR files ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-13 00:00:00 UTC
From: mark@alostend.demon.co.uk
Message-ID: <831925183.23455.0@alostend.demon.co.uk>
Source record: 83962

Hi, newbie alert, to news anyway!!!

Ex Atari freak (800XL) with hundreds of disks and a few tapes with loads of great software. However, being kinda lazy, has anybody got a nice collection of good commercial games already converted.

Yeah, i know this is COPYRIGHT risky but surely if i have already paid for the licence and it shouldn't matter in what format I have the games. Whats the rules on the matter ?

I have the old 800XL fully working with a 1050 drive which reads most of the time but doesn't write, the old Tape Drive, all original documentation inc the irreplacable Mapping the Atari XL/XE. And in the last 4 years PC'c with the current a 486DX4/100 with all the trimmings :)

Fan of IRC (haven't checked out the #atari8 channel yet)

Some crucial titles i have on 5.25" and want on XFD or ATR inc:

Universe, Aternate Reality, Boulderdash, Flip 'n' Flop (the wifes favourite), and MULE (the game not the prog that reads 180K disks)

Anybody got any advice mail me please!

Mark
I.S. Student Degree Year, Scotland

mark@alostend.demon.co.uk

2786. Atari 400 for sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-13 00:00:00 UTC
From: zuki@btigate.com
Message-ID: <4n5uuk$dd9@tofu.alt.net>
Source record: 83963

For sale: Atari 400 computer with tape drive. Make an offer.

Brad

2787. FS: C64/Apple/Amiga/Atari/TI-99 software (mostly) garage cleaning!

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-13 00:00:00 UTC
From: steven@rain.org
Message-ID: <4n69uh$iue@news.rain.org>
Source record: 83964
Cross-posted to: comp.sys.cbm,comp.sys.ti,comp.sys.apple2,comp.sys.apple2.marketplace,comp.sys.amiga.software,comp.sys.atari.8bit,comp.sys.mac.games.marketplace,misc.forsale.computers.other.software,misc.forsale.computers.mac-specific.software

I am posting this message for a friend without Internet access.

ALL SOFTWARE PACKAGES ARE ORIGINALS WITH COMPLETE DOCS, DISKS, AND BOXES, unless noted with a * which means there is no box. All opened disks have been tested and I will guarantee they work.

Rather than post separate for sale messages for each computer as I have done in the past, I thought I'd combine them into one large list so people could see everything I have available. If you are interested in anything, please read the end of the message before replying.

Items listed in this order:
Part 1. Commodore 64/128 game software (lots), datasette, 2 books
Part 2. Amiga 3.5" game software and book
Part 3. Apple II+/e business software, MIDI interface
Part 4. Atari ST and 8-bit software (no games)
Part 5. Macintosh 3.5" software (several games)
Part 6. TI-99/4A cartridges (several games/education), 1 book
Part 7. Computer books (a few)

Feel free to make reasonable offers on anything below. Few prices are firm, especially if you are buying several other items.

=== Part 1. Commodore 64/128 (all 5.25" disks) ================================

$2.50 each

Deceptor
Desert Fox
Force 7
GEOS Desk Pack I *
Sky Runner

$3.50 each

Blue Angels
Die Hard
Oil Barons (heavy package)
Paperclip 64 *
Paperclip Spell Pack *
PHM Pegasus
Print Power (+Atari)
Top 20 Solid Gold (Cosmi) *
Top Fuel Eliminator

TV Sports Football
X-15 Alpha Mission

$4.50 each

Ace of Aces
Beyond Dark Castle *
Beyond Zork 128 *
Border Zone *
Bureaucracy 128 *
Defender of the Crown
Grave Yardage *
Kings of the Beach *
Millionaire *
Monopoly (Leisure Genius)
Murder by the Dozen *
Nord and Bert *
Pipe Dream *
Tomahawk

=> If you buy all of the C64 software, I will take 50 cents off per package
and ship for free if you don't want the boxes (for items that have the box).

Hardware:
Commodore 64/PET Datasette.....$7

Books:
Commodore 64 Programmer's Reference Guide (orig schematics missing)...$5
Commodore 64 User's Guide (2).....$3

=== Part 2. Amiga 3.5" disks ==========

$5 each

Jack Nicklaus' Golf *
Midwinter
Pioneer Plague *
Warlock
BOOK: Amiga Hardware Reference Manual (Revised) - Addision-Wesley, 1989

=== Part 3. Apple II+/e (all 5.25" disks) ==========

Following is a list of Apple software and hardware I no longer have any use
for. Feel free to make reasonable offers.

ORIGINAL DISKS ONLY for 15 different PFS:File, PFS:Graph, PFS:Write, etc -
50 cents ea. disk - can provide a complete list if interested

Tons of Beagle Brothers Time-Out disks and manuals (no boxes) - DeskTools,
DeskTools II, Filemaster, Graph, MacroTools, MacroTools II, PowerPack,
Quickspell, Report Writer, Sidespread, SpreadTools, Superfonts, Thesaurus,
Ultramacros, Super Macroworks. If anyone is seriously interested in buying
the WHOLE LOT, please respond with your offer. Maybe I'm out of line, but

since these are valuable Appleworks utilities IMO, I was thinking around
$5 each. Correct me if they can be found elsewhere for less.

Probably good hardware (sold to me as working, kept in good condition, but
never used. I'll refund your money if they don't work):
Apple-brand MIDI interface (plugs into ADB port) - $16

Many issues of a specialty Apple magazine called "The Assembly Line". I can
provide a more complete list of issues if someone is seriously interested.

=== Part 4. Atari ==

Atari ST 3.5" software - $2 each
E-Z Track MIDI Sequencer - new, unopened (2 of them)
Personal Pascal *
ST Key *

Atari 8-bit 5.25" software - $3 each
Atariwriter (cartridge) *
Home Filing Manager (disk) *
Pilot language (cartridge) *
Print Shop (disk) *
Telelink (cartridge) *
Turtle Tracks (disk)

Also looking for Clowns & Balloons game disk -- will trade

=> Take all 4 Atari ST and 6 Atari 8-bit packages above for $20 + shipping

=== Part 5. Macintosh 3.5" disks ===

$2.50 each

Crimson Crown
Enchanted Scepters
Frogger (untested -- it may only run on a Mac 512K or possibly a Plus,
neither of which I have access to; disk seems error-free)
Ground Zero
Mastertype
Rival 1.1.4
Time and Magik

$3.50 each

Click Change 1.04
Corruption
Deja Vu

$4.50 each

Mac Plot, standard V3.4
Pools of Radiance
Status Mac - 1991, System 7 compatible, unopened

Strategic Conquest Plus - disks only - $1.50

Note: Some of these games are old and may only run on older Macintoshes
with System 6 or earlier.

=== Part 6. TI-99/4A ==

Working cartridges - no boxes

$3 each

Beginning Grammar, no docs
Connect Four, no docs
Household Budget Management, w/ docs
Munchman, w/ docs
Personal Record Keeping, w/ docs
Superfly, no docs
Terminal Emulator II, w/ docs and keyboard templates
BOOK: Programming BASIC with the TI Home Computer - Peckham

Cartridges WANTED (will also trade the above for or possibly buy):
Beyond Parsec, Bigfoot, Computer War, Frogger (Parker Bros), Hopper,
Jumpman Jr., Space Journey, Spy's Demise, Star Maze, and Tris.

=== Part 7. Books ===

Amiga Hardware Reference Manual (Revised) - Addision-Wesley, 1989..... $6
Commodore 64 Programmer's Reference Guide (orig schematics missing)... $5
Commodore 64 User's Guide (2)..... $3 ea
Programming BASIC with the TI Home Computer - Peckham..... $3

==

The above prices do not include shipping. I'm in California. Depending on
how far away you are, how many items you want, if they have boxes, and how
heavy everything is, the shipping cost usually ranges from $4 to $8 UPS or
priority US mail. I don't have time to deal with lots of small transactions,
so I need to ask a minimum of $15 worth of items. If you buy a lot of stuff
at once, I will make you a deal on the shipping. In general, a few pieces of
software cost $4 or $5 to ship.

I will only ship within the continental UNITED STATES.

Thank you,
Randall

Please send e-mail to steven@rain.org and include at the top of the message
or in the subject header: "Forward to Randall". Because these messages will
be hand-carried on floppy disk or sent to me via modem only once or twice
per week, it may take me a little while to respond.

2788. Dimond OS

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-13 00:00:00 UTC
From: fu511@cleveland.Freenet.Edu
Message-ID: <4n6g59$a3g@madeline.INS.CWRU.Edu>
Source record: 83965

Does anyone know how to get the Diamond OS, by Alan Reeve to work friendly with Sparta Dos. I have be experimenting with it and find that it can't load .COM programs easly. Does anyone know how much more developement went into this package? Do you know if Alan Reeve developed this OS any futher? Inquireing minds want to know...

Kevin..
--

2789. Re: Cartridge Portcard for PX Xformer

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-13 00:00:00 UTC
From: pkim@netcom.com
Message-ID: <pkimDrBuHJ.6J7@netcom.com>
Source record: 83966

In article <3193F7B0.4BAA@prodigy.com>,
Josh Spatz <mjkv57c@prodigy.com> wrote:
>I think cartridges are THE BEST medium for distributing software, even
>today. Here's why:
>
> 1) Carts are directly addressed as memory by the
> processor, so they are the fastest media.
> 2) Carts are virtually impossible to pirate without EPROM
> equipment and such.
> 3) Carts can easily hold several megabytes, enough for a single
> program.
> 4) Carts are more durable than any other media type.
>
>I don't understand why computer makers abandoned carts. (Did IBM use
>cartridges in the PCjr? I just got one, and wonder what those two big
>edge connector slots under the disk drive are). Also why does everyone
>mock it? You'd think that it would have done well considering what it
>was competing with. It had a built in disk drive, 16-bit processor, etc.
>And was competing mostly with 8-bits. I guess it's sort of like what the
>1450XLD would have been, execept with a crummy keyboard.
>
>Josh Spatz

Is this guy for real? This person is capable of posting messages
to the Usenet, yet does not realize what age that we live in. In
this day where we are getting programs distributed on a CD-ROM (BTW,
CDROM capacity is 640MEGABYTES), he is talking about using cartrid-
ges... Am I the only one who sees something wrong with this?

- Peter

2790. Re: Cartridge Portcard for PX Xformer

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-13 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <4n75ht$bvs@dfw-ixnews8.ix.netcom.com>
Source record: 83967

In <28959436wnr@kwll.demon.co.uk> Lawrence Staveley
<Lawrence@kwll.demon.co.uk> writes:
>
>> >> I like the idea of copy protection of PCXf by using the cart
port.
>> >> Interesting idea.
>> >
>> >So Darek is going to mail all currently registered used of XF a
cable
>> is he? I think
>> >not..... ;-)
>>
>> Where did you get that idea from the avove post? I know that BRA
Soft
>> will be/ is SELLING the PCXf cable. However, I don't know how much
they
>> are selling if for. All I know is that I could use one and will be
>> ordering one in the near future.
>
>I'm not saying that a cart reader is a *bad* idea. I'm saying that
using it as copy
>protection *is* as all currently registered users would effectivly be
locked out from
>the upgrade without getting the hardware. The PCXF cable is a *good*
idea and I support
>it with XFSIO (v1.05) myself (which you could check out at my WWW page
if it wasn't down
>at the mo!)
>
>---
>"I can't see the solution - Through this state of confusion....."
>---
>Lawrence@kwll.demon.co.uk
>

The copy protection would be for PCXf itself, not other programs.
Especially is PCXf was to be distributed in a 16K bank-switched cart,
like the OSS/ICD programming language carts.

rely@ix.netcom.com

2791. Re: reading keys

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-13 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <4n7kge$ua8@usenetp1.news.prodigy.com>
Source record: 83968

That's right. Before the XLs and XEs, a nice way to get 192 lines with 4 colors was to change a graphics 8 screen (Antic mode 15?) into what was then called "7 1/2" (Antic 14?).

2792. Re: Is there REALLY a Star Raiders II ??

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-13 00:00:00 UTC
From: johny@central.susx.ac.uk
Message-ID: <4n7hmq$rht@infa.central.susx.ac.uk>
Source record: 83969

In article <savetz-0705960841210001@news.northcoast.com>,
Kevin Savetz <savetz@northcoast.com> wrote:
>If my memory serves, SRII for the 8-bits was never released.

Sorry to disappoint, but I bought one yesterday, with box and (somewhat
thick, but not as bad as FS II :) manual. It's RX8078.

-- John Yeates (J.Yeates@susx.ac.uk) ------- http://www.susx.ac.uk/~johny/ --
PGP Public Key available, send mail with subject "send pgp key".
Volcanoes are just the Earth's way of dumping core.

2793. Re: Percomm AT-88

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-13 00:00:00 UTC
From: Mariano Dominguez Molina <mariano@ce.fciencias.unam.mx>
Message-ID: <31978845.794B@ce.fciencias.unam.mx>
Source record: 83970

Paul Nurminen wrote:

> BTW: I've got a bunch of old BASIC games and demos I programmed years
> ago, and I was wondering if anyone would be interested in me putting them
> up on an FTP site? And if so, what's the best Atari 8-bit FTP site to
> put them on?

the umich archive is the best place to put it, if you can't find a site,
"la cueva de los 8 bits" has a small FTP site.

http://graf.fciencias.unam.mx:100/~mariano/

e-mail me and we can find a place for your programs...

M.

2794. FS: Atari 400 + Other things.

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-13 00:00:00 UTC
From: Secross <secross@whidbey.com>
Message-ID: <Pine.GSO.3.93.960513112300.16959B-100000@whidbey>
Source record: 83971

This is the last of the atari stuff that i have.

(1) Atari 400 + power suppluy. looks good, works good.
(1) 1010 tape drive + power suppluy & serial cable. works good.
(1) 1010 tape drive. parts only.
(4) learn basic cassettes. couple of I/O errors in loading on one tape.
(3) cartridges. Pac-Man, Donkey Kong, Basic Cartridge.

I wish to sell ALL of this stuff at once, (if i can help it)
E-Mail me back and make offer if interested.
Thank You.

Secross@Whidbey.com
Clinton, Washington

2795. Re: Marble Madness

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-13 00:00:00 UTC
From: ken@cup.hp.com
Message-ID: <4n7vl7$nd@hpax.cup.hp.com>
Source record: 83972

> Actually, I think the letter writing campaign only convinced
> EA to port Marble Madness to the Atari ST.
>
> I heard an 8-bit was planned, but that's as far as it got.
>
I found the letter from Trip Hawkins in the April 1986 issue of Antic. Here
it is:

The response of your readers to Antic editorials is growing. We have
received quite a few letters, and because of the interest shown by Atari
users, we are planning the following hit products for the Atari 800
in 1986:
Adventure Construction Set
Heart of Africa
Mail Order Monsters
Marble Madness
Racing Destruction Set
Skyfox
Software Golden Oldies (Software Country)
Ultima IV (Origin Systems)

We hope to see at retail the kind of response we have seen in our mailbox!
Trip Hawkins
President
Electronic Arts

Of course, this doesn't mean it was actually released, finished,
or even started...

| Ken Sumrall HP Cupertino Systems Lab ken@cup.hp.com |
| "He who will not reason, is a bigot; he who cannot is a fool; |
| and he who dares not is a slave." -- Sir William Drummond |

2796. NEW: XFD-Tools v0.1

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-13 00:00:00 UTC
From: ipoorten@cs.vu.nl
Message-ID: <DrCyJ8.F84.0.-s@cs.vu.nl>
Source record: 83973

Hi everybody!

Never thought of releasing this software, but a friend told me to do so!
Hence, I wrote a man page and bundled it together in a tar.gz file.

Description:

(http://pmwww.cs.vu.nl/home/ipoorten/Atari.8bit.Homepage/software.html)

This package contains unix tools for manipulation of XFD diskimages
which are used by several Atari 8-Bit emulators. It's possible to
read/write from/to diskimages and get a directory listing. Because
the read/write utils write/read to/from stdout/stdin (what a sentence :)
one can use them easily in conjunction with other unix tools. For example:

xfd_read img1.xfd BLA.1 | a2u | nroff -man | u2a | xfd_write img2.xfd BLA.ASC

At the moment, two filters are part of the package to convert from/to ATASCII.
Many other filters can be thought of, such as sound conversion and
graphics. In the (near?) future, those will be added. Contributions
are always welcome. As always, this package is on our local
FTP server.

To Download:

point your browser to:

http://pmwww.cs.vu.nl/home/ipoorten/Atari.8bit.Homepage/software.html

or get it directly from:

ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit/xfdtools.v0.1.tar.gz

Enjoy it! Comments and contributions are welcome, as allways, flames to
/dev/null...

later!

Ivo van Poorten
ipoorten@cs.vu.nl ivop@euronet.nl ivo@let.vu.nl
http://pmwww.cs.vu.nl/home/ipoorten/
Mega Magazine -- The Atari 8-Bit Homepage
--
Ivo van Poorten
ipoorten@cs.vu.nl ivop@euronet.nl ivo@let.vu.nl
http://pmwww.cs.vu.nl/home/ipoorten/
Mega Magazine -- The Atari 8-Bit Homepage

2797. Memory upgrades for 65 XE ???

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-13 00:00:00 UTC
From: Mariano Dominguez Molina <mariano@ce.fciencias.unam.mx>
Message-ID: <3197C4B8.41C6@ce.fciencias.unam.mx>
Source record: 83974

Hello:
I would like to build a 256 K or more memory expansion for my atari, I have the diagrams for a Bucholz expansion, but i don't know if i can use it, (should i buy a 800 XL?).

Does anybody knows if there is an upgrade for 65 XE?, and in that case is 130 XE compatible?

Thanks in advance.

2798. Re: Cartridge Portcard for PX Xformer

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-13 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <DrD5Mx.LKM@iglou.com>
Source record: 83975

In article <pkimDrBuHJ.6J7@netcom.com>, Peter Kim <pkim@netcom.com> wrote:
> Is this guy for real? This person is capable of posting messages
>to the Usenet, yet does not realize what age that we live in. In
>this day where we are getting programs distributed on a CD-ROM (BTW,
>CDROM capacity is 640MEGABYTES), he is talking about using cartrid-
>ges... Am I the only one who sees something wrong with this?
>
Have you forgotten that this is comp.sys.atari.8bit? CD-ROM is fine for
storing encyclopedias and phone books, but it encourages bloated,
memory-hogging software like Windows 95, which requires RAM as big as last
year's hard drive. And it is odd that, even before the CD-ROM, cartridges
were not more popular on "serious" computers like IBM and Macintosh.
--
Bill Marcum bmarcum@iglou.com
On 22 July, 1996, at 6:00 pm GMT, everyone in the world
just START HUMMING. Those who don't know will freak.

2799. Re: Dimond OS

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-13 00:00:00 UTC
From: tdrake1@umbc.edu
Message-ID: <4n8cuf$rlo@news.umbc.edu>
Source record: 83976

Kevin S. Moore (fu511@cleveland.Freenet.Edu) wrote:

: Does anyone know how to get the Diamond OS, by Alan Reeve to work
: friendly with Sparta Dos. I have be experimenting with it and
: find that it can't load .COM programs easly. Does anyone know
: how much more developement went into this package? Do you know if
: Alan Reeve developed this OS any futher? Inquireing minds want to
: know...

Kevin,

Which version of the Diamond Super-Cart do you have?

Tom

--
-=-
Thomas Drake |From an 80-column Atari 8-bit Home Computer...
tdrake1@umbc.edu | Through the telephone, off of the server,
Test First! Then Code! | over the T-1 backbone, nothing but 'Net!

2800. Re: Cartridge Portcard for PX Xformer

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-13 00:00:00 UTC
From: pkim@netcom.com
Message-ID: <pkimDrDBzL.J8x@netcom.com>
Source record: 83977

In article <DrD5Mx.LKM@iglou.com>, Bill Marcum <bmarcum@iglou.iglou.com> wrote:
>
>Have you forgotten that this is comp.sys.atari.8bit?

Actually, no. But the poster I was commenting on was talking about
implementing some sort of cartridge standard on PCs today.

> CD-ROM is fine for
>storing encyclopedias and phone books, but it encourages bloated,
>memory-hogging software like Windows 95, which requires RAM as big as last
>year's hard drive.

I agree that CDROM's vast capacity does encourage the sort of behavior
that you describe. And I don't like that one bit, however, Win95 is
a poor example of the CDROM abuse. Win95 is indeed bloated also in my
opinion, but not due to the existence of CDROMs, it is bloated mostly
due to the baggage that it carries - backward compatibility. I'm sure
there are other reasons as well, e.g. supporting every little feature
that most people donot need, but the main reason for the high complexity
of the operating system is the backward compatibility. I'm sure Linux
wouldn't be what it is today had it started with a goal of bulletproof
MSDOS and Win3.1 compatibility. So let's not bag on Win95 too much -
I am very well aware of its problems..

> And it is odd that, even before the CD-ROM, cartridges
>were not more popular on "serious" computers like IBM and Macintosh.

This is probably a marketting thing. I would have done the same in
their position.

- Peter

2801. Disk formats?

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-13 00:00:00 UTC
From: John Haberfellner <JOHN@ATITECH.MHS.CompuServe.COM>
Message-ID: <19960513233311.aaaa000Uk@babyblue.cs.yale.edu>
Source record: 83978

Does anyone have all of the possible disk formats for the Atari 8 bit?

By this I mean how many tracks, sectors/track and bytes/sector and
wether sector 0 is the innermost or outermost track, for
all of the versions of Atari DOS/MyDOS/SpartaDOS. I'm also looking
for information on where to find and how to interpret the volume info
(VTOC) for all of these different DOSes.

I'd appreciate any help I can get in figuring this out.

John Haberfellner.

P.S. Is there a web/ftp site I can get this information from?

2802. Integrating Netware & Atari 8bits

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-14 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <4n8qqc$3cn@news.xmission.com>
Source record: 83979

Just in case anybody cares or has interest, I've managed to integrate my
MUX based Atari network into my Novell Netware 4.1 network. Now I wish
I could figure out how to convert the 34pin ribbon cable MUX network
into an 8wire RJ45 cable.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

2803. Re: Imagic Image Converter 1.04 Now Available!

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-14 00:00:00 UTC
From: RCAD40A@prodigy.com
Message-ID: <4n8rfp$1ksa@usenetp1.news.prodigy.com>
Source record: 83980

Hi Steven,
I think you have given me my first reason to think about upgrading to
WIN '95. I seem to be able to use WIN 3.1 and DOS for everything I need
except your new program.
It sounds super!

from Doug Feldman in Ann Arbor, MI

2804. Atari 400/800 Spy Hunter Cart

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-14 00:00:00 UTC
From: sw@machete.wh.att.com
Message-ID: <4n8sga$3qm@nntpb.cb.att.com>
Source record: 83981

Hi,
I have Sega's Spy Hunter Cart for the 400/800/XE. I unfortunately
do not have the instructions. Could some one tell me how to switch
weapons. For example how do I use the smoke or Oil Slick. All I can use
is the Machine gun.

Thanks in Advance

Scott.

Scott Wincklhofer
Lucent Technologies
Bell Laboratories
Whippany NJ
sw@fuwutai.att.com

2805. Re: Atari 400/800 Spy Hunter Cart

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-14 00:00:00 UTC
From: jlodoen@mega.megamed.com
Message-ID: <4n940b$ddt@news.wco.com>
Source record: 83982

In article <4n8sga$3qm@nntpb.cb.att.com>,
sw@machete.wh.att.com (-S.WINCKLHOFER) wrote:
>Hi,
> I have Sega's Spy Hunter Cart for the 400/800/XE. I unfortunately
>do not have the instructions. Could some one tell me how to switch
>weapons. For example how do I use the smoke or Oil Slick. All I can use
>is the Machine gun.

Gave me trouble too. You need a second joystick plugged
in to use the other weapons.

2806. Re: Atari 400/800 Spy Hunter Cart

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-14 00:00:00 UTC
From: eplicon@aol.com
Message-ID: <4n960c$jvc@newsbf02.news.aol.com>
Source record: 83983

>I have Sega's Spy Hunter Cart for the 400/800/XE. I unfortunately
>do not have the instructions. Could some one tell me how to switch
>weapons. For example how do I use the smoke or Oil Slick. All I can use
>is the Machine gun.

Use the second joystick. I forgot which one was what, but if you move the
second joystick a certain direction, it would activate a certain weapon
(use the fire button as usual). It kind of makes for clumsy gameplaying,
but once you get the hang of it, it's not so bad. I usually played with
the second joystick in-between my legs...not too comfortable. :)

Of course, maybe it's best that you get someone to help you...

2807. SIO

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-14 00:00:00 UTC
From: uglmiller@cc.memphis.edu
Message-ID: <4n9arg$55d@oolong.memphis.edu>
Source record: 83984

Could anyone provide information on programming the SIO port without using the Atari OS ROMs? I'm about to start a replacement OS project and don't have the info.

2808. modems and XEs

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-14 00:00:00 UTC
From: uglmiller@cc.memphis.edu
Message-ID: <4n9ca5$55d@oolong.memphis.edu>
Source record: 83985

Anyone tried setting up an 8-bit with an external 14.4 and an 850?
What speeds can the 8-bt handle reasonably, and is there any support
for CTS/RTS flow control via driver, terminal prog, or whatever?

2809. Re: modems and XEs

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-14 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <4n9lph$9vj@dfw-ixnews4.ix.netcom.com>
Source record: 83986

In <4n9ca5$55d@oolong.memphis.edu> uglmiller@cc.memphis.edu (Greg Miller) writes:
>
>
>Anyone tried setting up an 8-bit with an external 14.4 and an 850?
>What speeds can the 8-bt handle reasonably, and is there any support
>for CTS/RTS flow control via driver, terminal prog, or whatever?
>

It should work, but only up to 9600bps. The 850 wasn't designed to do anything faster than that. I would suggest the CSS Black Box if you need faster speed for I/O.

rely@ix.netcom.com

2810. Re: Is there REALLY a Star Raiders II ??

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-14 00:00:00 UTC
From: Randy Kramer <rhkramer@fast.net>
Message-ID: <31988FCC.6F54@fast.net>
Source record: 83987

```
Ulf Petersen wrote:
>
> On 10 May 96, mrathwel@uoguelph.ca wrote ...
>
> > : If my memory serves, SRII for the 8-bits was never released.
> >
> > It was indeed released! I played it at one of my users group
> > meetings many moons ago.
> Correct! STAR RAIDERS II was released on cartridge for the XE game system.
>
> Ulf

I've also got a disk copy for the 800xe.
```

2811. Re: Atari XL/XE emulators for Linux

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-14 00:00:00 UTC
From: Don Mahurin <dmahurin@donet.com>
Message-ID: <319882D7.3350@donet.com>
Source record: 83988

Maciej Grzeszczuk wrote:
>
> are there any good atari xl/xe emulators for linux?
>

Yes,
Atari800 emulator is the best one.(There are others)

See my homepage:

http://www.donet.com/dmahurin

Don Mahurin
dmahurin@donet.com

2812. Re: Atari XL/XE emulators for Linux

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-14 00:00:00 UTC
From: Tony Smolar <asmolar@fast.net>
Message-ID: <Pine.LNX.3.91.960514084436.9173C-100000@firewall.nscs.fast.net>
Source record: 83989

> are there any good atari xl/xe emulators for linux?

Yes, there are two xl/xe emulators for Linux, Ace and Atari800

Atari800 is the better of the two. It is well developed, and it is capable
of running things that other emulators can't.

Ace is in a fairly early stage, but looks promising.

I don't have the addresses for them, but a good place to look is:

http://members.aol.com/~chrissalo/emu.html

2813. Re: modems and XEs

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-14 00:00:00 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <4naf3o$8b5@madeline.INS.CWRU.Edu>
Source record: 83990

In a previous article, uglmiller@cc.memphis.edu (Greg Miller) says:

>
>Anyone tried setting up an 8-bit with an external 14.4 and an 850?
>What speeds can the 8-bt handle reasonably, and is there any support
>for CTS/RTS flow control via driver, terminal prog, or whatever?

You can use any standard _extenal_ modem w/ an 850 interface or PR
connection.

If you use APE you can use a internal or external modem at upto 57600kbps,
with flow control. Thats about 3x faster than an 850 interface or pc
connection can deliver data.

Steve
--
-- Video game playing, adventure junkie, choclate craving, woman loving,
Limbaugh hating, Trek watching, all around lazy computer fart.

!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

2814. System Reset! BBS

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-14 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <4nag77$pp7@main.freenet.hamilton.on.ca>
Source record: 83991

System Reset! BBS is down. Thank you to everyone who called my BBS, but I have had to take it down. If in the future, SR returns, I will be sure to inform you.

Thanks to ABBUC, Pothole BBS, and Northern Limits for networking the USF and IAN networks. Dave, Bob, and Heiko have been great!

Willy

--

2815. Re: Atari 400/800 Spy Hunter Cart

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-14 00:00:00 UTC
From: Mariano Dominguez Molina <mariano@ce.fciencias.unam.mx>
Message-ID: <3198F405.41C6@ce.fciencias.unam.mx>
Source record: 83992

-S.WINCKLHOFER wrote:
>
> Hi,
> I have Sega's Spy Hunter Cart for the 400/800/XE. I unfortunately
> do not have the instructions. Could some one tell me how to switch
> weapons. For example how do I use the smoke or Oil Slick. All I can use
> is the Machine gun.

Hello ...
you can use the other weapons with a second joystick, pull down to
change weapon and push trigger to use it, so you can use the smoke
screen and the oil...

using two joysticks makes the game difficult, so you can build a
joystick or adapt a 3 -button one.
M.

2816. Re: Marble Madness

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-14 00:00:00 UTC
From: eplicon@aol.com
Message-ID: <4naqat$3g5@newsbf02.news.aol.com>
Source record: 83993

> Trip Hawkins probably wrote that crap to ANTIC Magazine while
> he was at the same time composing his soon to follow message
> that EA wasn't going to support the Atari 8-bit market anymore
> because we were nothing but bilge-sucking pirates.
> How many (if any) of those titles listed ever actually made
> it to the shelves for the 8-bit?

I suppose it was just as well. I tended to feel most of the stuff that EA released for the Atari were substandard translations, when compared to the C-64. It was like whatever programmers they hired only marginally knew the Atari system, and this just gave us a flat or watered down version. It always irritated me to see cruddy graphics or simple sound effects and no music (either that or it was poorly done) that poorly reflected the system. So as a result, I never really bothered to pick up too many of their titles.

Activision had this problem early on; their earliest games for the Atari computer looked almost exactly like the 2600, with little adjustments. Makes sense, I guess, since that's where the games originated from. <g>

Jack H. Lee

rain@genie.geis.com
eplicon@aol.com
102337.2577@compuserve.com

2817. Re: FREE Catalog of Atari 2600/5200/7800/Lynx and 8-BIT Hardware/Software

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-14 00:00:00 UTC
From: Zeev Gur <zeevgur@dialup.netvision.net.il>
Message-ID: <NEWTNews.832134958.14071.zeevgur@dialup.netvision.net.il>
Source record: 83994
Cross-posted to: z-netz.rechner.atari.hardware,z-netz.rechner.atari.8-bit,rec.games.video.classic,rec.games.video.atari,ger.atari,fr.comp.sys.atari,fido.ger.atari,comp.sys.atari.8bit,alt.binaries.comp.atari8bit,alt.atari.2600vcs,alt.atari.2600.vcs,alt.atari.2600,alt.atari,abg.atari

```
In Article<4muvap$sh3@stratus.skypoint.net>, <ice@skypoint.com> write:
> Path: news.NetVision.net.il!psinntp!psinntp!psinntp!howland.reston.ans.net!vixen.cso.uiuc.edu!newshub.tc.umn.edu!skypoint.com!usenet
> From: ice@skypoint.com (Video 61)
> Newsgroups: z-netz.rechner.atari.8-bit,z-netz.rechner.atari.hardware,alt.atari,alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,comp.sys.atari.8bit,alt.binaries.comp.atari8bit,abg.atari,fido.ger.atari,ger.atari,fr.comp.sys.atari,rec.games.video.atari,rec.games.video.classic
> Subject: FREE Catalog of Atari 2600/5200/7800/Lynx and 8-BIT Hardware/Software
> Date: 10 May 1996 08:38:49 GMT
> Organization: Video 61 and Atari Sales
> Lines: 12
> Message-ID: <4muvap$sh3@stratus.skypoint.net>
> NNTP-Posting-Host: ice.skypoint.net
> X-Newsreader: WinVN 0.92.6+
> Xref: news.NetVision.net.il alt.atari.2600:1506 alt.atari.2600.vcs:43
alt.atari.2600vcs:270 comp.sys.atari.8bit:2063 alt.binaries.comp.atari8bit:25
fr.comp.sys.atari:533 rec.games.video.atari:8663 rec.games.video.classic:8209
>
> ********************************************************************************
> * Looking for somthing for your good old 8-bit or game machine? *
> *
*
> * Have you thought that you'd never find Atari 2600/5200/7800/Lynx
*
> * and 8-BIT items ever again?
* *
> *
*
> * WELL LOOK NO FURTHER!!!
*
> *
*
> *
*
> * To receive a FREE catalog of all Atari 8-bit and game machine products,
*
> * email your full name and postal mailing address to: ice@skypoint.com
*
>
```

****

Please send a catalog to:
zeevgur@netvision.net.il
at postal address:
Zeev Gur
1, Stephen Weiz st.
Haifa, Israel 35429

Thanks!

2818. Re: Wanted: Alternate Reality City/Dungeon

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-14 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <4nav98$dge@blackice.winternet.com>
Source record: 83995

> thester@nyx10.cs.du.edu (Uncle Fester) writes:
> In article <Pine.SOL.3.91.960512174205.27729E-100000@terra>,
> Brian Newman <bnewman@3rdplanet.com> wrote:
> >I'm looking for copies of Alternate Reality: The City and Alternate
> >Reality: The Dungeon for Atari 8-bit. I believe it was originally
> >released by DataSoft.
> >
> >If anyone has an idea where I should start looking, please let me know.
> >I'd prefer not to have to order outside the U.S. or North America.
> >
> >Shade and sweet water,
> >Brian
>
> Can't recall the URL, but using Yahoo/Alta Vista search
> on the phrase "Alternate Reality" will point you to the
> Alternate Reality website which has the cracked games
> themselves, maps, hints and trivia by the ton. Even
> a PC version if you like. Both the City and the Dungeon
> are there.
>
> And before someone blows a gasket - the cracked games are
> there with FULL APPROVAL of both Philip Price and Gary
> Gilbertson. In fact, there are some links there to comments
> by the two of them. I'd send you my copies of the games
> but some asshole here would probably write my sysadmin a
> frothing-at-the-mouth, apoplectic, sphincter-wrenching
> complaint about illegal piracy on UseNet. I guess they like
> owning a machine with nothing to run on it but Euro-demos
> and other useless crap that's supposed to be "new".
>
>>>>
Yes, Philip Price DID release them into Public Domain. I
captured his post but have since lost it. The contract with DataSoft
had the Copy rights going back to the authors if the company went
under, which it did.

Rich Mier

2819. Re: Cartridge Portcard for PX Xformer

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-14 00:00:00 UTC
From: Michael Ellis <michael@anest4.anest.ufl.edu>
Message-ID: <4navpr$ihd@no-names.nerdc.ufl.edu>
Source record: 83996

pkim@netcom.com (Peter Kim) wrote:
>In article <3193F7B0.4BAA@prodigy.com>,
>Josh Spatz <mjkv57c@prodigy.com> wrote:
>>I think cartridges are THE BEST medium for distributing software, even
>>today. Here's why:
>>
>> 1) Carts are directly addressed as memory by the
>> processor, so they are the fastest media.
>> 2) Carts are virtually impossible to pirate without EPROM
>> equipment and such.
>> 3) Carts can easily hold several megabytes, enough for a single
>> program.
>> 4) Carts are more durable than any other media type.
>>
>>I don't understand why computer makers abandoned carts. (Did IBM use
>>cartridges in the PCjr? I just got one, and wonder what those two big
>>edge connector slots under the disk drive are). Also why does everyone
>>mock it? You'd think that it would have done well considering what it
>>was competing with. It had a built in disk drive, 16-bit processor, etc.
>>And was competing mostly with 8-bits. I guess it's sort of like what the
>>1450XLD would have been, execept with a crummy keyboard.
>>
>>Josh Spatz
>
> Is this guy for real? This person is capable of posting messages
>to the Usenet, yet does not realize what age that we live in. In
>this day where we are getting programs distributed on a CD-ROM (BTW,
>CDROM capacity is 640MEGABYTES), he is talking about using cartrid-
>ges... Am I the only one who sees something wrong with this?
>
> - Peter

I say let HIM burn an 80MB Microsoft Word cartridge. The reason will probably
be clear by the end of the ordeal.

-Michael Ellis

BTW, how do you suppose the memory map would look for a given computer after
you've blocked off a number of 128 megabyte portions of RAM for use in multitasking
cart software (presumably, you could multitask the carts in the various ports, and
no more). What a mess...

2820. Re: reading keys

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-14 00:00:00 UTC
From: Ray Mitchell <ray@toad.net>
Message-ID: <3198FA99.6DD5@toad.net>
Source record: 83997

Just being dumb and posting for no particular reason but did any one
besides me know that 53279 is a prime number? Found that one out when
trying to find a way to multiply 2 or more numbers to come to that.
Could not do it!

-Ray

2821. Re: Atari 400/800 Spy Hunter Cart

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-14 00:00:00 UTC
From: ryang@aurora.net
Message-ID: <4navq6$5g4@aurora.net>
Source record: 83998

-S.WINCKLHOFER (sw@machete.wh.att.com) wrote:
: Hi,
: I have Sega's Spy Hunter Cart for the 400/800/XE. I unfortunately
: do not have the instructions. Could some one tell me how to switch
: weapons. For example how do I use the smoke or Oil Slick. All I can use
: is the Machine gun.

I belive you have to use the second joystick to select weapons.

2822. Re: modems and XEs

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-14 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <4navlt$dge@blackice.winternet.com>
Source record: 83999

> uglmiller@cc.memphis.edu (Greg Miller) writes:
>
> Anyone tried setting up an 8-bit with an external 14.4 and an 850?
> What speeds can the 8-bt handle reasonably, and is there any support
> for CTS/RTS flow control via driver, terminal prog, or whatever?
>
>
>>>>
A 14.4K modem will work with a MIO, BlackBox and a P:R:C
but I'm not sure if it will on a 850. I once heard that some will and some
won't handle over 9600. No CTS/RTS flow control. Stickly XON/XOFF
software control.

Rich Mier

2823. FS: Full View 80 Col

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-14 00:00:00 UTC
From: stinformer@chatlink.com
Message-ID: <4natiq$f0g@news.chatlink.com>
Source record: 84000

For Sale: Atari 800xl computer, New Mdl1040 Disk Drive, Tape Drive, Koala pad and software, hundreds of games and applications including foreign language courses in Spanish, Italian, German, and French, plus Speed Reading. Also included is a Full View 80 Column Screen Converter and an Alien Speech Synthesizer. $300 for the lot or make offers on separate items.

We are selling the above for a subscriber of ours who is not on line. If you wish to negotiate the price further, please drop me an email.

Best Regards, Rod

"Keep on Keepin' On", Rod MacDonald
ST Informer Magazine | stinformer@chatlink.com | Tel: (541)476-0071 |
A&D Atari Software | GEnie: ST-INFORMER | Fax: (541)479-1825 |
909 NW Starlite Place | CIS: 75300,2514 | Order(800)800-2563 |
Grants Pass, OR 97526 | | MC/Visa/Discover |
World Wide Web URL: http://www.chatlink.com/~stinformer

2824. Re: What is an Atari 1450XLD and whos selling one??

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-14 00:00:00 UTC
From: Ray Mitchell <ray@toad.net>
Message-ID: <3198FCFE.16C@toad.net>
Source record: 84001

You have heard of the Holy Grail before?

2825. Re: modems and XEs

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-14 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <4nases$aur@ccshst05.uoguelph.ca>
Source record: 84002

```
: Anyone tried setting up an 8-bit with an external 14.4 and an 850?
: What speeds can the 8-bt handle reasonably, and is there any support
: for CTS/RTS flow control via driver, terminal prog, or whatever?

The 850 interphase (and the ICD P:R: Connection for that matter)
are limited to a baud rate of 9600 bps. Why anyone would need more than
that on an 8-bit computer is beyond me.

>> Mark <<

--
-------------------------------------------------------------------------
Mark A Rathwell
-------------------
mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

Incredible Hulk Television Series FAQ, Mark's Music Page, Atari Jaguar
and Lynx Information, Net Humour, Tandy CoCo 3 Links, check it out
at ... http://www.uoguelph.ca/~mrathwel
-------------------------------------------------------------------------
```

2826. Re: Memory upgrades for 65 XE ???

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-14 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <4naur7$dge@blackice.winternet.com>
Source record: 84003

> Mariano Dominguez Molina <mariano@ce.fciencias.unam.mx> writes:
> Hello:
> I would like to build a 256 K or more memory expansion for my atari, I
> have the diagrams for a Bucholz expansion, but i don't know if i can use
> it, (should i buy a 800 XL?).

If you have the original 800 or 400, it won't work. The Bucholz
expansion is for the 800XL.

> Does anybody knows if there is an upgrade for 65 XE?, and in that case
> is 130 XE compatible?

Yes. The 65XE is harder and requires a custom part out of the
130XE. The 130XE is mostly wiring after you have the 2nd bank of 64K
chips replaced with 256K. If I remember correctly, it just requires a
74LS158 and a couple resistors (besides the 8-256K RAMs). It amounts
to a lot of de-soldering and soldering because the RAMs are NOT mounted
on sockets.
Also, there are the NEWELL upgrades, up to 4Megs but not
recommended. The 1Meg upgrade is the best and most compatible
800XL or XE are available - 1200XL also.
Newell upgrades are available from B&C Computer and Fine-Tooned
Engineering. Maybe Best Electronics.

Rich Mier

2827. Re: Wanted: Alternate Reality City/Dungeon

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-14 00:00:00 UTC
From: chelm@ix.netcom.com
Message-ID: <4navmi$e4i@dfw-ixnews9.ix.netcom.com>
Source record: 84004

In article <4n9att$slh@nyx10.cs.du.edu>, thester@nyx10.cs.du.edu (Uncle Fester) wrote:

> Can't recall the URL, but using Yahoo/Alta Vista search
> on the phrase "Alternate Reality" will point you to the
> Alternate Reality website which has the cracked games
> themselves, maps, hints and trivia by the ton. Even
> a PC version if you like. Both the City and the Dungeon
> are there.
>

Unfortunately I believe there is something wrong with the version of the City
they have there. It doesn't work any of my 8-bits.

2828. Re: Atari 400/800 Spy Hunter Cart

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-14 00:00:00 UTC
From: Michael Ellis <michael@anest4.anest.ufl.edu>
Message-ID: <4nauv9$ihd@no-names.nerdc.ufl.edu>
Source record: 84005

sw@machete.wh.att.com (-S.WINCKLHOFER) wrote:
>Hi,
> I have Sega's Spy Hunter Cart for the 400/800/XE. I unfortunately
>do not have the instructions. Could some one tell me how to switch
>weapons. For example how do I use the smoke or Oil Slick. All I can use
>is the Machine gun.
>
> Thanks in Advance
>
> Scott.
>--
>Scott Wincklhofer
>Lucent Technologies
>Bell Laboratories
>Whippany NJ
>sw@fuwutai.att.com

The fire button on joystick #2 controls the oil slick/smoke screen and the fire button on joystick #1 controls machine gun/missiles. The computer picks the slick/screen at random (if you have both) and it automatically will fire a missile if a helicopter is around (and you have the missiles).

-Michael Ellis

2829. FS:the last of my Atari comp. stuff

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-14 00:00:00 UTC
From: milewski@oregon.uoregon.edu
Message-ID: <milewski-1405961626020001@darkstar.uoregon.edu>
Source record: 84006

I recently sold a bunch of my Atari stuff, here's what I have left...
$70 + shipping gets it all, otherwise asking the prices listed.

Software:
LJK Letterperfect Wordprocessor (w/original binder /manual)

LJK Dataperfect Database (w/manual)

LJK Disk Utility (w/manual)
++LJK Wordprocessor and Database were reviewed as the best available for
the Atari 800 when the computer was current++All 3 LJK products Asking $25
+ shipping

Atari Bond Analysis
Atari Stock Analysis - Asking $5 + shipping for both Analysis programs.
======================
Games ($6 ea,+shipping, otherwise $50 + shipping gets all the games in
this section plus about 30 floppy disks (they've got stuff on them - use
it or erase it plus a hole punch thingie to punch the side of the ss disks
so they can be used on both sides) :

Jumpman
Castle Wolfenstein
Temple of Aphshai
Deadline
Infidel (w/invisiclues booklet)
Coast To Coast Highway
Leather Godesses of Phobos (even the scratch n' sniff stuff still works)
(games have original documentation - most have original packaging)
Jupiter Mission (backup disks & documentation)
ZORK 1 Maze Map (sealed in plastic laminate)
======================
Books:

The Creative Atari by David Small, et al. (orig. 15.95) $5 + shipping
Atari Basic Quick Reference Guide (card)
======================
Magazines:
The entire selection below $10 + shipping
Antic
1983 - May, June, Aug, Sep, Oct, Nov, Dec
1984 - Jan, Feb, March, Apr, June, July, Aug, Sep, Oct

Atari Connection - Fall 1983

--
Steve Milewski

milewski@oregon.uoregon.edu
Ham - AA7FL

2830. Re: Dimond OS

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-15 00:00:00 UTC
From: areeve@avana.net
Message-ID: <319935c4.1055084@news.avana.net>
Source record: 83857

Later versions of Diamond GOS auto-detected the DOS being used while
earlier versions used a configuration file created with one of the
included utilities.
- Alan

2831. Announce: XL-it! Version 0.13

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-15 00:00:00 UTC
From: Markus Gietzen <iig05-1@htw.uni-sb.de>
Message-ID: <3199C842.7F38@htw.uni-sb.de>
Source record: 83858
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

XL-it! Version 0.13 is now available from this site:

"http://www.htw.uni-sb.de/people/mgietzen/atari/xl-it.html"

XL-it! is a freeware Atari XL/XE emulator for MS-DOS (>=i386).

Altough it is still in an early stage it runs already many
of our loved games.

This is a fraction of the games which are working:

- Boulder Dash, M.U.L.E., Alternate Reality, BlackLamp, Plastron
- Schreckenstein, Ninja, Mario Brothers, Ballblaster, Pitfall
- Xevious, Defender, DigDug, Asteroids, Choplifter, Missile Command
- Frogger, BlueMax ...

New features:

- Write-support
- support for 4 drives
- 2-3 times faster
- Monitor: assembler, modify memory, search memory
- several bugfixes

Bye,
Markus

--
Markus Gietzen Author of XL-it! Atari XL/XE-emulator

E-Mail: iig05-1@htw.uni-sb.de
WWW: http://www.htw.uni-sb.de/people/mgietzen.html

2832. Re: Disk formats?

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-15 00:00:00 UTC
From: Ivan Mackintosh <ivan@rcp.co.uk>
Message-ID: <31998C7D.52CF@rcp.co.uk>
Source record: 83859

John Haberfellner wrote:
>
> all of the versions of Atari DOS/MyDOS/SpartaDOS. I'm also looking
> for information on where to find and how to interpret the volume info
> (VTOC) for all of these different DOSes.>
>
> P.S. Is there a web/ftp site I can get this information from?

A program called ADIR on my web page (see below) directories and
extracts from single density AtariDOS/MyDOS disks. The source
code (in C) can also be obtained from the web page so you extract
the volume information from there.

There seems to be a lack of information on higher densities. So if
you find anything else out then please let me know.

Ivan
--
e-mail: ivan@rcp.co.uk
XFD/ATR Utilities: http://www.netlink.co.uk/users/helix/atari8/

2833. Re: Marble Madness

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-15 00:00:00 UTC
From: Tony Smolar <asmolar@fast.net>
Message-ID: <Pine.LNX.3.91.960515093945.21993B-100000@firewall.nscs.fast.net>
Source record: 83860

> Kaboom!
> Demon Attack
> Pitfall Harry
>
> While they were considered "classics" on the 2600, it amazed
> me that they didn't even attempt to dress up the sound and
> graphics for the computer versions.
>
> I wonder who it is that makes these kinds of decisions.
> And after that, I wonder what their reasoning was.
> Simply "leaving well enough alone" or "who cares?"
>
> Probably more like the latter.

Probably a desire to rush it to market in time for Christmas or whatever.

2834. Re: Integrating Netware & Atari 8bits

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-15 00:00:00 UTC
From: bbingham@haven.ios.com
Message-ID: <4ncrjc$ifc@news.ios.com>
Source record: 83861

William Kendrick (kendrick@zippy.sonoma.edu) wrote:
: James King (jeking@xmission.com) wrote:
: : Just in case anybody cares or has interest, I've managed to integrate my
: : MUX based Atari network into my Novell Netware 4.1 network. Now I wish
: : I could figure out how to convert the 34pin ribbon cable MUX network
: : into an 8wire RJ45 cable.

: Sounds cool! What do you get out of this!??!?

Hmmm, This sounds fun.

James since when do you have a CNE? <kidding>
How is the 8-bit addressable? (let me guess APE in there somewhere?)

Bill

2835. More Stuff For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-15 00:00:00 UTC
From: nirdary@pacificnet.net
Message-ID: <319a0931.1379166@news>
Source record: 83862

Atari Misc for sale

The XF551 Enhancer (25$) - this upgrade restores 100% compability with previous disk drives for the Atari 8-bit, while retaining the advanteges of
it's double=sided design.

XF-Dual 5.25/3.5 drive upgrade from C.s.s (30$)

The XF Update from C.s.s ($25) this upgrade is a new operating system for
the XF551, that runs more commercial software, changes density properly,
supports ultra speed data transfer etc... this upgrade comes with an IBM/ST transfer utility.

CONVOX Voice Master ($35) this hardware can record and playback speech and
have a speech word recodnition utility, the packedge comes with docs and disk.

Pro Burner Cartrige (50$) this is a rare cartrige from Thompson electronics,
the Pro burner Cartrige is a general Purpose EPROM programmer for the Atari
400,800,600xl,800xl and 130xe. it handels all common Eproms (2732/A-27128/A)
and a veriety of single voltage supply EEPROMS and all the atari roms.
the cartrige comes with a manual.

A/D CONVERTOR ($50) this is a sound sampling cartrige from Mirage software -
poland, and was also sold by A.N.G. with this cartrige you can sample sound
up to 21khz, the cartige have an audio input. and it comes with a disk with
diffrent utility to sample and playback digitized sound.

MIDITRACK III (50$) a MIDI recorder, MIDI synchronizer and MIDI remote control
system for 130xe/800xl computer. this packedge cames with the interface, docs,
disks etc... i will also include few extra utilities for the Miditrack like:
K3 wavetable editor and more, will also include a manual for the Miditrack 2

Flight Simulator 2 cartrige and disk (15$) box and manual.

65XE 128K memory upgrade (15$) upgrade your 65XE to 128K

RANA 1000 disk drive (35$)

INDUS Gt DISK drive (35$)

The XF35 kt (20$) it's a 3.5" Drive conversion the the Atari Xf551
Owners

Quintopous Delux (30$) use the quintopus to connect one end of the
SIO cable to your computer
and the other end to port on the quintopus, conncect up to 5
peripherals directly to the quintopus.
elimenates the use of a daisy chain connection.

Cartriges no box:
(3$ each) star raiders, captain beeble, concotes, squish em, b.c.s
quest for tires, time bounds,
galaxian

(5$ each) Hard Ball, One on One, Desert Falcon, Karateka,

850 Interface no power supply or manual (10$)

XF351 DRIVE (75$) include power supply and disks

I have few more items i need to add to this list....

the prices are not includoing postage.

Nir Dary
19185 Castlebay Ln.
Northrige, Ca. 91326-1046
U.S.A

nirdary@pacificnet.net

2836. Re: Atari Documentation Archive

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-15 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <152074@cup.portal.com>
Source record: 83863

rely@ix.netcom.com(Robert Smith Ely) writes:

>In <4mlrm9$8mj@client1.news.psi.net> dann@nymt.reuter.com (Daniel
>Noguerol) writes:
>>
>>I have recently begun scanning in all my old 8-bit instruction
>manuals.
>>What does everyone think about an archive of documentation for old
>Atari
>>games? We could keep .JPG images of the graphical portions of the
>manual
>>and the text could be either scanned, regular text, or even converted
>>to html. I bet a lot of people have software that they no longer have
>>documentation for and would enjoy having such a resource.
>>
>
>If you make them .GIF files they would be more accessible to all
>Atarians. JPEG isn't an easy format to do on the 8-bit. Not saying it
>can't or hasn't been done, but the normal distribution format is
>generally GIF. As for the text in HTML, that's fine for web browsers,
>but ise ATASCII, compressed with ARC if you wish.

Actually, since GIF is copyrighted by CompuServe, and since CompuServe started actively enforcing that copyright a year or two ago, GIFs have been disappearing and JPEGs are now far more common. (Has anybody ACTUALLY INVESTIGATED the issues/feasibility of doing a JPEG viewer, or at least a printer (should be easier: print in strips, requiring storing only PART of the image at a time), for the Atari 8-bit? Jeff Potter? :-))

In any case, I highly doubt that anyone is going to be browsing the Web (in a graphical manner, anyway) with an Atari 8-bit, so the format of the graphics seems to be somewhat irrelevant on that basis. It might be fairly simple to store TWO versions of each graphic: a JPEG version for high-resolution, inline (or not) Web-browsing readers, and some sort of Atari-8-bit-specific (maybe just GR.8 screen memory dump), lower-resolution version that could be easily handled (viewed, printed) on the 8bit with existing tools or simple extensions of them. The extra overhead of storing this second version of each graphic ought to be fairly minimal, compared to the resources ALREADY required for JPEGs and websites in general!

Comments?

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

2837. Re: Wanted: Alternate Reality City/Dungeon

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-15 00:00:00 UTC
From: acornone <acornone@solaris1.mysolution.com>
Message-ID: <319A7321.7D5D@solaris1.mysolution.com>
Source record: 83864

Brian Newman wrote:
>
> I'm looking for copies of Alternate Reality: The City and Alternate
> Reality: The Dungeon for Atari 8-bit. I believe it was originally
> released by DataSoft.
>
> If anyone has an idea where I should start looking, please let me know.
> I'd prefer not to have to order outside the U.S. or North America.
>
> Shade and sweet water,
> Brian

Give B&C ComputerVision a try. They have a fair amout of 8-bit software.
Can't find the phone number right now, but they are in Santa Clara/San
Jose Ca.
Good Luck!!

2838. Re: Marble Madness

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-15 00:00:00 UTC
From: eplicon@aol.com
Message-ID: <4ndpic$mn@newsbf02.news.aol.com>
Source record: 83865

> Three of their sorry titles come to mind right off the bat:
>
> Kaboom!

> Demon Attack

It was actually Imagic. They're the ones that super-botched up the home translation of the "Star Wars" arcade game (but it was Parker Bros. who released it). Anyway, I
never understood the popularity of "Demon Attack"; I remember that when it came out, it was like the first major title released for the 2600 that didn't come Atari. And when I finally got to play it; it was like... "Huh?" I got tired of shooting endlessly and mindlessly very quickly, never mind fact that the aliens changed each wave. I had no patience to find out what they were!

> Pitfall Harry

Actually, the original "Pitfall!" wasn't all that bad; the graphics were more colorful and smoother (although the sound was unremarkable) -- it was the "The Lost Caverns" sequel that looked like the 2600. But I suppose that was made up for the fact that it included the big bonus game when you "won." I was told that none of the other systems had this extra part -- not even for the C-64. That portion of the game was really tough, as it required fast (really fast) reflexes and superb timing. Once, I remember it took me like three hours to win that (back in '84).

> While they were considered "classics" on the 2600, it amazed
> me that they didn't even attempt to dress up the sound and
> graphics for the computer versions.

The defunct magazine, "Computer Games" used to give high marks for those games in particular, even if the translation was just "flat." I guess one reason was that it maintained the gameplay and feel, which was pretty important to them.

Jack H. Lee

rain@genie.geis.com
eplicon@aol.com
102337.2577@compuserve.com

2839. Re: Marble Madness

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-15 00:00:00 UTC
From: womprat@anv.net
Message-ID: <4nep87$28b@raven.eva.net>
Source record: 83866

Tony Smolar <asmolar@fast.net> wrote:

>> Kaboom!
>> Demon Attack
>> Pitfall Harry
>>
>> While they were considered "classics" on the 2600, it amazed
>> me that they didn't even attempt to dress up the sound and
>> graphics for the computer versions.
>>
>> I wonder who it is that makes these kinds of decisions.
>> And after that, I wonder what their reasoning was.
>> Simply "leaving well enough alone" or "who cares?"
>>
>> Probably more like the latter.

>Probably a desire to rush it to market in time for Christmas or whatever.

If you mean the 2600 action pack, I would be pissed if they changed
the sounds or the graphics....If they did, where do you draw the line?
Fully rendered Kaboom!?....3D pitfall?....anything less and it would
be laughed at .....leave it original and its cool....theres a weird
line there,.......

This is my signature....like it?

2840. Xformer

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-15 00:00:00 UTC
From: chris@klippan.se
Message-ID: <31999E29.696D@klippan.se>
Source record: 83867

I have a small problem with the .xfd format.
How do you know what the .xfd file contains.
I could use DOS, but how do I list Drive 2.
Drive 1 is allready occupied with the Dos 2.5.
I really got to sort this out becouse I have to play Castle Wolfenstein
again.

2841. Re: Integrating Netware & Atari 8bits

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-16 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4ndvf0$aag@nuke.csu.net>
Source record: 83868

James King (jeking@xmission.com) wrote:
: Just in case anybody cares or has interest, I've managed to integrate my
: MUX based Atari network into my Novell Netware 4.1 network. Now I wish
: I could figure out how to convert the 34pin ribbon cable MUX network
: into an 8wire RJ45 cable.

Sounds cool! What do you get out of this!??!?

-bill!
kendrick@zippy.sonoma.edu ||| kendrick@vax.sonoma.edu
** New Breed Software ** / | \ ** William Kendrick **
http://zippy.sonoma.edu/~kendrick/ http://sterba.com/

2842. Re: Atari Documentation Archive

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-16 00:00:00 UTC
From: jdpotter@genie.com
Message-ID: <4ne3nb$868@rock101.genie.net>
Source record: 83869

Hi everybody....

I have investigated writing a JPEG viewer for the 8-bit. It would seem to be a *lot* easier for the 65816, as the native number format in JPEG is 16-bit signed integer. If I get encouraged, I may pick it back up.

I did write a viewer and printer interface for the TIFF protocol. This is a fairly widely used format, with lots of extensions (that I did not support). The printer drivers were for Epson 9-pin and Epson and Citizen 24-pin.

Jeff

2843. WTB: Terminal software for SX212

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-16 00:00:00 UTC
From: ebrunne@orion.it.luc.edu
Message-ID: <4negd6$dja@artemis.it.luc.edu>
Source record: 83870

I picked up and SX212 modem for my old atari 800. However, I have no terminal software for it and no way to download it, can some one sell me a copy of a terminal program that will work with it? Instructions would be a big plus too..

Ted B

2844. WTB: Super Breakout Game

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-16 00:00:00 UTC
From: produnl2@teleport.com
Message-ID: <4neupc$g16@nadine.teleport.com>
Source record: 83871

Looking for Atari 400/800 cartridge of Super Breakout - kind of like
Arkanoid on the IBM. (worked with paddle controllers)

Let me know if you have one to sell!

e-mail responses to: produnl2@teleport.com

Thanks,

David P. Loewen
Salem, Or USA
produnl2@teleport.com

2845. Re: Atari Documentation Archive

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-16 00:00:00 UTC
From: Ivan Mackintosh <ivan@rcp.co.uk>
Message-ID: <319AED75.2059@rcp.co.uk>
Source record: 83872

Chris_F_Chiesa@cup.portal.com wrote:

> In any case, I highly doubt that anyone is going to be browsing the Web
> (in a graphical manner, anyway) with an Atari 8-bit, so the format of the
> graphics seems to be somewhat irrelevant on that basis. It might be
> fairly simple to store TWO versions of each graphic: a JPEG version for
> high-resolution, inline (or not) Web-browsing readers, and some sort of
> Atari-8-bit-specific (maybe just GR.8 screen memory dump), lower-resolu-
> tion version that could be easily handled (viewed, printed) on the 8bit
> with existing tools or simple extensions of them. The extra overhead of
> storing this second version of each graphic ought to be fairly minimal,
> compared to the resources ALREADY required for JPEGs and websites in gen-
> eral!
>
> Comments?
>
> Chris Chiesa
> Chris_F_Chiesa@cup.portal.com

I agree there should be two formats. I have access to a high speed link
so I don't mind getting large GIFs/JPEGs but I think there may be a fair
few Atari people out there running on low baud modems. Doesn't most modern
day scanner software provide character recognition? If this is the case
then a plain text version would be the best format.

Ivan

--
e-mail: ivan@rcp.co.uk
XFD/ATR Utilities: http://www.netlink.co.uk/users/helix/atari8/

2846. 6502 Disassembler For the PC

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-16 00:00:00 UTC
From: Ivan Mackintosh <ivan@rcp.co.uk>
Message-ID: <319B1977.5AA9@rcp.co.uk>
Source record: 83873

My web page http://www.netlink.co.uk/users/helix/atari8/
now includes "Monitor" a 6502 Disassembler that runs on MSDOS
systems. Ideal for loading and hacking around with Atari files from
BBSs, FTP sites, or extracted using other utilities available from
my web page.

A list of features available in V1.0 is as follows:

* Multiple panes. allows a disassembly of subroutines etc. to be
viewed at the same time as their calling code;

* Atari mode. Equates are used instead of memory addresses;

* Hex Dump;

* Offset. Modifies the offset of the loaded file so that jumps
etc. can be resolved easier;

* Analyses the header of AtariDOS/MyDOS files providing load
address, run address and a suggested offset;

* Modify memory;

* Search memory;

* Load / Write file. (Current max file size is 48Kbytes);

* Converts Dec<->Hex.

--
e-mail: ivan@rcp.co.uk
XFD/ATR Utilities: http://www.netlink.co.uk/users/helix/atari8/

2847. Re: Wanted: Alternate Reality City/Dungeon

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-16 00:00:00 UTC
From: Tony Smolar <asmolar@fast.net>
Message-ID: <Pine.LNX.3.91.960516084943.300A-100000@firewall.nscs.fast.net>
Source record: 83874

> Yes, Philip Price DID release them into Public Domain. I
> captured his post but have since lost it. The contract with DataSoft
> had the Copy rights going back to the authors if the company went
> under, which it did.

Was that the standard Datasoft contract or just for AR?

Maybe other Datasoft authors will do the same.

2848. Re: WTB: Terminal software for SX212

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-16 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <4nfc6t$1pjc@usenetp1.news.prodigy.com>
Source record: 83875

B&C Computervisions in California sells terminal programs for SX212s.
They are at 408-986-9960.

2849. FS: 800XL system plus

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-16 00:00:00 UTC
From: ldickey@aztec.asu.edu
Message-ID: <4nfii7$sie@news.asu.edu>
Source record: 83876

HARDWARE:

ATARI 800XL (ps, monitor cable, RF switch, cable, etc..)
(2) 1050 DISK DRIVES (ps, cables, manuals, DOS 2.5)
1010 CASSETTE (no ps, cable)

SOFTWARE:

ATARIWRITER (cart., some docs)
STARWARS (cart., some docs)
SYNCALC (disk w/manual)
PRINT POWER (disk, w/ c46 version, some docs)
A FEW OTHER MISC.

BOOKS:

YOUR ATARI COMPUTER: A Guide to ATARI 400/800
Personal Computers
HOW TO USE ATARI COMPUTERS (Alfred Handy Guide)
UNDERSTANDING ATARI GRAPHICS (same as above)

Everything has been tested and works fine.

I am asking $80 (shipped, US Post) and would prefer to ship
within the
United States, but will consider foreign offers. I'd rather sell
this
as a whole, but if I cannot, offers for individual pieces will be
considered. If you wish to make an offer, please feel free.

I also have the following for sale:

AVATEX 1200hc MODEM (Hayes AT, no ps, no docs)
$10 (shipped, US Post)

ATARI POWER SUPPLY (For 800XL and others?)
$15 (shipped, US Post)

All payments must be in full and in US funds. As I stated above,
I
would much prefer to deal with shipping within the US, but
serious
foreign offers will be taken into consideration. No COD orders
or
debits. Checks and Money Orders preffered. E-mail inquiries to:

ldickey@west.cscwc.pima.edu

Loren Dickey
--

2850. Re: Cartridge Portcard for PX Xformer

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-16 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <4neqtt$38f@dfw-ixnews2.ix.netcom.com>
Source record: 83877

>I say let HIM burn an 80MB Microsoft Word cartridge. The reason will
probably
>be clear by the end of the ordeal.
>
>
>-Michael Ellis
>
>
>BTW, how do you suppose the memory map would look for a given computer
after
>you've blocked off a number of 128 megabyte portions of RAM for use in
multitasking
>cart software (presumably, you could multitask the carts in the
various ports, and
>no more). What a mess...
>
>
>

I think that's a bit over doing it. Multitasking the emulator with other Win programs is enough. I don't think the 8-bit system could handle such complex stuff. Not that that would be a bad thing. There were a few attemps early-on to do multitasking in the 8-bit computers, but they would swap out blocks of ram ro disk and insert others. I believe the program for this was Snap Shot. It did nothing with carts. However, the OSS/ICD carts do something like this with their stacking. You could have your R-Time 8, SDX, and BASIC XE carts stacked and switch from one to the other for what ever you needed. I've had this configuration lots of times. It works beautifully!

rely@ix.netcom.com

2851. Re: A Plan for Atari's Future

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-16 00:00:00 UTC
From: rdell@shell.portal.com
Message-ID: <4nfkoh$akp@jobe.shell.portal.com>
Source record: 83878

Gateway 2000 has already headed for the high end market with a 31 inch
TV/PC compatible, 3500 thru 4400 or so for 100 MHz thru 166 MHz
Pentiums. http://www.gw2k.com/product/destiny.htm

--
Richard Dell

2852. Re: Atari Documentation Archive

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-16 00:00:00 UTC
From: nlshipp@dictator.uwaterloo.ca
Message-ID: <DrIC0I.DvD@novice.uwaterloo.ca>
Source record: 83879

In article <319AED75.2059@rcp.co.uk>, Ivan Mackintosh <ivan@rcp.co.uk> wrote:
>Chris_F_Chiesa@cup.portal.com wrote:
>
>> In any case, I highly doubt that anyone is going to be browsing the Web
>> (in a graphical manner, anyway) with an Atari 8-bit, so the format of the
<deletia>
>> compared to the resources ALREADY required for JPEGs and websites in gen-
>> eral!
>>
>> Comments?
>>
>> Chris Chiesa
>> Chris_F_Chiesa@cup.portal.com
>
>I agree there should be two formats. I have access to a high speed link
>so I don't mind getting large GIFs/JPEGs but I think there may be a fair
>few Atari people out there running on low baud modems. Doesn't most modern
>day scanner software provide character recognition? If this is the case
>then a plain text version would be the best format.
>
>Ivan
>

The best would be to OCR the scanned images and convert to web-browsable
html, and leave the figures as gif. JPGs are awful for high-contrast
black and white line diagrams. Most often the resulting file size will
be larger than that for the equivalent gif file.

--
Neil Shipp -- nlshipp@dictator.uwaterloo.ca

2853. Stella 96 - An Atari 2600 Emulator

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-16 00:00:00 UTC
From: bwmott@unity.ncsu.edu
Message-ID: <4nfn8r$2ts@taco.cc.ncsu.edu>
Source record: 83880

```
================================================================================

SSS t ll ll 999 666
S S t l l 9 9 6
S ttttt eee l l aaa 9 9 6
SSS t e e l l a 9999 6666
S t eeeee l l aaaa 9 6 6
S S t e l l a a 9 6 6
SSS tt eeee lll lll aaaa 999 666 0.2

================================================================================
A Bradford W. Mott production in association with Seunghee Lee!
================================================================================

Stella 96 is an Atari 2600 emulator. Currently, it is a work-in-progress
and should be consider ALPHA level software. However, you can play
games starting with this release. This release consists of a source code
distribution that's known to compile under Linux using GCC 2.7.2 (it may
compile on other Unix machines as well). This distribution does not
contain any 2600 ROMs and please don't write me asking for ROMs because
they're copyrighted! If you own any of the Activision Action Packs you
can use the ROM images from it with Stella 96.

Supported Systems
=================

Stella 96 is currently supported on the following systems:

* Linux 1.x.x (SVGALIB, X-Windows)

* Stella 96 should compile under most Unix operating systems as long as
it has X-Windows install. However, the current support for using the
keyboard as a joystick is not very good.

Required Software/Hardware
==========================

Stella 96 requires the following software and hardware:

* ANSI C++ Compiler (GCC 2.7.2 is known to work)

* SVGALIB and/or X-Windows

* Linux kernel joystick driver (not really required but strongly suggested)

* 2600 ROM images

* At least a 486 DX4 100 with a fast video card
```

Distribution Site
==========

The Stella 96 distribution can be obtained from the Stella 96 home page at:

http://www4.ncsu.edu/~bwmott/www/2600

Contacts
========

If you have any questions regarding Stella 96 send mail to:

bwmott@eos.ncsu.edu

2854. Re: Atari Documentation Archive

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-16 00:00:00 UTC
From: slackey@slackey-sun.lightstream.com
Message-ID: <SLACKEY.96May16150142@slackey-sun.lightstream.com>
Source record: 83881

Which of JPEG vs. GIF is better (at compression anyway) is usually
determined by the content. Photos of real world scenes compress
better in jpeg; and stuff like line diagrams or nondithered 16-color
diagrams are better in GIF.

If the images are stuff like circuit schematics or other line
diagrams, though, I suggest bilevel TIFF using packbits or FAX
compression. Even _I_ could write a viewer for bilevel TIFF display.
:-) -Stan

2855. FS: 8 Atari ST Wargames

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-16 00:00:00 UTC
From: rpribish@wheel.ucdavis.edu
Message-ID: <4ng1c5$c87@mark.ucdavis.edu>
Source record: 83882

I have the following 8 Atari ST war games for sale.
Best offer over $50 plus shipping takes the lot.
Everything here is in excellent condition!

Thanks, Reinhard

* * * * * * * * * * * * * * *
Balance of Power

Includes: 87 page instruction manual, reference card, and 306 page book:
Balance of Power: International Politics as the Ultimate Global Game
* * * * * * * * * * * * * * *
Battle Chess

Includes: Instruction manual, reference card and original box
* * * * * * * * * * * * * * *
Breach

Includes: Instruction manual
* * * * * * * * * * * * * * *
Empire: Wargame of the Century

Includes: Manual, reference card, registration card, original box
* * * * * * * * * * * * * * *
Encyclopedia of War: Ancient Battles

Includes: Instruction manual, historical notes, reference card, CCS Ltd.
catalog, original box
* * * * * * * * * * * * * * *
Gauntlet

Includes: Original box
* * * * * * * * * * * * * * *
J.R.R. Tolkien's War in Middle Earth

Includes: Instruction manual, large & small maps, outer box cover
* * * * * * * * * * * * * * *
Xevious

Includes: Original box

2856. WTB composit rca monitor by atari ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-16 00:00:00 UTC
From: disciple@brutus.bright.net
Message-ID: <4ng8cb$4qs@cletus.bright.net>
Source record: 83883

Hello I am looking for a composit rca type monitor to play my VCR on,
somthing like the Commodore has 1084s or somthing like it.

DId atari make any good monitors like that ?

If you have one for sale email me tha;nks:)

2857. Re: Atari Documentation Archive

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-17 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <152102@cup.portal.com>
Source record: 83807

Ivan Mackintosh <ivan@rcp.co.uk> writes:

>Chris_F_Chiesa@cup.portal.com wrote:
>
>> It might be
>> fairly simple to store TWO versions of each graphic: a JPEG version for
>> high-resolution, inline (or not) Web-browsing readers, and some sort of
>> Atari-8-bit-specific (maybe just GR.8 screen memory dump), lower-resolu-
>> tion version that could be easily handled (viewed, printed) on the 8bit
>> with existing tools or simple extensions of them.

>I agree there should be two formats. I have access to a high speed link
>so I don't mind getting large GIFs/JPEGs but I think there may be a fair
>few Atari people out there running on low baud modems. Doesn't most modern
>day scanner software provide character recognition? If this is the case
>then a plain text version would be the best format.

The only difficuulty I see with "plain text" versions is that -- as I
understand it -- we're talking about DIAGRAMS and GRAPHICS here. I for
one am inevitably frustrated by manuals which attempt to render diagrams
using text characters; they look ugly and primitive and make the portions
of the diagram that actually ARE text hard to separate, visually, from
the parts that are supposed to be "lines" etc.

On the other hand, Ivan, you have a valid point, and it's almost
certain that "plain text" renditions of a diagram will be even SMALLER
than even the simplest "graphical" rendition.

Okay, so for an even SMALLER bit of just a LITTLE MORE overhead, we
can put graphics up in THREE forms: JPEG/GIF, Atari-specific graphic,
and plain-text. THAT shouldn't be too difficult to do. Eh?

Chris
Chris_F_Chiesa@cup.portal.com / lvt-cfc@cyber1.servtech.com

2858. Re: Wanted: Alternate Reality City/Dungeon

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-17 00:00:00 UTC
From: andy@troas.demon.co.uk
Message-ID: <319cbd82.21618749@news.demon.co.uk>
Source record: 83808

On Tue, 14 May 96 21:55:17 GMT, chelm@ix.netcom.com (Chris) wrote:

>In article <4n9att$slh@nyx10.cs.du.edu>, thester@nyx10.cs.du.edu (Uncle Fester) wrote:
>
>> Can't recall the URL, but using Yahoo/Alta Vista search
>> on the phrase "Alternate Reality" will point you to the
>> Alternate Reality website which has the cracked games
>> themselves, maps, hints and trivia by the ton. Even
>> a PC version if you like. Both the City and the Dungeon
>> are there.
>>
>
>Unfortunately I believe there is something wrong with the version of the City
>they have there. It doesn't work any of my 8-bits.

It doesn't work with any current 8 bit _emulators_, that's for sure.
When I finally get round to building an SIO2PC cable it might be a
different story.

--
andy@troas.demon.co.uk

2859. hi

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-17 00:00:00 UTC
From: news@txnews.amd.com
Message-ID: <DrKLLt.2Bv@txnews.amd.com>
Source record: 83809

```
This is a test
```

2860. Re: Cartridge Portcard for PX Xformer

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-17 00:00:00 UTC
From: kurt@csh.rit.edu
Message-ID: <MZzPtB.BDgD@csh-newsserver.csh.rit.edu>
Source record: 83810

In article <pkimDrBuHJ.6J7@netcom.com> pkim@netcom.com (Peter Kim) writes:
[Josh's reasons why cartridges are good deleted]
>>
>>Josh Spatz
>
> Is this guy for real? This person is capable of posting messages
>to the Usenet, yet does not realize what age that we live in. In
>this day where we are getting programs distributed on a CD-ROM (BTW,
>CDROM capacity is 640MEGABYTES), he is talking about using cartrid-
>ges... Am I the only one who sees something wrong with this?
>
> - Peter

Yeah, why isn't he "for real". Guess what, cartridges have been developed
that have megabytes (not megabits) of storage... and they aren't slower
than CD-ROMs, cause CD-ROMs, at least until recently, have been dead slow.
The reason why everything is on CD-ROM these days is cost. Period. CDs
are cheaper to produce than disks or cartridges. It costs more to make
a production run of cartridges than CDs.

Very few CD-ROMs use the capacity of the CD-ROM... it is just cheaper to send
one CD than 10 3.5" disks.

--Kurt

2861. Re: Atari Documentation Archive

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-17 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <319bdf15.5409411@news.superlink.net>
Source record: 83884

>
>Comments?
>
>Chris Chiesa
> Chris_F_Chiesa@cup.portal.com

Yeah I got a comment. What's Compuserve's problem?
Copyrighting a file format is like copyrighting a blank sheet of
drawing paper. What a f'd up world we live in. That explains why my
paint programs dont support GIF's!

Scott

2862. Re: Marble Madness

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-17 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <319bde9d.5289244@news.superlink.net>
Source record: 83885

>> Pitfall Harry
>
>Actually, the original "Pitfall!" wasn't all that bad; the graphics were
>more colorful and smoother (although the sound was unremarkable) -- it was
>the "The Lost Caverns" sequel that looked like the 2600. But I suppose
>that was made up for the fact that it included the big bonus game when you
>"won." I was told that none of the other systems had this extra part --
>not even for the C-64. That portion of the game was really tough, as it
>required fast (really fast) reflexes and superb timing. Once, I remember
>it took me like three hours to win that (back in '84).
>
After being out of the Atari for 10 years, and getting back into it, I
find that pitfall ii is still a lot of fun to play- the best I was
able to finish it in was about 18 1/2 minutes (I used to put on this
one cd while playing). I can still finish it but it took me about 45
minutes this time. One of the best 8 bit atari games, IMHO.

2863. Re: Atari Documentation Archive

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-17 00:00:00 UTC
From: <>
Message-ID: <319bf240.0@nt.dave-world.net>
Source record: 83886

In <319bdf15.5409411@news.superlink.net>, scharles@superlink.net (Yogi) writes:
>>
>>Comments?
>>
>>Chris Chiesa
>> Chris_F_Chiesa@cup.portal.com
>
>Yeah I got a comment. What's Compuserve's problem?
>Copyrighting a file format is like copyrighting a blank sheet of
>drawing paper. What a f'd up world we live in. That explains why my
>paint programs dont support GIF's!
>
>Scott
>

Actually, Compuserve isn't the culprit behind the GIF situation.

Compuserve used the Lev-Zimpel-Welch (LZW) compression scheme in the
definition of the GIF file format. Unisys had been granted a patent
on that format (yes -- it's an invention that is non-trivial and can
be patented). Compuserve ended up forking over a tidy sum in past
royalties, and as a consequence of the settlement with Compuserve
Compuserve now collects a fee for any one producing a program that
creates files in the GIF format (and promptly turns over the
money to Unisys). Programs that simply display images from GIF
files do not require the royalty.

==========
Bob Greenwald
Software Design Consultants, Inc. Bloomington, IL, USA
Voice: 309-825-6780 Fax: 309-664-1721
sdc_bcg@dave-world.net

2864. Re: Atari Documentation Archive

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-17 00:00:00 UTC
From: maffia@fox.CS.Berkeley.EDU
Message-ID: <4nheeg$1ku@agate.berkeley.edu>
Source record: 83887

But none of this prohibits people from creating and posting new gifs. Compuserve only wants royalties from people who sell new programs that create them. If you use a modern scanner on a PC or a Mac, the provided software could very likely stuff the image into whatever file format you want. The discussion seems to have deviated into whether writing a program to scan the docs and write a GIF file is feasable.

A documentation archive would be invaluable. Now a days, when someone purchases an Atari 8-bit piece of hardware or software, it rarely comes with a power supply much less the directions.

- Anthony

2865. Re: Is there REALLY a Star Raiders II ??

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-17 00:00:00 UTC
From: eesurfer@aol.com
Message-ID: <4ngvja$4g2@newsbf02.news.aol.com>
Source record: 83888

In the Last Starfighter incarnation, did anyone other than me encounter
the starship Enterprise while recharging near the sun? (It only happened
to me once....)

2866. WTB: SSI's Gettysburg

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-17 00:00:00 UTC
From: quester@eskimo.com
Message-ID: <DrJ972.KBv@eskimo.com>
Source record: 83889

If anyone has a copy of this disk in good condition please email a price quotation to quester@eskimo.com.

Charles Bell

2867. FREE Catalog of Atari 2600/5200/7800/Lynx and 8-BIT Hardware/Software

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-17 00:00:00 UTC
From: ice@skypoint.com
Message-ID: <4nh66u$29f@stratus.skypoint.net>
Source record: 83890
Cross-posted to: alt.atari,alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,alt.binaries.comp.atari8bit,comp.sys.atari.8bit,biz.comp,biz.comp.hardware,biz.comp.misc,biz.comp.services,biz.comp.software,biz.marketplace.computers.other,biz.marketplace.services.computers,biz.misc,comp.sys.atari,comp.sys.atari.st,demon.ip.support.atari,fido.ger.atari,fr.comp.sys.atari,ger.atari,maus.sys.atari.software,rec.games.video.atari,rec.games.video.classic,z-netz,rechner.atari.8-bit,z-netz.rechner.atari.hardware

```
*************************************************************************
* Looking for somthing for your good old 8-bit or game machine? *
* *
* Have you thought that you'd never find Atari 2600/5200/7800/Lynx *
* and 8-BIT items ever again? * *
* *
* WELL LOOK NO FURTHER!!! *
* *
* *
* To receive a FREE catalog of all Atari 8-bit and game machine products, *
* email your full name and postal mailing address to: ice@skypoint.com *
*************************************************************************
```

2868. XE GAME SYSTEM HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-17 00:00:00 UTC
From: Josher <jmickman@ix.netcom.com>
Message-ID: <319C1DCC.6DBD@ix.netcom.com>
Source record: 83891

I was helping my mom move when I came across my Atari XE game system computer. I haven't seen it in about 7 years. The keyboard line is broke and so is the power cord(I could probly fix that). I have several games. I need information on a repair place(Somewhere in Minnesota preferred). I also need info on where I could buy stuff for this system(Disk Drive, Printer, Games, etc.).

Please e-mail me with info.

ALL HELP IS APPRECIATED!

Thanks!

-Josh Jones

2869. seeking anti-virus software for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-17 00:00:00 UTC
From: k%
Message-ID: <4nhha2$bs7@ilex.FernUni-Hagen.de>
Source record: 83892

Is there any program for Atari that can find and kill all the known viruses (something like SCAN for MS DOS on PC)?

Ivan Keglevic

2870. Re: Atari Documentation Archive

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-17 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <4nhejd$nfj@dfw-ixnews2.ix.netcom.com>
Source record: 83893

In <4ne3nb$868@rock101.genie.net> jdpotter@genie.com (Jeffrey D. Potter) writes:
>
>Hi everybody....
>
>I have investigated writing a JPEG viewer for the 8-bit. If I get encouraged, I may pick it back up.
>Jeff

Jeff, Good to see your name pop up here. I've been off GEnie for a while and had no internet/usenet access for a while.
Absolutely! Build it! Distribute it! Anything new like this is always exciting and welcomed. When it's done, I'd like to get updates for all of your projects since Colorview 2.6. Let me know how much you want and I'll send it to you. Maybe you could e-mail me a list of your projects since CV2.6.
One of these years I will get back on ColorDump 2.0. It's in progress and has a much faster image to bit-image data conversion, but I never finished to printer driver part. The menu selections have grown a lot too. I'll send you a copy when I finish it.

rely@ix.netcom.com

2871. Re: WTB: Terminal software for SX212

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-17 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <4nhes4$mja@dfw-ixnews3.ix.netcom.com>
Source record: 83894

In <4negd6$dja@artemis.it.luc.edu> ebrunne@orion.it.luc.edu (Edward A. Brunner) writes:
>
>I picked up and SX212 modem for my old atari 800. However, I have no
>terminal software for it and no way to download it, can some one sell me
>a copy of a terminal program that will work with it? Instructions would
>be a big plus too..
>
>Ted B

Ted, locate a copy of Bobterm. It has always been the best software for communications on the 8-bits. If you can't locate it, I cna e-mail you a copy.

rely@ix.netcom.com

2872. Re: XE GAME SYSTEM HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-17 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <DrJrCy.7r@iglou.com>
Source record: 83895

Look for the Atari 8-Bit Vendor and Developer FAQ, which is regularly posted in this newsgroup. You might find it by searching ftp://rtfm.mit.edu or http://www.dejanews.com . Also, check your local thrift stores and flea markets. Finding a used machine can be cheaper than repairing one. An 800XL or 65XE is almost the same as the Game System, except that they don't have the built in Missile Command and the removable keyboard.

--
Bill Marcum bmarcum@iglou.com
On 22 July, 1996, at 6:00 pm GMT, everyone in the world
just START HUMMING. Those who don't know will freak.

2873. Re: seeking anti-virus software for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-17 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <DrJr0q.Loy@iglou.com>
Source record: 83896

In article <4nhha2$bs7@ilex.FernUni-Hagen.de>, Ivan Keglevic <k%> wrote:
>Is there any program for Atari that can find and kill all the known
>viruses (something like SCAN for MS DOS on PC)?
>
Do you mean Atari 8-bit or ST/TT/Falcon? I've never seen a virus for the
8-bit. Not that it wouldn't be possible, but there isn't much room to
hide one in 64K RAM and 90K floppy disks (some users have more, but most
software does not require more than that). Only a small percentage of
8-bit users have hard disks, which is where viruses usually hide and
do their mischief.

--
Bill Marcum bmarcum@iglou.com
On 22 July, 1996, at 6:00 pm GMT, everyone in the world
just START HUMMING. Those who don't know will freak.

2874. transfer prg between st and xl

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-17 00:00:00 UTC
From: apc08fi@apc1-ln.uni-duisburg.de
Message-ID: <4nhnls$7s8@h20-hrze.uni-duisburg.de>
Source record: 83897

hi out there,

i am looking for people, who own

- an atari st with a 5.25 floppy disk (drive b:)
- an atari 800xl or similar with a atari 1050 floppy.

Perhaps you can help me testing my transfer program I have written
for the st to read and write all normal 1050 enhanced density disks
(the MFM type which is created by the i option of the DOS 2.5 with 133120 bytes).
It works fine with all disks when i am using my newer atari 1050
floppy from about 1988 (platine rev 2). I am able to transfer disk images
from the st to the xl and vice versa using DOS 2.5 disks, save the
disk images on the st side, look at the directories and so on.

But when I am using disks formated with my older 1050 (1985-86,
platine rev. 0), there are some problems rereading disks which are
newly written on the st side. So the st also reads the disks of this
floppy but the 1050 does not accept disks written on the st.
There are only a few sectors which are not accessible. I guess it is
a sync problem which perhaps can be solved by a special track format.

But first i want to ensure that it is a common error. Anyone interested
in beta-testing ? Any help appreciated.

Please email to

apc08fi@apc1-ln.uni-duisburg.de

Volker Fischer, Duisburg, Germany

2875. Re: FREE Catalog of Atari 2600/5200/7800/Lynx and 8-BIT Hardware/Software

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-17 00:00:00 UTC
From: sydtech@skypoint.com
Message-ID: <4ni2v8$cjd@stratus.skypoint.net>
Source record: 83898
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

In article <4nh66u$29f@stratus.skypoint.net>, ice@skypoint.com (Video 61) wrote:
>**
>* Looking for somthing for your good old 8-bit or game machine? *

[SPAM SNIPPED]

Why don't you guys get useful and get yourselves a *web* page? That way, *we*
can browse your products without having to resort to waiting for the archaic
paper catalog sent thru snail mail, and *you* could even take orders off the
web page....

2876. Atari Hackers Help Needed!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-17 00:00:00 UTC
From: paulp@megalinx.net
Message-ID: <4ni32l$2gg@axil.megalinx.net>
Source record: 83899

I have a problem:......

I have a few copies of an old atari 8bit game published by Avalon Hill, called Close Assault. It is a computer moderated wargame, with a hex board, counter pieces and play against a Human Opponent or an AI.

It is apparently written in Basic, and probably compiled or otherwise protected from hacking.

I want the orignal Atari Basic code, so that I can rewrite it in Microsoft Visual Basic v4.0

can anyone help me out? Is the a hacker that can crack this, decompile or unprotect it, and gimme the Atari Basic code?

Paul....

2877. Re: seeking anti-virus software for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-17 00:00:00 UTC
From: ba930@FreeNet.Carleton.CA
Message-ID: <4nii92$iun@freenet-news.carleton.ca>
Source record: 83900

Ivan Keglevic (k%) writes:
> Is there any program for Atari that can find and kill all the known
> viruses (something like SCAN for MS DOS on PC)?

Probably not, seeing that there are VERY few viruses for teh 8-bit..
(like.. maybe.. uh.. one?)

--
JESS | slave screams he has his own identity
TODD'S| slave screams he spends his life learning conformity
SPACE | slave screams he's going to cause the system to fall
------+ slave screams but he'd rather be chained to that wall

2878. Re: Atari Documentation Archive

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-17 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <152101@cup.portal.com>
Source record: 83901

Stan Lackey (whose address Portal does not pull in for me here) writes:

>Which of JPEG vs. GIF is better (at compression anyway) is usually
>determined by the content. Photos of real world scenes compress
>better in jpeg; and stuff like line diagrams or nondithered 16-color
>diagrams are better in GIF.

Interesting; didn't know that. Probably because JPEG sticks to 24-
bit data, whereas GIF provides the capability to pare down its palette
to however few colors are actually in the image. Is that it, or am I
way off base?

>If the images are stuff like circuit schematics or other line
>diagrams, though, I suggest bilevel TIFF using packbits or FAX
>compression. Even _I_ could write a viewer for bilevel TIFF display.

Hmm, so could I, as long as I had access to the public-domain TIFF
library -- but TIFF seems like almost "overkill" for saving bilevel
information... The overhead is going to be larger than the data...
On the other hand, it's PORTABLE... though whether the TIFF library
will be portable enough (read: small enough) to fit on the Atari,
is at present an open question. :-)

I suppose I could pick through the TIFF spec and cobble up a limited
TIFF reader that could handle bilevel and nothing else... :-)

Chris Chiesa
Chris_F_Chiesa@cup.portal.com / lvt-cfc@cyber1.servtech.com

2879. Re: transfer prg between st and xl

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-17 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <4nipna$531@blackice.winternet.com>
Source record: 83902

> apc08fi@apc1-ln.uni-duisburg.de () writes:
>
> hi out there,
>
> i am looking for people, who own
>
> - an atari st with a 5.25 floppy disk (drive b:)
> - an atari 800xl or similar with a atari 1050 floppy.
>
(SNIP)
>>>>

Sorry, I don't have the setup you are looking for, BUT;
The older 1050, I think if you look at the PROM rev you will find
it is a rev K. If you change this out for the rev L PROM, it should
work. Somehing to do with the original Atari DOS 3 and the
later DOS 2.5. There is a simular problem with the INDUS GT
drive, the older ones for DOS 3 and the later ones after DOS 2.5
was released. (All those marked 'Future Systems' are Okay.)
On a simular note, a XF551 upgraded to a 3.5", 720K
drive by Bob Puff of CSS you can READ a ST/PC formatted
720K disc on your 8Bit. The upgrade comes with a utility to do
this and it does work. However, you can NOT WRITE to Disc
from the 8bit. This is how I've been moving programs and .TXT
files from my ST/Falcon, to my 8Bit.
I would be very interested in a program for the
ST/FALCON that could read a SpartaDOS formated, 720K
disc. Read and Write would be even better.

Hope this helps; Rich Mier

2880. Re: Atari Documentation Archive

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-17 00:00:00 UTC
From: cy <cy@amd.com>
Message-ID: <319C94FC.1423@amd.com>
Source record: 83903

Yogi wrote:
>
> >
> > >Comments?
> >
> > >Chris Chiesa
> > > Chris_F_Chiesa@cup.portal.com
>
> Yeah I got a comment. What's Compuserve's problem?
> Copyrighting a file format is like copyrighting a blank sheet of
> drawing paper. What a f'd up world we live in. That explains why my
> paint programs dont support GIF's!
>
> Scott
Scott,

From my limited understanding of the issue, the GIF Encoding/Compression
is under copyright.

Good ideas (that have potential profit) are worth copyrighting or
patenting, don't you agree?

Cyrus
--
================== ================== ==================
Opinions expressed aren't necessarily those of my employer.
Actually, they may not be mine either.
cyrus.malek@amd.com

2881. info-atari8 archives

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-17 00:00:00 UTC
From: cy <cy@amd.com>
Message-ID: <319C9563.1CAF@amd.com>
Source record: 83904

Hey, I haven't seen much traffic on info-atari8 (or whatever it is
currently named) lately. Also, the archives haven't been added to
since
mid April. Is this service being terminated?

Cyrus
--
================== ================== ==================
Opinions expressed aren't necessarily those of my employer.
Actually, they may not be mine either.
cyrus.malek@amd.com

2882. Re: FREE Catalog of Atari 2600/5200/7800/Lynx and 8-BIT Hardware/Software

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-17 00:00:00 UTC
From: jtilton@vt.edu
Message-ID: <jtilton.1061.0015E515@vt.edu>
Source record: 83905
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

sydtech@skypoint.com (Scott Butler) writes:

>In article <4nh66u$29f@stratus.skypoint.net>, ice@skypoint.com (Video 61) wrote:
>>**
>>* Looking for somthing for your good old 8-bit or game machine? *

>[SPAM SNIPPED]

>Why don't you guys get useful and get yourselves a *web* page? That way, *we*
>can browse your products without having to resort to waiting for the archaic
>paper catalog sent thru snail mail, and *you* could even take orders off the
>web page....

I got their catalog, as it were. Four photocopied pages (front & back)
peppered with prices scratched out and re-written. Looks like they
made a little effort at alphabetizing the lists, but didn't quite
make it. All the A's are together, all the B's are together . . .
other than that it's completely random. Sifting through the lists is
a chore. Figure if the printed catalog is assembled this shabbily, a
web page would be a disaster.

No great shakes on what they have. In fact, it's pretty disappointing.
Shrinked 2600 games bottom out at $10, loose carts start at $2 for
even the most obnoxiously common titles (Combat, ET, Pacman), shrinked
7800 games for either $20 or $30, and 5200 games for between $10 and
$20. Worst price gouge of all is $50 for a used 2600 console. You
heard correctly, **fifty clams** for what everybody's picking up by
the carload at thrifts for nothing. Only one or two things of even
moderate interest to me as an Atari 26/52/7800 buff, and my collection
is positively puny compared to most others.

Best Electronics has much better deals for most of the same stuff.
Shoot, even Radio Shack prices can match a good number of them.

In short, it somewhat resembles the larger FS posts on rgvc, with
all the random junk somebody might have accumulated from thrifts and
fleas, except the prices are a bit out of line.

One man's opinion.
--
Jay Tilton | jtilton@vt.edu

2883. Upgrading my 65 XE to maximum ??

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-17 00:00:00 UTC
From: Mariano Dominguez Molina <mariano@ce.fciencias.unam.mx>
Message-ID: <319CC4BB.167E@ce.fciencias.unam.mx>
Source record: 83906

Hello, again ...
I want to make a lot modification to my 65 XE in this order

+Memory upgrade (256K or more)
+PAL/NTSC upgrade
+6502C -> 65216 (?) sweet-16 upgrade

(I'm crazy, yes)

A few questions :
Are these compatibles ?
I don't have any diagrams and i'd like to build these,
where can I find it?

TNX.
M.

2884. Atari Equipment For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-18 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <4njhgd$ffp@main.freenet.hamilton.on.ca>
Source record: 83811

I have the following surplus Atari equipment which I will accept offers on:

I reserve the right to reject the best offer if in my opinion, it would be better to keep said item as a backup.

The Multiplexer, with 1 Master and 3 Slaves. Possible (not confirmed) problem with (NEVER USED) third Slave cart. The cart seemed to switch Ident numbers during a test. Unknown potential problem. AS IS. (Original master and slaves work fine)

Black Box ***CASE****.

Offers from outside of USA only. Reason? CSS charges double to ship to Canada. With exchange and taxes, I spent way more than $40 US on this. I expect an offer of around $30. Someone outside of the USA would prefer to purchase this used from me rather than pay twice the shipping and related taxes.

Adaptec 4000a controller board.

Rtime 8

Express Cart terminal

Atari 810 disk drive with "The Chip"
Comes with instructions and software disk.

CSS Hard Drive Backup Program.

Wico Track Ball

Atari XE Light Gun

Please make offer in US funds. Shipping paid by purchaser. (Note: Shipping from Canada is twice as expensive as to Canada from the USA) Will not be responsible for lost shipments if purchaser does not insure! All items are working and in excellent condition except where noted.

Please leave Email to William Moeller at af332@freenet.hamilton.on.ca

Note: To Rec.classic.video.game people. The Atari 8-bit may be somewhat like the Atari 2600 VCS in that it uses "carts" for some games. However, the Express Cart, R-time 8 cart, and Multiplexer carts are not "collectibles" unless you are willing to make a serious offer. The MUX Express cart and Rtime 8, are worth $300 US funds new. I recently got an offer from someone who would take all the above items "off my hands" for $14 US funds. Ya right....

--

2885. PCXformer questions (Sound, joystick, etc..)

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-18 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <4njhee$j92@news.xmission.com>
Source record: 83812

About a week or two ago, somebody posted command line switches that would allow you to get full audio, joystick usage out of PCXformer.

Can you repost those switches or point me to a text file containing them? I'd like to get audio when trying out these old demos, etc.

Thanks in advance.

@@@@@ ------------------------------------ @@@@@
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, Network Analyst by Accident!

2886. Re: FS: 800XL system plus

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-18 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <832465646_OASIS_@pcc-uky.campus.mci.net>
Source record: 83813

In article <4nfii7$sie@news.asu.edu>
ldickey@aztec.asu.edu (L. J. DICKEY) said:-

>
>HARDWARE:
>
> ATARI 800XL (ps, monitor cable, RF switch, cable, etc..)
> (2) 1050 DISK DRIVES (ps, cables, manuals, DOS 2.5)
> 1010 CASSETTE (no ps, cable)
>
>SOFTWARE:
>
> ATARIWRITER (cart., some docs)
> STARWARS (cart., some docs)
> SYNCALC (disk w/manual)
> PRINT POWER (disk, w/ c46 version, some docs)
> A FEW OTHER MISC.
>
>BOOKS:
>
> YOUR ATARI COMPUTER: A Guide to ATARI 400/800
> Personal Computers
> HOW TO USE ATARI COMPUTERS (Alfred Handy Guide)
> UNDERSTANDING ATARI GRAPHICS (same as above)
>
>Everything has been tested and works fine.
>
>I am asking $80 (shipped, US Post) and would prefer to ship
>within the
>United States, but will consider foreign offers. I'd rather sell
>this
>as a whole, but if I cannot, offers for individual pieces will be
>considered. If you wish to make an offer, please feel free.

I'll take it! Just send it to:

Ronald J. Hall
1928 Spurlock Road
Prestonsburg, KY 41653
Phone 1-606-886-9024

Thanks, and let me know if I got it, and when you shipped it so I'll
have the cash ready! :)

--

```
_/_/_/
```

2887. Re: Wanted: Alternate Reality City/Dungeon

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-18 00:00:00 UTC
From: ulf@antic.cls.de
Message-ID: <697aPuU1S7B@antic.cls.de>
Source record: 83814

On 17 May 96, andy@troas.demon.co.uk wrote ...

> On Tue, 14 May 96 21:55:17 GMT, chelm@ix.netcom.com (Chris) wrote:
>
> >In article <4n9att$slh@nyx10.cs.du.edu>, thester@nyx10.cs.du.edu (Uncle
> >Fester) wrote:
> >> Can't recall the URL, but using Yahoo/Alta Vista search
> >> on the phrase "Alternate Reality" will point you to the
> >> Alternate Reality website which has the cracked games
> >> themselves, maps, hints and trivia by the ton. Even
> >> a PC version if you like. Both the City and the Dungeon
> >> are there.
> >>
> >
> >Unfortunately I believe there is something wrong with the version of the
> >City they have there. It doesn't work any of my 8-bits.
>
> It doesn't work with any current 8 bit _emulators_, that's for sure.
That's news to me! Both AR: THE CITY *AND* AR: THE DUNGEON work with
XL-IT! - the German ATARI 8-Bit emulator.

CU!

Ulf

2888. Swap Meet Dealers Wanted: Portland, OR. USA!

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-18 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <4nkm4q$t0u@linda.teleport.com>
Source record: 83815
Cross-posted to: alt.forsale,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.mac.wanted,comp.sys.tandy,comp.sys.ti,or.forsale

Hello Dealers & Sellers: WER'E MOVING! We'll be Holding our Last SwapMeet at our OLD Location of 1819 N.W. Everett on Monday, June 3rd at 7 PM! Computer & Electronics SwapMeets will Continue at 1830 S.E. 122nd Ave. Corner of 122nd & Mill 2 Blocks South of the Intersection of 122nd & Market in S.E. Portland. At the American Legion Hall, Portland Post #1. SwapMeets will be Monthly on 2nd Wednesdays from 5 PM - 9 PM. To Enter, walk up Stairs off of 122nd Avenue enter door, go through 2nd Door on the Right. Table Rental for night is $10! Or you can purchase a Special MemberShip for Dealers for $50. Good for a full year, 12 SwapMeets, a $120 Value, on Sale for More than %50 Off! At our Swap-Meets we Welcome Dealers & Sellers of Any and All Computers & Electronics! If You have Computers and/or Electronics, come & setup for $10. Or, if you would Like to sell Regularly, Purchase a Membership and Save over %50. For more Information, call (503)256-9974 or Call Our 24 Hour Hotline at (503)650-7196! Act Now, Before someone Steals Opportunity from you!
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. Mon - Thurs 3 PM - Midnight. Friday 3 PM - 6 PM PST Call above # these Hours.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Catalogs are FREE & updated monthly. Reply in E-Mail to bensmith@teleport.com
http://www.teleport.com/~bensmith/bscomputers.shtml Bravo Sierra Atari Store

2889. Swap Meet, June 3rd: Portland, OR. USA!

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-18 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <4nkmpt$5l@linda.teleport.com>
Source record: 83816
Cross-posted to: alt.forsale,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.mac.wanted,comp.sys.tandy,comp.sys.ti,or.forsale

WER'E MOVING: Wer'e Holding our LAST SWAPMEET at 1819 N.W. Everett at 7 PM on June 3rd where we'll be Raffling off a 9 Pin Dot Matrix Panasonic Printer. We're MOVING our MONTHLY COMPUTER & ELECTRONICS SWAPMEETS to 1830 S.E. 122nd Ave. Next to 122nd & Mill, 2 Blocks South of the Light at 122nd & Market at the American Legion Hall Portland Post #1. In Portland, Oregon. New Nights and Times for Computer SwapMeets are 2nd Wednesdays of each Month from 5 PM - 9 PM And ADMISSION is FREE! At Wednesdays June 12th Computer & Electronics SwapMeet We're Raffling a 24 Pin Color-Capable Dot Matrix Panasonic Printer! Your first Raffle Ticket is ***FREE***! Additional Raffle Tickets are a Dollar each. And theirs Plenty of Off-Street Parking plus the American Legion Hall has adjacent Parking Lot. To Enter, walk up Stairs off 122nd Avenue enter door, go through 2nd Door on the Right. Dealers & Sellers can Rent Tables for $10. All Computer & Electronics are Welcome! For Table & other Information, Call (503)256-9974 or Call our 24 Hour Information HotLine at (503)650-7196!

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Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. Mon - Thurs 3 PM - Midnight. Friday 3 PM - 6 PM PST Call above # these Hours.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Catalogs are FREE & updated monthly. Reply in E-Mail to bensmith@teleport.com
http://www.teleport.com/~bensmith/bscomputers.shtml Bravo Sierra Atari Store

2890. Web Page: Bravo's Atari Store: On-Line Catalogs. Check this out!

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-18 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <4nkn4s$h8@linda.teleport.com>
Source record: 83817
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,fr.comp.sys.atari,de.comp.sys.st,fido.ger.atari,ger.atari,ka.comp.sys.atari

Check out my Web Page for Bravo Sierra Computers. Where you can find Both
Classic Atari 8 Bit & Atari ST. HardWare, SoftWare, Books & Accessories. My
Web Address is below. On-Line Catalogs that you can View and Contact me via
my Web Page! Or Request Catalogs in E-Mail. Specify Classic 8 Bit or ST.
E-Mail: bensmith@teleport.com

http://www.teleport.com/~bensmith/bscomputers.shtml
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. Mon - Thurs 3
PM - Midnight. Friday 3 PM - 6 PM PST Call above # these Hours.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Catalogs are FREE & updated monthly. Reply in E-Mail to bensmith@teleport.com
http://www.teleport.com/~bensmith/bscomputers.shtml Bravo Sierra Atari Store

2891. Yours For The Shipping!

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-18 00:00:00 UTC
From: sgwallace@delphi.com
Message-ID: <JHOPZV+.sgwallace@delphi.com>
Source record: 83818

5/18/96
So far there hasn't been even one inquiry about this
printer. Afraid someone already got it - or do you mean
it's not even worth GIVING away?

C'mon, think! You or somebody you know MUST be able to use
a printer for their Atari 8-bit system. This useful
peripheral would look neat sitting next to an XL because its
color scheme matches the Atari XL line of computers
(chocolate brown lower section with cream white top).
However it will work WITHOUT AN INTERFACE with an Atari
XEGS, 130XE, 65XE, 800XL, 600XL, 1200XL, 800, or 400
computer. A hinged smoked plastic cover allows the plain 9
1/2 X 11 inch pin feed fanfold paper to be seen as it is
being printed by the reliable "uni-hammer" type dot matrix
print head. Print speed is 50 cps unidirectional. The pull
tractor keeps the paper aligned and will accommodate paper
widths from 4 1/2 to 10 inches. The printer's 132 character
set includes international characters. It'll print 80
characters per line, or 40 double wide characters, and will
underscore. Its bit image graphics mode prints up to 480
dot columns per line. The printer stands about 16"W by 10"D
(not including a 5" rear paper shelf) by 5"H and weighs
about 10 pounds.

It's yours - ready to print - no strings attached for the
cost of U.S. shipping. You'll get the printer in its
original box plus extra ribbon cartridges, SIO cable,
owner's manual, service manual, and disk with TextPro and
Koala Print configured for it if you have a disk drive.

I'd like this printer to be hooked up to an Atari 8-bit
system so a kid could print their homework, or so a budding
programmer could print out program listings. It's not been
in use for a couple of years but still works fine. It's
taking up room. Think it over. If you or someone you know
could use this printer, e-mail me - sgwallace@delphi.com.
You CAN get something for nothing.

Steve

2892. seeking anti-virus software for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-18 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <319e41ab@pianosa.demon.co.uk>
Source record: 83819

Whilst reading the usual rubbish I find here, Chris Brown wrote something
interesting to All about seeking anti-virus software for Atari:

Hello Chris,

CB> Probably not, seeing that there are VERY few viruses for teh 8-bit..
CB> (like.. maybe.. uh.. one?)

And that one being Atari, no doubt. :-)

_
Regards, /_) 2:251/50.75 39:134/50.70
/ _)rad brad@pianosa.demon.co.uk

... No sex, no drugs, no wine, no women, no fun, no sin, no you, no wonder
it's dark. - Turning Japanese; Vapors

2893. Re: Announce: XL-it! Version 0.13

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-18 00:00:00 UTC
From: wlas@ix.netcom.com
Message-ID: <4nllel$lnk@dfw-ixnews5.ix.netcom.com>
Source record: 83820
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

In article <3199C842.7F38@htw.uni-sb.de>,
Markus Gietzen <iig05-1@htw.uni-sb.de> wrote:

> - Boulder Dash, M.U.L.E., Alternate Reality, BlackLamp, Plastron

It's pretty neat overall, but when I try and play M.U.L.E. the P/M
priorities are screwed up. It's not really so bad, but when you're moving
around town you end up being underneath it and not able to tell where you are.

=-=-=-

2894. RE: Reset key

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-18 00:00:00 UTC
From: David Pochron <chuckie@jadebbs.com>
Message-ID: <19960518230919.aaaa005.F@babyblue.cs.yale.edu>
Source record: 83821

uglmiller@cc.memphis.edu (Greg Miller) wrote:

>What exactly happens when the user presses RESET? Mapping the Atari
>claims that an NMI occurs, but my tests indicate otherwise.
>Disassembling the NMI portion of the ROMs showed that no RESET NMI is
>ever checked for, so it must be catching it some other way. Anyone
>know?

It depends on what system you are using. The 400 and 800 did use the
NMI for the reset key. (That's why when the system locks up, pressing
RESET doesn't do anything.) However, the XL and XE series have the
reset button wired directly to the hardware reset line on all the
important chips, and that's how resets are done on those systems.

David Pochron chuckie@jadebbs.com http://www.jadebbs.com/chuckie

2895. Atari Software Archive

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-18 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <319dcdf3.464231@news.superlink.net>
Source record: 83822

Updating atari archive information. The current LIST of about 500
titles is available from my homepage
http://mars.superlink.net/scharles/
but currently the software is NOT there (yet). I will be happy to send
it via email, and once again, if anyone has anything not on the list,
would appreciate emailing it to me. Also, there will be an ongoing
column there for those who wish to learn about copy protection schemes
on the 8-bit (and how to remove them), along with the documentation
for OMNIMON XL in html format, for those of you that bought an 800xl
or 130xe that has "This strange chip inside it. What does it do?" :)

2896. Reset key

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-18 00:00:00 UTC
From: uglmiller@cc.memphis.edu
Message-ID: <4nk8dq$bq2@oolong.memphis.edu>
Source record: 83823

What exactly happens when the user presses RESET? Mapping the Atari claims that an NMI occurs, but my tests indicate otherwise. Disassembling the NMI portion of the ROMs showed that no RESET NMI is ever checked for, so it must be catching it some other way. Anyone know?

2897. Re: Yours For The Shipping!

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-19 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <4nm3do$77a@main.freenet.hamilton.on.ca>
Source record: 83824

Hey, Terry Ortman sells these things for $100 with an ORIGINAL COST of over $300!!!

What are you doing GIVING them away for the cost of shipping??!!!

<grin>

--

2898. FS: MINT COND. Atari 65XE and 1050 drive + BigBlue printer

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-19 00:00:00 UTC
From: koutsos@students.uiuc.edu
Message-ID: <4nmeqi$au5@vixen.cso.uiuc.edu>
Source record: 83825

The above title says it all!!

The Big Blue Printer is in great shape as well

make me a reasonable offer!!

koutsos@students.uiuc.edu

2899. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-19 00:00:00 UTC
From: Michael Current <MCURRENT@carleton.edu>
Message-ID: <atari-8-bit/vendev_832513477@rtfm.mit.edu>
Source record: 83826
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: monthly

Welcome to the comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group!

Atari 8-Bit Computers

Vendors and Developers List

Revised 5-May-96

"A comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users"

Additions/suggestions/comments/corrections are needed! Please send to:

Michael D. Current
URL:mailto:mcurrent@carleton.edu

Where to get the latest copy of this list:

The home of many FTP archives, automatically updated monthly:
URL:ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/vendev

The World Wide Web hypertext version, automatically generated monthly:
URL:http://www.smartpages.com/faqs/atari-8-bit/vendev/faq.html
URL:http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/vendev/faq.html

WWW "flat hypertext" versions, automatically generated monthly:
URL:http://www.cs.ruu.nl/wais/html/na-dir/atari-8-bit/vendev.html
URL:http://www.lib.ox.ac.uk/internet/news/faq/archive/atari-8-bit.vendev.html

Usenet newsgroups where this list is automatically posted monthly:
URL:news:comp.sys.atari.8bit URL:news:comp.answers URL:news:news.answers

You can also send for this list by mail.
URL:mailto:mail-server@rtfm.mit.edu message says:
send usenet/news.answers/atari-8-bit/vendev
quit

Finally, you can always ask me for a copy at URL:mailto:mcurrent@carleton.edu

Conventions
-----------
All commercial vendors, developers, publishers, and repair shops should be
listed here. "Major" shareware/freeware/PD developers should also be listed.
```

"Vendor" = Reseller of products produced by others. Types of products sold are given in categories: new hardware, used hardware, public domain software/freeware/shareware, (new) commercial software, used (commercial) software.

"Developer" = Producer of products. Titles of products produced by the developer are listed. No product can be developed by more than one developer. No prices are given.

"Publisher" = Publishes a print or disk magazine, or a book. Complete subscription or ordering information is given, including prices.

"Repair Shop" = Can repair many 8-bit Atari and related hardware devices. Be sure to contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication title. If no company name exists, a personal name is used. "See" references indicate complete information may be found under the given heading. "See also" references indicate closely-related information may be found under the given heading.

When writing to request catalogs, it's always a good idea to include a Self-Addressed Stamped Envelope. When writing to foreign firms, try enclosing a couple of International Reply Coupons (IRC's) as well.

More BRIEF Definitions

Commerical software - protected by copyright, may not be copied except for personal archival purposes
Shareware - protected by copyright, may be freely copied and distributed, shareware payment required for continued use
Freeware - protected by copyright, may be freely copied and distributed, no payment required
Public Domain software - NOT protected by copyright, anyone may do anything with it, period.

===>> Much of what is popularly referred to as PD is really Freeware! <<<==

Verfications -> YOU!

This list is in a constant state of development, and comes with no guarantees. Information of this nature constantly ages; therefore, the information contained in this list is constantly updated. Please use the latest release of this list whenever possible!

I collect information for this list from wherever I can find it. While most updates to this list come from you, the user of the list, I'd like to recognize a few of the more prominent sources I use. Current Notes magazine, published by Robert Boardman and Howard E. Carson; Atari Classics magazine, published by Jim Hood and Bob Woolley; and The Atari 8-Bit Omnibus, published by David A. Paterson.

Remember, the success of this list is dependent on YOU, the reader, to send me updates that correct errors that you find. If you use this

list, please do your part in keeping it useful for everyone!

Subject: A

8-Bits Forever (book)
See: GFH Marketing

ABBUC (Atari Bit Byter User Club)
c/o Wolfgang Burger
Wieschenbeck 45
D-45699 Herten
Germany
Phone/Fax: +49 2366 39623
Mailbox: +49 5439 3265
Developer: various hardware and software (also schematics, mailbox,
disk magazine, repair-service, helpline addresses, meetings)
Publisher: Diskmagazin (disk magazine)
Repair Shop.

Aerion Software
PO Box 1222
Bronx NY 10471-0601
USA
tel: (212) 548-0514
Developer: Fury: The Wrath of Taljun Cathu, Lasermaze

The AGDA Group
See also: DataQue
See also: Jeff Potter
Developer: Maze of AGDAgon, GameLink-II (cable)

Paul V. Alhart
524 North Zee St.
Lompoc, CA 93436
Publisher: The AtariWriter+ Companion (book) - $5

Altronic E.I.R.L.
Bolognesi 952
Bellavista
Callao 2
Peru
tel: (51)(1) 429-4298
Vendor: New and used hardware and software
Repair shop.

AMC-Verlag
Bluecherstr. 17
W-65195 Wiesbaden
Germany
tel: +49 611/405611
Developer: Portronic (joystick port switch/extension),

STEREO Blaster (several versions), STEREO Blaster PRO, Herbert I, Herbert II, other games

American Techna-Vision (Ralph Maddox)
Mail Orders:
15338 Inverness St
San Leandro CA 94579-2016
USA
Sales Office:
1903 Fairway Dr
San Leandro CA 94577-5632
USA
tel: (510) 352-3787
FAX: (510) 352-9227
URL:mailto:rmax99@ix.netcom.com
Vendor: new hardware, commercial software

Amethyst Software
211 S Kansas Ave
Danville IL 61834-5272
USA
Vendor: commercial/PD/freeware/shareware

David Aronson
2911 Bree Hill Rd
Oakton VA 22124-1213
USA
tel: (703) 620-6183
Vendor: used hardware

Artacyis Software (James Catalano)
639 W Grace St Apt 336
Chicago IL 60613-4005
USA
tel: (312) 248-6065
Developer: over 60 original game titles

AS
See: Mirage

Assisting Children to Excel
PO Box 1213
Camarillo CA 93011-1213
USA
Developer: Educational Master Cartridge, Dorsett Teaching Tapes (8-tape sets each in: Reading, Spelling, Math, Economics, Physics, Psychology, U.S. History, World History, Digital Electronics)

Atari 8-Bit Alive
c/o Damon Walker
RR 1 Box 62
Salem NJ 08079-9714

USA
tel: (609) 299-4667
URL:mailto:b.walker26@genie.com
Fidonet: Node 1:266/52
Publisher: Atari 8-Bit Alive (print magazine)
bimonthly, $2.79/issue, or $8/three issues

Atari 8-Bit Omnibus (publication)
See: David A. Paterson

The Atari Classic Programmer's Club
Pen-Tyddyn
Capel Coch
LLangefni
Anglesey
Gwynedd
Wales LL77 7UR
United Kingdom
URL:mailto:101502.651@compuserve.com (David Wyn Davies)
Developer: Swift Spreadsheet (Standard or New), Loopz, Helter Skelter

Atari Classics
5507 Langford Ct
Concord CA 94521-1614
USA
URL:mailto:75126.3446@compuserve.com --or--
URL:mailto:rwoolley@ix.netcom.com (Bob Woolley, Editorial Director)
URL:mailto:j.hood9@genie.com (Jim Hood, Editor-In-Chief)
Publisher: Atari Classics (print magazine) 6 mags & 3 disks per year
1 Year 2 Years 3 Years
USA 2nd Class Mail $25 $46 $63
Canada Surface Mail $30 $56 $78
Other Foreign Surface Mail $32 $60 $84
European Airmail $38 $72 $102
Asia/Pacific Airmail $40 $76 $108
AC Software Disk (Anywhere) $9 $18 $27

ATARImagazin (print magazine)
See: Power Per Post

Atari PD Software
c/o Andrew Pittman
418 Marilyn Dr
Pearl MS 39208-3715
USA
Vendor: shareware/freeware/PD

Atari Video Club
c/o Dan Iacovelli
1411 N 36th Ave
Melrose Park IL 60160-2726
USA

tel: (708) 345-4127
Vendor: games

The AtariWriter+ Companion (book)
See: Paul V. Alhart

ATCOM Micro Center (address mail to Barry Keyes, *not* ATCOM Micro Center)
PO Box 294
Newbury Park CA 91319-0294
USA
tel: (805) 376-0299
FAX: (805) 370-0972
Vendor: new/used hardware, new/used software, PD/freeware/shareware
Repair Shop. full-service, all items

ATESIG
c/o Decker G. McAllister, Jr.
145 Surf Pl
Seal Beach CA 90740-5909
USA
tel: (310) 430-5433
tel: (310) 596-6123
URL:mailto:d.mcalliste2@genie.com
Developer: hardware and software for model railroading applications

Avatar (Ulf Petersen)
Postfach 1103
D-24318 Luetjenburg
Germany
tel: +49/4381/418260 (ISDN)
tel: +49/4381/418261 (ISDN)
tel: +49/4381/418262 (ISDN)
FAX: +49/4381/418243
URL:mailto:ulf%antic@cle.de
FIDO: Ulf Petersen@2:240/4060.22
Vendor: new/used hardware, commercial/PD/freeware/shareware
Developer: Pirates of the Barbary Coast, LDS Freezer XL/XE,
LDS "C:" Emulator, Paradise Games #1, PC/XL-Convert II, Ultracopier II
Publisher: User-Mag (disk magazine)
bi-monthly

Subject: B

B&C ComputerVisions
1725 De La Cruz Blvd Ste 7
Santa Clara CA 95050-3011
USA
tel: (408) 986-9960 Phone Orders: Tue - Fri 10am-6pm
FAX: (408) 986-9968 Store Hours: Thur & Fri 10am-6pm / Saturday 10am-5pm
Vendor: new/used hardware, commercial/PD/freeware/shareware

Marlin Bates, IV (Fuji-dom)
mailto:mbates@s3.sonnet.com
http://www.stocko.sonnet.com:80/Fujidom/
Vendor: used hardware, used software

Bensley Consulting
PO Box 301
Westfield IL 62474-0301
USA
tel: (217) 967-5465
URL:mailto:csbdb@eiu.edu
Developer: Happy's Programs - Math, U.S. History, Astronauts, Triangles

Best Electronics
2021 The Alameda Ste 290
San Jose CA 95126-1127
USA
tel: (408) 243-6950 1-5pm Pacific Time Mon-Fri
FAX: (408) 243-8274
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun

Larry Black
2337 Douglas Rd
Panama City FL 32405-5902
USA
Developer: Atar-Z-Modem

Black Moon Systems (BJ Martnick)
PO Box 152
Wind Gap PA 18091-0152
USA
URL:mailto:benm@sectv.com
Developer: Small Business System, Label Master, Multi-Column Lister

Bolt's Electronic Repair Service
920 Thornwood St
Simi Valley CA 93065-5646
USA
tel: (805) 579-9954
Vendor: used hardware
Repair Shop.

Branch Always Software
14150 NE 20th St Ste 302
Bellevue WA 98007-3700
USA
tel: (206) 236-0540
FAX: (206) 236-0257
URL:mailto:brasoft@halcyon.com <- preferred!
URL:mailto:brasoft@genie.com
MSN: BRASOFT
URL:http://www.halcyon.com/brasoft/

Developer: ST Xformer 3.0, PC Xformer 3.5, PC Xformer 8-bit Peripheral Cable

Bravo Sierra Computers (Ben Smith)
tel: (503) 256-9974 24hrs
BBS: (503) 255-9657
URL:mailto:bensmith@teleport.com
URL:http://www.teleport.com/~bensmith/bscomputers.shtml
Vendor: new/used hardware/software

BRE Software
352 W Bedford Ave Ste 104
Fresno CA 93711-6190
USA
tel: 1-800-347-6760
tel: (209) 432-3072
Vendor: PD/freeware/shareware

Bresnik Software
555 Ware St
Mansfield MA 02048-2947
USA
tel: (508) 339-6090
Developer: Illusions/Audiovisualizer, Ecologian, Word-Search Maker, Animals, Mathematics, Fractals

B. Utschig
This address has recently been reported invalid. Confirmations?
Mailbox
2012 S 314th St
Federal Way WA 98003-5622
USA
Vendor: PD/freeware/shareware

Subject: C

C&T ComputerActive
PO Box 893
Clinton OK 73601-0893
USA
tel: (405) 323-5890
Vendor: ???what???

Change In Heat
12 Bella Vista Pl
Iowa City IA 52245-5840
USA
Developer: Pondering About Max's, 1 other game ???what???

ChildsPlay SoftWare Services
6812 Hill Pl N
Minneapolis MN 55427-2259

USA
Developer: various software

Classic Atari OnLine (online magazine)
See: David Schmudde

Closer To Home (Tom Hunt)
BBS: (419) 368-4413, 3-14.4, USR
URL:mailto:tomhunt@brutus.bright.net
URL:http://www.bright.net/~tomhunt/
Developer: SpartaDos 3.2 Utilities: Sound Utility, Term80 Version 1.6,
Hyper-Desktop (Under Construction), Long-Integer Library, Armorizer,
Shell For Sparta 3.2d, Shell For Sparta 3.2g/gx, SelF eXtraction Utility,
Read It, Snapshot 3.3m, Disk Fragmentation Displayer, Filenote Utility,
HELP Maker (MAC/65), Zip-Compatable CRC32 File Checker, Paper Chase

The Complete and Essential Map (book, in 2 volumes)
See: TWAUG

Compsult
PO Box 5160
San Luis Obispo CA 93403-5160
USA
tel: (805) 544-6616
Vendor: closeout commercial software

Computer Dungeon
tel: (708) 547-7085
Vendor: used hardware

Computer Games Plus
1839 E Chapman Ave
Orange CA 92667-7774
USA
tel: (714) 639-8189 Noon-6pm Tue-Fri, Noon-3pm Sat
FAX: (714) 538-1707
URL:mailto:aturco@netcom.com (Art Turco)
Vendor: commercial software

Computer Software Services
See also: Bob Puff
PO Box 17660
Rochester NY 14617-0660
USA
tel: (716) 429-5639 10am-6pm Mon-Fri
FAX: (716) 247-7158
BBS: (716) 247-7157 300-9600 bps
URL:mailto:76702.1076@compuserve.com (Bob Puff)
Vendor: commercial software
Developer: Black Box, Black Box Enhancer, Black Box Printer/Spooler,
Hard Drive Pro Backup, SIO Power Booster, Super E-Burner, Quintopus,
Power Plus, Multiplexer, XF551 Enhancer, XF Single Drive Upgrade,

XF Dual Drive Upgrade, Super Archiver, Super Archiver II, Bit-Writer,
Ultra Speed Plus OS, Floppy Board, XF551 Update, Bit-Writer
Repair Shop.

Creative Software Systems (Rob Satonica)
7775 S Scottdale Rd
Berrien Springs MI 49103-9711
USA
tel: (616) 473-3904
URL:mailto:ddjt62c@prodigy.com
Service: converts disks from Atari to IBM PC 3.5" for SIO2PC/PC Xformer
Vendor: PD/freeware/shareware, formatted for SIO2PC/PC Xformer
Developer: Atari Virtual Disk Shell (for MS-DOS)
DEMO: URL:http://www.halcyon.com/brasoft/freefile/avddemo.zip

Current Notes
559 Birchmount Rd. #2
Scarborough, ON
Canada M1K 1P8
tel: 416-261-5997
tel: 416-752-2744
URL:mailto:redfrog@io.org (Robert Boardman, Publisher/8-Bit Computing)
URL:mailto:hcarson@io.org (Howard E. Carson, Managing Editor)
Publisher: Current Notes (ISSN 8750-1937, "at least 6 times per year")
U.S. Rates: $25/1 yr, $46/2 yr. (US Funds)
Canada: $35/1 yr, $65/2 yr. (Cdn Funds)
Foreign: $48/1 yr, $90/2 yr. (US Funds)

Subject: D

Daisy Dot Software
c/o Roy Goldman
2440 S Jasmine St
Denver CO 80222-6313
USA
Developer: Daisy-Dot III

Nir Dary
19185 Castlebay Ln
Northridge CA 91326-1046
USA
tel: (818) 831-2353 evenings only
URL:mailto:nirdary@pacificnet.net
URL:http://www.pacificnet.net/~nirdary/palntsc/palntsc.htm
Developer: PAL/NTSC Upgrade

Data 8
PO Box 210
Mouthcard KY 41548-0210
USA

Vendor: used hardware, used/commercial/PD/freeware/shareware

DataQue
See also: The AGDA Group
1623 W 4th St
Mansfield OH 44906-1701
USA
tel: (419) 529-9797 1pm-5:30pm EST M-F
URL:mailto:dataque.1@genie.com
URL:mailto:71777.3223@compuserve.com
Developer: 4 Megabyte Bank Select Cartridge, 16K Standard EPROM Cartridge, TransKey (attach a PC keyboard), Battery Backed ZRAM, Programmer's Pal, Turbo-Calc 1.01, various Turbo-Calc source list options, 6502/65816 PC Cross-Development Package, 8-Bit Survival Kit, Maze of AGDAgon 1.02 Disk and Cartridge, 6ft Atari-8 TriLink GameLinkII Cable

Digi-Key
701 Brooks Ave. South
Thief River Falls, MN 56701-0677
tel: 1-800-344-4539
Vendor: general electronic parts

DGS (Dean Garraghty)
62 Thomson Ave.
Balby
Doncaster
DN4 0NU
England
tel/FAX: +44-1302-855-026 (9AM to 6PM BST/GMT only please!!)
Vendor: used hardware, commercial/PD/freeware/shareware
Developer: Digi-Studio, Alien Blast
Publisher: News-Paper (print magazine)
UK: #6.00 / 4 issues
Europe: #8.00 / 4 issues
USA: #10.50 (US$21) / 4 issues
Far East & Rest Of World: #13.00 / 4 issues

Discount Video Too
3223 S US Highway 1 Ste F
Fort Pierce FL 34982-6380
USA
tel: (407) 464-0019 1pm-9pm (EST) Mon-Sat
Vendor: commercial software

Diskmagazin (disk magazine)
See: A.B.B.U.C. e.V.

Dan Dotson
URL:mailto:dand1@azstarnet.com
URL:http://www.hway.com/dandlyin/ Follow: "Contemporary Junk"
Vendor: used hardware and software

Doug's Electronic Repair
112 N 1st St
Jacksonville AR 72076-4468
USA
tel: (501) 982-9246
Repair shop.

Dynacomp Inc
178 Phillips Rd Ste 1
Webster NY 14580-9797
USA
tel: (800) 828-6772
Developer: various software

Subject: E

East Hartford Computer
202 Robert St.
East Hartford, CT 06108
United States
tel: (203) 528-4448 11am-8pm Eastern Time Mon-Sat
Vendor: closeout commercial software

Jeff Edwards
138 South Main St.
Travelers Rest, SC 29690
United States
Developer: Digital Music System, PrintShop/Awardware graphics

The Electronic Clinic (Steve Tompkins)
4916 Del-Ray Ave.
Bethesda, MD 20814
United States
tel: (301) 656-7983 or (301) 656-8620
URL:elclinic@aol.com
Vendor: used hardware, commercial/used software
Repair Shop.

Electronics and Computers Surplus City (ECSC)
1490 W. Artesia Blvd.
Gardena, CA 90248
tel: (310) 217-8021
FAX: (310) 217-0950
BBS: (310) 217-1922
Vendor: general electronic parts

Entertainment Excellence
1805 Princeton Place
Merrick, NY 11566
United States
Vendor: commercial software

Evangelo's Software
Angelo V.
27 Stiles St.
Elizabeth, NJ 07208
United States
tel: (908) 558-9518
Vendor: commercial software

Subject: F

Far North Computers
59 College Rd., #217
Fairbanks, AK 99701
United States
tel: (907) 456-3700
Vendor: hardware, software

Andre Fachat
Stadlerstr 17
09126 Chemnitz
Germany
tel: ++49-371-531-3551
URL:mailto:fachat@physik.tu-chemnitz.de
http://www.tu-chemnitz.de/~fachat/csa/
Developer: OS/A65 Computer and Operating System

Fine Tooned Engineering (Mike Hohman)
PO Box 31270
Mesa AZ 85275-1270
USA
URL:mailto:ftooned@crl.com
Developer: Action! Language Cart, Action! Runtime Libraries Disk, Action! Language Toolkit Disk, BASIC XE Language Cart, BASIC XL Language Cart, BASIC XL Runtime Libraries Dsk, BASIC XL Language Toolkit Disk, X-Press! Terminal Super/Cart, Flashback! HD Backup Software, MAC/65 Language Cart, MAC/65 Language Toolkit Disk, MIO 130XE Extender Card, Atari 850 Style Modem Cable, The MARS 8 Enhancement Board, Newell 256KXLE Memory Board, Newell 65XE 1MB Memory Board, Newell 130XE Memory Board, Newell 800/1200 XL Memory Brd, Omnimon! OS Upgrade for 800, Omnimon! OS Upgrade for XL/XE, Omniview 256K OS Upgrade, Omniview XL/XE OS Upgrade, P:R: Connection, Atari 850 Style Printer Cable, RamRod OS RAM/ROM Card for 800, Ramrod Triple OS for XL/XE's, R-Time 8 Clock Cart, Sweet 16 Upgrade Board ('816), SpartaDOS 3.2, SpartaDOS X Super-Cart, SDX Upgrade ROM, US Doubler

David Firth
URL:mailto:david@signus.demon.co.uk
URL:ftp://ftp.demon.co.uk/pub/emulators/atari/ (158.152.1.44)
Developer: Atari Emulator for Unix and Amiga - 0.3.3

John Foskett
26 Auckland Rd.

Kingston-Upon-Thames
Surrey
England KT1 3BG
United Kingdom
tel: 081 549 8620
Developer: The Cave, Ye Olde House (both adventures), Jurrasic

Futura (disk magazine)
See: North of Scotland Atari User Group (NOSAUG)

Subject: G

Games+
610 North Alma School Rd.
Chandler, AZ 85224
United States
tel: (602) 890-0556
Vendor: new/used hardware, new/used software

GFH Marketing (Gordon Hooper)
253 Regina Ave.
Victoria, BC V8Z 1J6
Canada
Publisher: 8-Bits Forever (book)
$6.99 US or $7.99 CDN (money orders only)

Markus Gietzen
URL:mailto:magi@stud.uni-sb.de
Developer: XL-It! 0.12
URL:http://www.htw.uni-sb.de/people/mgietzen/atari/xl-it.html

Richard Gore
79 Sprotbrough Road
Sprotbrough
Doncaster
DN5 8BW
England
tel: (01302) 784642
URL:mailto:chmrig@leeds.ac.uk
Vendor: commercial software
Developer: Jawbreaker, Mousekattack, Arena, Bubble Zone, Super Print-Lab XE,
GTracker, GTracker XL Utilities, Clip Tracker XE, Black Lamp, Tube Baddies

---

Subject: H

John Harris
URL:mailto:jharris@cybergate.com
Developer: MAE assembler 1.0

Historically Brewed (print magazine)
See: Historical Computer Society

Historical Computer Society (David A. Greelish)
2962 Park St., #1
Jacksonville, FL 32205
United States
URL:mailto:historical@aol.com
Publisher: Historically Brewed (print magazine)
6 bimonthly issues: $18 ; or $2 for a sample issue

Horizon Computers
601 South Broadway, Suite B
Denver, CO 80209
United States
tel: (303) 777-8080
Vendor: ????

/HS\-Computertechnik
c/o Tobias Hang
Berliner Str. 31
D-55435 Gau-Algesheim
Germany
tel: (0)6725/2488
Developer: joystick port monitor, 8 channel relais interface,
Interface Control Application Software (INCA), 8 channel Logic Analyser

---

Subject: I

IB Computers
10980 S.W. Mulewood Dr.
Portland, OR 97225
United States
tel: (503) 297-8425
Vendor: closeout hardware

IceSoft
c/o Itay Chamiel
9-A Narkis St.
Jerusalem 92461
Israel
URL:mailto:brucka@eruvin.jct.ac.il
Developer: Ice-T 2.7 XE (128K) or 1.1 (48K)

Subject: J

Jameco Electronic Components and Computer Products
1355 Shoreway Road
Belmont, CA 94002-4100
USA

tel: 1-800-831-4242
tel: (415) 592-8097
Vendor: general electronic parts
Developer: Atari 400/800/800XL/130XE power supplies

JDR Microdecives
1850 South 10th Street
San Jose, CA 95112-4108
tel: (408) 494-1400
USA
Vendor: general electronic parts

Jeff's Atari Action Outpost
P.O. Box 771244
Lakewood, OH 44107
United States
Vendor: ????

JRC
Vanickova 5
16900
Praha 6-Strahov
Czech Republic
Developer: Turbo Tape, Turbo Tape DOS, Visicopy III (IV?)

JTM Ltd
330 1st NE
Mason City, IA 50401
United States
URL:mailto:jimmason@worf.infonet.net
Developer: dedicated weather station

Subject: K

Kake Software
9 Smith Ct.
Vincentown, NJ 08088
United States
Vendor: PD/freeware/shareware

KARIN
ul. Przemyska 11a
02-361 Warszawa
Poland
tel: (0-49)-(0-22)-659-70-42
-659-34-13
-22-23-31
FAX: -659-34-14
Vendor: commercial software
Developer: KARIN MAXI Disk Drive
Repair Shop: all Atari computers

K-Products (Bob Klaas)
P.O. Box 22122 A.M.F.
Salt Lake City, UT 84120
United States
tel/FAX: (801) 967-7400
BBS: (801) 967-8738 The Repair Shop BBS up 24hr 3-19.2 "Hayes Ultra" online
URL:mailto:bobkla19@mail.tcd.net
Vendor: used hardware and software
Developer: BBS Express! Professional v5.0b, Multiline Version,
Multiline Version & Mux Hardware, Networking Modules,
Pro_Term Terminal Modules, Hardback & Restore, Mux_Time Software,
TurBoss! High Speed O/S, BBS Express! Professional Update Disks,
KPI Hard Disk Drive Interface
Repair Shop.

Nick Kennedy
300 South Vancouver Ave.
Russellville, AR 72801
United States
tel: (501) 967-3843
Developer: SIO2PC 4.04

KE-Soft
c/o Kemal Ezcan
Frankenstrasse 24
63477 Maintal
Germany
tel: +49 6181 87539
FAX: +49 6181 83436
Vendor: new hardware, commercial/PD/freeware/shareware
Developer: Zador, Drag, Sogon, Zebu-Land, Dredis, Techno Ninja, Cultivation,
Chromatics, Oblitroid, Tobot, Bros, Donald, Saper, Tactic, Zador II,
Atomit II, Tecno Ninja, Fisher-Technik interface, The Brundles
Publisher: Zong (print magazine)
40DM/6 months (3 issues)
magazine + disk: 55DM/6 months (3 mags., 3 disks)
abroad: add 10DM p&p

Kinetic Designs
P.O. Box 1646
Orange Park, FL 32067-1646
United States
Vendor: PD/freeware/shareware

Konrad M. Kokoszkiewicz and Jacek Zuk
ul. Tomaszowska 95/37
PL-26-420 Nowe Miasto nad Pilica
Poland
URL:mailto:conradus@plearn.edu.pl
Developer: IDE Hard Drive Interface

Subject: L

L&Y Electronics
13644C Jefferson Davis Hwy NEW/TO CONFIRM: 14628 Build America Drive
Woodbridge, VA 22191
United States
tel: (703) 494-3444 VA
tel: (703) 643-1729 Metro
FAX: (703) 494-3663
Vendor: new/used hardware, new/used software

LACE (London Atari Computer Enthusiasts)
c/o Roy Whiteman, Secretary
153b Swaby Rd.
Earlsfield
London
England SW16
United Kingdom
URL:mailto:trew@def.bae.co.uk
Vendor: used hardware/software, PD/freeware/shareware
Publisher: LACE Newsletter
#7.00 / year (monthly), or free to members

Bertrand Le Roy
See also: Fabien Royer
72 rue des landes
78400 Chatou
France
URL:mailto:bleroy@ccr.jussieu.fr
Developer: F.R.E.E. (graphic adventure)

Lex-Tronics
See: DataQue

Chris Liam
URL:mailto:lamcw@aston.ac.uk
URL:http://www.aston.ac.uk/~lamcw/emulators.html
Developer: Rainbow (for Macintosh)

L.K. Avalon
PO BOX 66
35-959 Rzeszow 2
Poland
Vendor: Blinky's Scary School, Cavernia, Mirax Force, Ninja Commando, Speed Ace, Stack Up, Zybex, Android, Imagine, Microx, RAM-CART (cartridge with 64KB or 128KB RAM with battery), Centronics interface: Microprint, all Polish software
Developer: -games: Barbarian, Frank&Mark, Hawkmoon, Wloczykij, A.D. 2044, Adax, Barahir, Global War, Hans Kloss, Kampania Wrzesniowa, Klatwa, Lasermania+Robbo Konstruktor, Misja+Fred, Neron, Piekielko, Robbo, Smus, Spy Master, Syn Boga Wiatru, The Last Guardian, Uczen Czarnoksieznika, Upior, Vicky, Wladcy Ciemnosci, Zeus, Aurum, Captain Gather, Change, Constellation, Czaszki+Electra, Dagobar, Darkness Hour, Digi Duck,

Easy Money+Honky, Gold Hunter, Hydraulik+Snowball, Kernaw, Lorien's Tomb,
Major Bronx, Rucu, Saper, The Jet Action, Trix, U235
-tools: Animator (graph&anim), Automat Perkusyjny (digi drums),
Chaos Music Composer, Geometria (education), Kurs Fizyki (education),
Panther (text editor), Quick Assembler (with some other tools),
Szperacz Dyskowy (disk monitor)

LonerSoft
c/o Clay Halliwell
407 South 2nd St.
Clinton, MO 64735-2107
United States
URL:mailto:halliwee@ts436.dyess.af.mil
URL:mailto:e.halliwell@genie.com
Developer: FlickerTerm 80 (beta), ColorViewSquash, ColorSquashView,
EbonView, Pantheon View, MacView 800, Quad-View 9, XF-ATR, DOMMenu,
Link Basher, Maze-War 3D

Subject: M

Mars Merchandising
1041-B East St. Charles Rd.
Lombard, IL 60148-2059
United States
tel: (708) MARS-INC ((708) 627-7465)
Vendor: new hardware, commercial/PD/freeware/shareware

MCM Electronics
650 Congress Park Drive
Centerville, OH 45459-4072
USA
tel: 1-800-543-4330
Developer: 13 conductor Atari type plug kit - I.E. plugs to make cables for
SIO ports joystick replacement cables and cable extensions (catalog available)

Mega Magazine (Freddy Offenga, a.k.a. Frankenstein)
P.O. Box 164
8800 AD Franeker
The Netherlands
URL:http://pmwww.cs.vu.nl/home/ipoorten/MegaZine/
URL:ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit/megazine/
URL:mailto:offen300@hio.tem.nhl.nl
Publisher: Mega Magazine (disk magazine) -- freeware

Micro-Discount (Derek Fern)
265 Chester Road
Streetly
West Midlands
B74 3EA
England

tel: 0121 353 5730 4pm-8pm Mon-Fri
FAX: 0121 352 1669
Vendor: new/used hardware, commercial software
Developer: Print-LAB, Tricky Print, Turbo Charger, Menu Print

Mirage / AS
ul. Gen. Abrahama 4
03-982 Warsaw
Poland
tel: 671-77-77
FAX: 671-76-22
Vendor: All Polish software
Developer: -games: Operation Blood, Problem Jasia, Tanks, Bang Bank,
Ship, Tron, Special Forces, Najemnik, Top Secret, Tusker, Mozgprocesor,
Roderic, Inspektor, Magia, Battle Ships, Kolony, Raszyn 1809,
Super Fortuna, Wyprawy Kupca, Tank vs. Tank, Axilox, Cywilizacja,
Thinker, Eureka, Reverse+Missile Action, Whoops, Atomia, Bertyx, Pong,
Duch+Robal, Helix, Jaffar, Midnight, Rycerz, Zbir, Dziedzictwo Gigantow,
Tagalon, Caveman
-edu: Ortografia, Geografia Polski, Historia Polski, New Words,
Geografia Swiata
-tools: Videograph, Sound Tracker Player (Amiga module player),
Audio Master (sample editor), Kleks+Trzmiel (graph),
SN-360 Utility (disk tools), SN-360 Disk Drive (double side),
Sampler (with some software), Video interface (digitizer+genlock)

Moonsoft
See: Black Moon Systems

More Than Games (Rick Detlefsen)
8207 Briarwood Lane
Austin, TX 78757-7642
United States
URL:mailto:74766.1561@compuserve.com
Vendor: new/used hardware, new/used software
Developer: various utilities, hardware projects

MTS Creations
P.O. Box 56762
Chicago, IL 60656
United States
tel: (312) 763-1822
Developer: Font Craft

MWPD Software
890 North Huntington St.
Medina, OH 44256
United States
Vendor: PD/freeware/shareware

MyTek
819 Corby Ave. (mail orders only - this is not a retail outlet)

Santa Rosa, CA 95407
United States
FAX: (707) 527-0674
URL:mailto:mytek@genie.com
Developer: Studio II (full color video overlay, graphics and text)

Subject: N

National Educational Report Drawing Services (N.E.R.D.S.) Software
c/o Don Loeffler
18 Wendy Drive
Farmingville, NY 11738
United States
Developer: Print Shop icons

New Atari User (print magazine)
See: Page 6 Publishing

New Breed Software
c/o Bill Kendrick
59 Palm Lane
Novato, CA 94945-2574
United States
URL:mailto:kendrick@zippy.sonoma.edu
URL:http://zippy.sonoma.edu/~kendrick/nbs/
Developer: demos: Bob Test, Color Bars, Cells, DAN15, DAN9A, Didi 7, DollMan, Happy Mondays, James Brown, Knives and Forks, Stimpy, T-1000. games: Balloonier, Boom!, Chicken, Cooltris, Elevator, Hopper, Platform, Puzzle, Rodent Revenge, Simon, Sky Diver, Sludge, Usurp. utilities: Colorizer 1.1, DigiPlay Menu, Equation

News-Paper (print magazine)
See: DGS

Nelson Nieves
Attn: Atari 8-bit/SpartaDOS Project
P.O. Box 1702
Hatillo, PR 00659-1702
tel: 1 (809) 820-3135 : 8 am to 5 pm eastern standard time
URL:mailto:nkey@ixc.net
Developer: SpartaDOS enhancements - vUnErase, XCopy, DeFrag, NNTOOLS

No Frills Software
800 East 23rd St.
Kearney, NE 68847
United States
Developer: Converter, Converter Companion, P.S. Users Utility Disk, PrintShop graphics

North of Scotland Atari User Group (NOSAUG)
P.O. Box 10001

Peterhead
Scotland AB42 6ZN
United Kingdom
Publisher: Futura (disk magazine)
$3 cash or #2 IMO for sample issue

Northwest Phoenix Atari Connection (N.W.P.A.C.)
P.O. Box 67511
Phoenix, AZ 85082
BBS: (602) 278-8505 (Phoenix Atari User Group System)
Publisher: Nybbles & Bytes (print magazine)
bimonthly, $10 / yr (6 issues)

NOVAtari
c/o Geoff DiMego
8612 Thames St.
Springfield, VA 22151
United States
tel: (703) 425-5030
Vendor: PD/freeware/shareware

Nybbles & Bytes (print magazine)
See: Northwest Phoenix Atari Connection (N.W.P.A.C.)

Subject: P

Page 6
P.O. Box 54
Stafford
England ST16 1DR
United Kingdom
tel: 0785 213928
FAX: 0785 54335
Vendor: hardware, commercial/PD/freeware/shareware
Developer: Enigmatix!
Publisher: New Atari User (print magazine)
(bi-monthly) Magazine only Magazine and Disk
UK #15.00 #25.00
Europe (Air Mail) #17.00 #32.00
USA/Canada - Surface #17.00 #32.00
USA/Canada - Air Mail #23.00 #42.00
Other countries as USA/Canada

Palette Imaging (Marver Seaman)
47 South St.
Norwood, NJ 07648
United States
tel: (201) 767-3913
Developer: ChromaCAD: Sculptured-Surface 3-D Modeling System

Papa's Chip's
1957 Harlen Rd.
Loves Park, IL 61111
United States
tel: (815) 633-6300
Repair Shop.

David A Paterson
4900 Doherty Ave
Montreal QC H4V 2B2
Canada
Developer: CardStax
Publisher: Atari 8-Bit Omnibus
US$5 for 1994 edition

P.E.E.R.S. of Omaha (Patten's Electronic Equipment Repair Service)
917 North 169th St.
Omaha, NE 68118-9342
United States
tel: (402) 289-3572 Mon-Fri 10am-9pm, Sat 1pm-5pm (CST)
Vendor: used hardware
Repair Shop.

Klaus Peters Elektronik&Software
Moltkestrasse 29
D-42551 Velbert
Germany
tel: (0)2051/84815 or 84410
FAX: (0)2051/85784
Developer: Megaram (1MB), 25K Bibomon, ROM-Disk XL/XE, Burner XL/XE,
Speedy 1050, Disk Drive F2000, Sprint XL, Sound-Monitor

Phoenix
c/o Robert Paden
54 Ardmillan Crescent
Scrabo Estate
Newtownards
Co. Down
Nothern Ireland BT23 4PW
United Kingdom
Publisher: Phoenix (disk magazine)
public domain

Pokey Magazine (print magazine)
See: Stichting Pokey

Jeff Potter
See also: The AGDA Group
202 Chestnut Ridge St.
Winter Springs, FL 32708
United States
URL:mailto:potter@escmail.orl.mmc.com
URL:mailto:74030.2020@compuserve.com

URL:mailto:jdpotter@genie.com
Developer: APACVIEW, APACSHOW, COLRVIEW, DEGASRD, ILBMREAD, GIFNCODE,
CRAB NEBULA, JVIEW XL

Power Per Post (Werner Raetz)
Postfach 1640
D-75006 Bretten
Germany
URL:mailto:hs@undine.physik.uni-erlangen.de (Harald Schoenfeld)
Vendor: new hardware, commercial/PD/freeware/shareware
Developer: QUICK Programming Language, QUICK Support Disk 1, QUICK Support
Disk 2, S.A.M. (Screen Aided Management) 80 column Desktop System, S.A.M.
Budget (spreadsheet), S.A.M. Utilities 1, S.A.M. Designer (DTP), Quick Ed (chr
set editor), Glaggs It!, Rubber Ball, MineSweeper, Bombi
Publisher: ATARImagazin (print magazine)
39DM + 6DM p&p/6 months (3 issues)
abroad: 39DM + 12DM p&p/6 months
disk & membership: add 60DM

Publicaciones Creativas S.A. (Ivan Antezana)
Van Dyck 190
San Luis
Lima 30
Peru
tel/FAX: (51)(1) 346-2649
Publisher: ATARI Creativo, Informatica Creativa (both out of print;
however, back issues are still available, and also disks with the programs
from all numbers. Will return to print if there are enough buyers!)

Bob Puff
See also: Computer Software Services
See also: Wordmark Systems
Suite 222
2117 Buffalo Rd.
Rochester, NY 14624
United States
URL:mailto:76702.1076@compuserve.com
Developer: BobTerm

Purple Mountain Computers
15600 NE 8th St. Ste. A3-412
Bellevue, WA 98008
United States
tel: (206) 399-8700
Vendor: used commercial software

Subject: R

Rambit
16 The Green

Thurlby
Bourne
Lincs.
England PE10 0HB
United Kingdom
tel: 0778 424450
Developer: Print-Filer, TaskMaster, Parallel Printer Port,
TurboLoad kit (XC12/1010 upgrade)

READY +TECHNOLOGIES+ (Thomas Smailus)
2245 College Dr Apt 170
Baton Rouge LA 70808-1848
tel: (504) 388-5248
FAX: (504) 388-5263
URL:mailto:tom@ready.rsip.lsu.edu
URL:http://www.rsip.lsu.edu/tom/ready.home.html
Developer: Hardware systems design, developement, and construction; Software systems design, developement, and coding; Media conversion from magnetic to optical and imaging; Consulting on system purchases and requirements; Film production from short to feature length

Revista STAK Atari
Casilla 51552 STGO 1
Correo Central
Santiago de Chile
Chile
Publisher: STAK Atari (print magazine)
air: US$50 (cannot accept checks or credit cards)
magazine + disk, air: US$70

Ronnie Riche
See also: Dale Wooster
1700 Aycock St.
Arabi, LA 70032
United States
Developer: TextPRO 5.20X, Maintenance Upgrade #1

Fabien Royer
See also: Bertrand Le Roy
3211 Society Drive
Claymont, DE 19703
United States
Vendor: F.R.E.E. (graphic adventure)

Subject: S

Sagamore Software
2104 Arapahoe Dr.
Lafayette, IN 47905
United States

Vendor: PD/freeware/shareware

San Jose Computer
moving?
tel: (408) 995-5080

David Schmudde
URL:mailto:dschmud@heartland.bradley.edu
Publisher: Classic Atari OnLine (online magazine)
URL:http://www.ourworld.compuserve.com/homepages/dschmud/dsatari.htm

Ernest R. Schreurs
Kempenlandstraat 8
5211 VN Den Bosch
The Netherlands
URL:mailto:ernest@pi.net
Vendor: PD/freeware/shareware
Developer: the POOLDISK CD-ROM

Shadow SoftWare
URL:bensmith@teleport.com
BBS: (503) 761-9074
Developer: Carina (BBS software)

Richard Smith
P.O.Box 71017
16655 Yonge Street
Newmarket
Ontario
Canada L3X 1Y8
URL:mailto:richs@interlog.com
URL:http://www.interlog.com/~richs/atari.html
Vendor: used hardware (very limited), commercial software

Software Infinity (Greg Brown)
The Woods at Brookhollow
3253 Hillcrest Dr., #42B
San Antonio, TX 78201
USA
Vendor: commercial/PD/freeware/shareware (importer of many KE-Soft games)

STAK Atari (print magazine)
See: Revista STAK Atari

Lawrence Staveley
URL:mailto:lawrence@kwll.demon.co.uk
URL:http://www.insight-media.co.uk/idrun/default.htm
Developer: XFSIO 1.03

STeve's Computer Technology
405 Main Street
Woodland, CA 95695
tel: (916)/661-3328 Mon-Sat 10am-6pm (closed Sun)

FAX: (916)/661-1201
BBS: (916)/661-1538
URL:mailto:steves@woodland.net
URL:http://woodland.net/wdm/STeves/
Vendor: new/used hardware, new/used commercial software

Stichting Pokey = Pokey Foundation (Fred Meijer)
Postbus 798
NL-3100 AT Schiedam
The Netherlands
Vendor: new hardware, commercial software, books
Developer: Stereo Kit (XL/XE compatible, incl 1 extra pokey chip),
t-shirts with Atari 8-bit game motives on them
Publisher: Pokey Magazine (print magazine)
50 guilders / year (6 issues, bimonthly)

Strange Invasion
c/o Stefan Lausberg
Koerschstr. 58
D-70599 Stuttgart
Germany
tel: (0)711/45 51 71
URL:mailto:lausberg@studbox.uni-stuttgart.de
URL:http://wwwcip.rus.uni-stuttgart.de/~inf11492/
Publisher: Strange Invasion (disk magazine)
single issue 5DM
6 issues (1/2 year) 25DM

Paul Sungenis
URL:mailto:pab@cnx.sccsi.com
Sharware developer: AtariLink BBS, PabMail PCBoard, PabQwk, Mboard 2000

Super Products
c/o James Bradford
Pikes Rd.
Glasshouse Mtns. QLD 4518
Australia
tel: (074) 969 169
URL:mailto:sup8pdct@closer.brisnet.org.au
URL:ftp://203.4.149.98/8bit
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Subject: T

TEAC (The Educators Atari Club)
P.O. Box 1024
Laytonville, CA 95454
United States
Developer?: education related

Toad Computers
570 Ritchie Hwy
Severna Park MD 21146-2925
USA
tel: (800) 448-8623
tel: (410) 544-6943 info
FAX: (410) 544-1329 FAX
BBS: (410) 544-6999 BBS
FAX: (410) 544-0098 FAXBack
URL:mailto:info@toad.net
URL:ftp://ftp.toad.net/
URL:http://www.toad.net/
Vendor: new/used hardware, new/used software

TOMS
ul. Beldan 2
02-695 Warsaw
Poland
tel: 641-54-29
Developer: TOMS 720 disk drive, TOMS 710 disk drives

TOP-Magazin
c/o Markus Roemer
Schiefersteinstr. 10
D-55606 Kellenbach
Germany
tel: (0)6765-420
BBS: (0)345/78 80 148 (24 hours, 8N1, 16k8bps)
Vendor: new hardware, commercial software
Publisher: TOP-Magazin (disk magazine)
25DM for 6 months (6 issues)

Toronto Atari Federation (TAF)
5334 Yonge St. Suite 1527
Willowdale, ON
Canada M2N 6M2
Vendor: PD/freeware/shareware

Trans World Exchange
c/o Chris Carson
P.O. Box 44251
Parkland, WA 98444
United States
Vendor: PD/freeware/shareware "shareware games and utilities from Poland"

Anthony Jaroslav Truhlar
26 Byrom Avenue
Levenshulme
Manchester
M19 3HR
United Kingdom
Phone/Fax: +44-(0)161-248-7893
URL:mailto:100756.735@compuserve.com

Developer: CopyPlus 1.1, Metric/Imperial converter, resistance calculator,
several other programs

Steven Tucker
tel: (216) 237-5308
URL:mailto:classics@nacs.net
URL:http://www.nacs.net/~classics/
Developer: APE 1.07 - Atari Peripheral Emulator (UMich Archive: 8bit/Ape/)

TWAUG (Tyne & Wear Atari User Group)
P.O. Box 8
Wallsend
Tyne & Wear
NE28 6DQ
United Kingdom
tel: (0191)-2710086
Vendor: PD/freeware/shareware
Developer: UltiFont
Publisher: The Complete and Essential Map, by Andrew C. Thompson
(book, in 2 volumes) #16.00 plus the following P&P:
UK #1.50
Europe #2.50
USA/Canada Air Mail #5.50
USA/Canada Surface #2.50
Australia Air Mail #6.50
Australia Surface #2.50
Publisher: TWAUG Newsletter (print magazine)
bimonthly, includes either disk or cassette
1 copy #2.00---6 copies #11.00 for UK
1 copy #2.20---6 copies #12.50 for Europe
1 copy #2.50---6 copies #14.00 for Elsewhere

Subject: U

UltraBasic
10 East 10th St.
Bloomsburg, PA 17815
United States
Vendor: commercial software

User-Mag (disk magazine)
See: Avatar

Subject: V

Valdez Computer Service
Mariano Carranza 226, of. 306
Santa Beatriz
Lima 1

Peru
tel: (51)(1) 471-2660/470-9079
Vendor: used hardware and software
Repair shop.

Video 61
22735 Congo St. N.E.
Stacy, MN 55079
United States
tel: (612) 462-2500 24hrs
URL:mailto:ice@skypoint.com
Vendor: new/used hardware, new/used software (mostly game-related)

Video Game Advantage
c/o Michael J. Novak Jr.
6861 Anthony Lane
Parma Hts., OH 44130
(216) 843-8815 Voice
URL:mailto:vga2000@ix.netcom.com
URL:mailto:VGA2000@io.com
URL:mailto:dw901@cleveland.freenet.edu
URL:http://www.io.com/~vga2000/
Vendor: used hardware/software

Video Magic
c/o Frank M. Polosky
P.O. Box 9542
Pittsburg, PA 15223
United States
Vendor: used software
Publisher: bimonthly game catalog/newsletter

Subject: W

Dale F. Wooster
See also: Ronnie Riche
7113 W. Pasadena
Glendale, AZ 85303
tel: (602) 846-1575
United States
Developer: TextPRO v5.20x Docs.
printed manual: $12
2-disk set containing program, modules, macros, docs: add $4
2-disk set of more support files: add another $4
Other Docs. available for: early TextPRO v4.5/v5.0, MYDOS 4.5,
Rambrandt, Bobterm 1.2 and several others

Wordmark Systems (Charles Marslett and Bob Puff)
See also: Bob Puff
URL:mailto:chasm@bix.com (Charles Marslett)

URL:mailto:76702.1076@compuserve.com (Bob Puff)
Developer: MYDOS 4.53

Subject: Z

Zong (print magazine)
See: KE-Soft

ZTM Software Manufacturers
P.O. Box 240
Forked River, NJ 08731
United States
tel: (609) 971-5807
Vendor: commercial/PD/freeware/shareware
Developer: Atari Tape Backup Program

==========
End of atari-8-bit/vendev
==========

2900. Re: seeking anti-virus software for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-19 00:00:00 UTC
From: ba930@FreeNet.Carleton.CA
Message-ID: <4nngs0$sd0@freenet-news.carleton.ca>
Source record: 83827

Brad Rogers (brad@pianosa.demon.co.uk) writes:
> Whilst reading the usual rubbish I find here, Chris Brown wrote something
> interesting to All about seeking anti-virus software for Atari:
>
> Hello Chris,
>
> CB> Probably not, seeing that there are VERY few viruses for teh 8-bit..
> CB> (like.. maybe.. uh.. one?)
>
> And that one being Atari, no doubt. :-)

Of course it's an Atari virus. That's why it's posted in the Atari 8-bit sig...?

But there is one lone virus for the 8-bit that I know of.. and it supposedly turns the computer into a doorstop. Chris Karson of the Blues Brothers BBS in Ottawa had it in his files section when he ran the board a number of years ago..

That would be the only affective virus on the Atari because most of us, by now, have three of four copies of all of our software lying around somewhere and all you have to do to stop the virus is just shut off the computer.

--
JESS | slave screams he has his own identity
TODD'S| slave screams he spends his life learning conformity
SPACE | slave screams he's going to cause the system to fall
------+ slave screams but he'd rather be chained to that wall

2901. FS: Atari 130XE, 1050 hw

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-19 00:00:00 UTC
From: gene.ehrich@compudata.com
Message-ID: <8C0E32A.10C10000DB.uuout@compudata.com>
Source record: 83828

```
Saturday, April 27, 1996 - 10:15 am EDT

Atari Items for Sale plus shipping

Atari 130XE Computer with power supply.............. $44
Atari 130XE Owners Manual........................... $ 7
Cable & TV Connector for Atari 130XE................ $ 6
Atari 1050 Disk Drive with power supply............. $44
Atari 1050 Disk Driver owners guide................. $ 6
Atari 1050 Disk Drive - intro to Atari DOS.......... $10
Peripheral Cable for Atari computer................. $ 9
WICO Boss Joy Sticks (2)............................ $10 each
Slik Stix Joy Sticks (2)............................ $ 9 each
U-Print Model A printer interface for Atari Comp.... $10
Nintendo DMG-04 Cable.............................. $ 6
Ribbons for Okidata 80, 82A, 83, 92, 93 Color....... $ 5 each
printers. Black and some colors. (8)
16 single sided double density disks................ $ 7
10 Nashua single sided double density disks......... $ 7
NEC Color monitor model JC-1215MA.................. $44
MPS801 Printer for Commodore...(two)................ $15 each
Okimate 20 Color Printer for Commodore.............. $39
Okidata 120 Printer Manual for Commodore Computers.. $ 2
.................................................
Apple Green Monochrome Monitor

19 Single sided single density disks for $5
14 Double side double density disks for $5

Shipping $3 each, add $1 for each additional.
Except disk drives/computers/monitors $9 each
Diskettes $2 total first 10 diskettes then $1 each 10

Gene Ehrich P.O. Box 209 Marlton NJ 08053-0209

gene.ehrich@compudata.com
Gene_Ehrich@compuserve.com Gene_Ehrich@prodigy.com
GeneEhrich@AOL.COM Gene_Ehrich@MSN.COM
---
 OLXWin 1.00b 
```

2902. Re: seeking anti-virus software for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-19 00:00:00 UTC
From: craig.s.thom@genie.com
Message-ID: <4nnvdu$2jn@rock101.genie.net>
Source record: 83829

ba930@FreeNet.Carleton.CA (Chris Brown) writes:

>But there is one lone virus for the 8-bit that I know of.. and it
>supposedly turns the computer into a doorstop. Chris Karson of the Blues
>Brothers BBS in Ottawa had it in his files section when he ran the board a
>number of years ago..

That sounds suspiciously like the april fools article and program that ran
in one of the magazines (A.N.A.L.O.G.?) in 1986 or so. It was a joke that
make the computer look like it was getting trashed. It was cute, but
apparently many people didn't think it was funny. I did.
--
==========
Craig S. Thom | http://www.prairienet.org/~roadtrip
71773.ll@compuserve.com | http://www.doremi.co.uk/road
roadtrip@prairienet.org | (line left intentionally blank)
==========

2903. Re: seeking anti-virus software for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-19 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.91.960519185048.26319C-100000@moose.erie.net>
Source record: 83830

On 19 May 1996, Chris Brown wrote:

>
> Brad Rogers (brad@pianosa.demon.co.uk) writes:
> > Whilst reading the usual rubbish I find here, Chris Brown wrote something
> > interesting to All about seeking anti-virus software for Atari:
> >
> > Hello Chris,
> >
> > CB> Probably not, seeing that there are VERY few viruses for teh 8-bit..
> > CB> (like.. maybe.. uh.. one?)
> >
> > And that one being Atari, no doubt. :-)
>
> Of course it's an Atari virus. That's why it's posted in the Atari 8-bit
> sig...?
>
> But there is one lone virus for the 8-bit that I know of.. and it
> supposedly turns the computer into a doorstop. Chris Karson of the Blues
> Brothers BBS in Ottawa had it in his files section when he ran the board a
> number of years ago..

That was a joke program, not a virus.

2904. clock speed?

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-19 00:00:00 UTC
From: rwilmott@mars.superlink.net
Message-ID: <rwilmott-1905962153570001@c32.superlink.net>
Source record: 83831

Easy question for someone up on their atari 8-bit trivia :

What's their clock speed? (I seem to recall that NTSC and PAL versions were of slightly different speeds, and for some reason the number 1.59 comes to mind.)

Thanks!

| Ray Wilmott http://mars.superlink.net/rwilmott/ |

| (macintosh,atari,tropical_photos,celebrity_babe_photos) |

2905. a lot of old 8-bit stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-19 00:00:00 UTC
From: Donald Fields <fields@pop.unb.ca>
Message-ID: <319FD9B9.2C5F@pop.unb.ca>
Source record: 83832

I have a couple STs and several Atari 8 bits (800s, 800xls, 1200, 130xes), drives, interfaces, software, docs, accessories, programming manuals, magazines (almost all for a number of years). If anyone is seriously interested in buying the lot then reply by email with what you think might be a reasonable range for some of these items. I will then do an inventory and reply. I'm only interested in disposing of it all in one swoop.

--

Donald L. Fields University of New Brunswick
Department of Psychology Sleep Laboratory

SNAIL: Bag 45444 Email: fields@unb.ca
Fredericton, NB Fax: 506\453-4505
CANADA E3B 6E4 Phone: 506\453-4707

2906. Re: Marble Madness

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-19 00:00:00 UTC
From: jimn8@netcom.com
Message-ID: <jimn8DrMoK4.6Iv@netcom.com>
Source record: 83833

eplicon@aol.com (Eplicon) writes:

>I suppose it was just as well. I tended to feel most of the stuff that EA
>released for the Atari were substandard translations, when compared to the
>C-64. It was like whatever programmers they hired only marginally knew
>the Atari system, and this just gave us a flat or watered down version.

I'm really surprised to read these comments, considering the wonderful original titles developed by EA for the 400/800: Archon and M.U.L.E. Seven Cities of Gold was exceptional as well. These titles were made *FIRST* for the Atari 400/800, and only later adapted to the C64.

More than a few people I know still keep their Atari 800 around for doing M.U.L.E. playing at parties, although some of that's sentimental feelings rather than actual game playing motivating them to keep the system around.

The failure of the 400/800 market had to do with the growing business in C64 products along with (in my opinion) Atari's abysmal failure to deal with that competition. If EA promised some 400/800 titles and failed to deliver, it has more to do with Atari than EA. Unfortunately, the same can be said for Commodore with the Amiga. EA sunk a lot of development money into the Amiga but hints about a sub-$500 computer didn't materialize until it was too late for the Amiga to make a full-on hit of the Amiga as a game machine.

Game players are sensitive about not only features but price point. Atari got left in the dust by Commodore, then Commodore lost market share to PC clones. It's unfair to blame EA for abandoning failing markets after investing so much and delivering such great products.

- Jim Nitchals
Apple II port programmer for Archon, Archon II

--
Jim Nitchals <jimn8@netcom.com>

2907. FS: C64/Apple/Amiga/Atari/TI-99 software (mostly) garage cleaning!

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-19 00:00:00 UTC
From: steven@rain.org
Message-ID: <4o3i3g$2h2@news.rain.org>
Source record: 83834
Cross-posted to: comp.sys.cbm,comp.sys.ti,comp.sys.apple2,comp.sys.apple2.marketplace,comp.sys.amiga.software,comp.sys.atari.8bit,comp.sys.mac.games.marketplace,misc.forsale.computers.other.software,misc.forsale.computers.mac-specific.software

I am posting this message for a friend without Internet access.

ALL SOFTWARE PACKAGES ARE ORIGINALS WITH COMPLETE DOCS, DISKS, AND BOXES, unless noted with a * which means there is no box. All opened disks have been tested and I will guarantee they work.

Rather than post separate for sale messages for each computer as I have done in the past, I thought I'd combine them into one large list so people could see everything I have available. If you are interested in anything, please read the end of the message before replying.

Items listed in this order:
Part 1. Commodore 64/128 game software (lots), datasette
Part 2. Amiga 3.5" game software (4 games)
Part 3. Apple II+/e business software, MIDI interface
Part 4. Atari ST and 8-bit software (no games)
Part 5. Macintosh 3.5" software (several games)
Part 6. TI-99/4A cartridges (2 educational)
Part 7. DBase II/III computer books (several)

Feel free to make reasonable offers on anything below. Few prices are firm, especially if you are buying several other items.

=== Part 1. Commodore 64/128 (all 5.25" disks) ================================

$2.50 each

Deceptor
Force 7
GEOS Desk Pack I *
Sky Runner

$3.50 each

Blue Angels
Die Hard
Oil Barons (big and heavy package)
Paperclip 64 *
Paperclip Spell Pack *
PHM Pegasus
Print Power (+Atari)
Top 20 Solid Gold (Cosmi) *
Top Fuel Eliminator
TV Sports Football

X-15 Alpha Mission

$4.50 each

Ace of Aces
Beyond Dark Castle *
Beyond Zork 128 *
Border Zone *
Defender of the Crown
Grave Yardage *
Kings of the Beach *
Millionaire *
Monopoly (Leisure Genius)
Murder by the Dozen *
Nord and Bert *
Pipe Dream *
Tomahawk

=> If you buy all of the C64 software, I will take 50 cents off per package
and ship for free if you don't want the boxes (not all items have the box
anyway). For everything but Oil Barons, that would be $90 delivered.

Hardware:
Commodore 64/PET Datasette.....$7

=== Part 2. Amiga 3.5" disks ==========

$4.50 each

Jack Nicklaus' Golf *
Midwinter
Pioneer Plague *
Warlock

=== Part 3. Apple II+/e (all 5.25" disks) ==========

Hardware: Apple-brand MIDI interface with cables (plugs into ADB port) - $16

ORIGINAL DISKS ONLY for 15 different PFS:File, PFS:Graph, PFS:Write, etc -
50 cents ea. disk - can provide a complete list if interested

Tons of Beagle Brothers Time-Out disks and manuals (no boxes) - DeskTools,
DeskTools II, Filemaster, Graph, MacroTools, MacroTools II, PowerPack,
Quickspell, Report Writer, Sidespread, SpreadTools, Superfonts, Thesaurus,
Ultramacros, Super Macroworks. If anyone is seriously interested in buying
the WHOLE LOT, please respond with your offer. Maybe I'm out of line, but
since these are valuable Appleworks utilities IMO, I was thinking around
$5 each. Correct me if they can be found elsewhere for less.

Many issues of a specialty Apple magazine called "The Assembly Line". I can
provide a more complete list of issues if someone is seriously interested.

=== Part 4. Atari ==========

Atari ST 3.5" software - $2 each
E-Z Track MIDI Sequencer - new, unopened (2 of them)
Personal Pascal *
ST Key *

Atari 8-bit 5.25" software - $3 each
Atariwriter (cartridge) *
Home Filing Manager (disk) *
Pilot language (cartridge) *
Print Shop (disk) *
Telelink (cartridge) *
Turtle Tracks (disk)

Also looking for Clowns & Balloons game disk -- will trade

=> Take all 4 Atari ST and 6 Atari 8-bit packages above for $20 + shipping

=== Part 5. Macintosh 3.5" disks ==

$2.50 each

Crimson Crown
Enchanted Scepters
Frogger (untested -- it may only run on a Mac 512K or possibly a Plus,
neither of which I have access to; disk seems error-free)
Ground Zero
Mastertype
Rival 1.1.4 (not a game)
Time and Magik

$3.50 each

Click Change 1.04 (not a game)
Corruption
Deja Vu

$4.50 each

Mac Plot, standard V3.4 (not a game)
Pools of Radiance
Status Mac - 1991, System 7 compatible, unopened (not a game)

Strategic Conquest Plus - disks only - $1.50

Note: Some of these games are old and may only run on older Macintoshes
with System 6 or earlier.

=> Take all Macintosh software above for $42 + shipping.

=== Part 6. TI-99/4A ==

Working cartridges - no boxes

$3 each

Beginning Grammar, no docs
Household Budget Management, w/ docs

Cartridges WANTED (will also trade the above for or possibly buy):
Beyond Parsec, Bigfoot, Computer War, Jumpman Jr., Space Journey,
Spy's Demise, Star Maze, and Tris.

=== Part 7. Books ==

I have too many DBase books and would like to sell all but a couple of the
following. I've never used any of them (and probably never will), so as long
as I keep a couple decent books on DBase III Plus I would be happy to sell
the rest. If any of them interest you, please make an offer on each.

Advanced DBase III Plus Programming and Techniques by Miram Liskin
Advanced Programmer's Guide to DBase II and III by Luis Castro
Advanced Techniques in DBase II by Alan Simpsons
Advanced Techniques in DBase III by Alan Simpson
Command Performance DBase II by Douglas Hergert
DBase III Plus & Local Area Networks by William Bates
DBase III Plus Programmer's Library by Joseph-David Carrabis
DBase III Plus To Go by Peter Randall
Everyman's Database Primer Featuring DBase II by Robert Byers
Expert DBase III Plus by Judd Robbins
Programming with DBase II by Cary Prague
Understanding DBase III Plus by Alan Simpson
Using DBase II by Carl Townsend

==

The above prices do not include shipping. I'm in California. Depending on
how far away you are, how many items you want, if they have boxes, and how
heavy everything is, the shipping cost usually ranges from $4 to $8 UPS or
priority US mail. I don't have time to deal with lots of small transactions,
so I need to ask a minimum of $15 worth of items. If you buy a lot of stuff
at once, I will make you a deal on the shipping. In general, a few pieces of
software cost $4 or $5 to ship.

I will only ship within the continental UNITED STATES.

Thank you,
Randall

Please send e-mail to steven@rain.org and include at the top of the message
or in the subject header: "Forward to Randall". Because these messages will
be hand-carried on floppy disk or sent to me via modem only once or twice
per week, it may take me a little while to respond.

2908. Re: Atari Hackers Help Needed!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-20 00:00:00 UTC
From: darrins@cyllene.uwa.edu.au
Message-ID: <4noshi$lqi@styx.uwa.edu.au>
Source record: 83835

paulp@megalinx.net wrote:
: I have a problem:......

: I have a few copies of an old atari 8bit game published by Avalon
: Hill, called Close Assault. It is a computer moderated wargame, with a
: hex board, counter pieces and play against a Human Opponent or an AI.

: It is apparently written in Basic, and probably compiled or otherwise
: protected from hacking.

: I want the orignal Atari Basic code, so that I can rewrite it in
: Microsoft Visual Basic v4.0

: can anyone help me out? Is the a hacker that can crack this, decompile
: or unprotect it, and gimme the Atari Basic code?

: Paul....

Sure they just didn't mess up the BASIC variable name table?
Now that's a bitch to clean up!

Regards!

--
Darrin Smith Phone:(work) 09 224 0263 (+61 9 224 0263)
Ph.D Student, University Dept of Medicine (fax) 09 224 0246 (+61 9 224 0246)
Medical Research Foundation Building (home) 09 305 9425 (+61 9 305 9425)
Level 4, 50 Murray St. PERTH WA 6000 (mob) 0414 534 120 (+61 414 534 120)

E-Mail: darrins@cyllene.uwa.edu.au WWW: http://www.uwa.edu.au/cyllene/darrins
---

2909. Re: seeking anti-virus software for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-20 00:00:00 UTC
From: ba930@FreeNet.Carleton.CA
Message-ID: <4novtt$bb6@freenet-news.carleton.ca>
Source record: 83836

(craig.s.thom@genie.com) writes:
> ba930@FreeNet.Carleton.CA (Chris Brown) writes:
>
>>But there is one lone virus for the 8-bit that I know of.. and it
>>supposedly turns the computer into a doorstop. Chris Karson of the Blues
>>Brothers BBS in Ottawa had it in his files section when he ran the board a
>>number of years ago..
>
> That sounds suspiciously like the april fools article and program that ran
> in one of the magazines (A.N.A.L.O.G.?) in 1986 or so. It was a joke that
> make the computer look like it was getting trashed. It was cute, but
> apparently many people didn't think it was funny. I did.

Ok.. minus that one, then.. I guess there probably aren't any. I'll be
damned if someone's got an infected Atari, cause there have been VERY VERY
few Atari viruses.

--
JESS | slave screams he has his own identity
TODD'S| slave screams he spends his life learning conformity
SPACE | slave screams he's going to cause the system to fall
------+ slave screams but he'd rather be chained to that wall

2910. Re: Wanted: Alternate Reality City/Dungeon

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-20 00:00:00 UTC
From: seaner@exo.com
Message-ID: <4np21f$huq@tofu.alt.net>
Source record: 83837

In article <697aPuU1S7B@antic.cls.de>, ulf@antic.cls.de says...
>
>On 17 May 96, andy@troas.demon.co.uk wrote ...
>
>> On Tue, 14 May 96 21:55:17 GMT, chelm@ix.netcom.com (Chris) wrote:
>>
>> >In article <4n9att$slh@nyx10.cs.du.edu>, thester@nyx10.cs.du.edu (Uncle
>> >Fester) wrote:
>> >> Can't recall the URL, but using Yahoo/Alta Vista search
>> >> on the phrase "Alternate Reality" will point you to the
>> >> Alternate Reality website which has the cracked games
>> >> themselves, maps, hints and trivia by the ton. Even
>> >> a PC version if you like. Both the City and the Dungeon
>> >> are there.
>> >>
>> >
>> >Unfortunately I believe there is something wrong with the version of the
>> >City they have there. It doesn't work any of my 8-bits.
>>
>> It doesn't work with any current 8 bit _emulators_, that's for sure.
>That's news to me! Both AR: THE CITY *AND* AR: THE DUNGEON work with
>XL-IT! - the German ATARI 8-Bit emulator.
>
>CU!
>
>Ulf

Works great if you've got a pentium, gives me an excuse to go out and buy one.
=) You forgot to mention the best thing about XL-it...It's FREE!!!!

Darth Vader

2911. C compilers

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-20 00:00:00 UTC
From: Fabrice Frances <frances@ensica.fr>
Message-ID: <31A03B83.30EEAC5C@ensica.fr>
Source record: 83838

Hi, as a 6502 fan, I hope you won't flame me for being an Oric user.
It seems you had more luck than us regarding software, is there a *good* C compiler in the Atari 8-bit world ? I'm looking for a native or cross-compiler (PC hosted) producing really good 6502 code. Do you know one ?
I have already seen some tiny-C compilers, producing "semi-compiled" code, sort of a stack machine interpreter, so I don't like this very much.
Also, I have written a back-end for LCC, producing 16 bits macros for the 6502, the code is rather optimized and run already fast on a 1 MHz 6502,
but I dream of a real *eight* bits compiler (with 8-bits integers, 16-bits long integers and pointers), and LCC's front end won't allow this without a lot of modifications. So, instead of re-inventing the wheel, I was thinking
Atari friends may already have such a nice thing 8-)

PS: If you can Carbon-Copy your answers to my e-mail, it would be nice too...
c.s.a.8 is much more crowded than c.s.oric ;-)
--

```
main(){int i,j,k,l,m,n,p;char
*s="@_DO@AJQ@AQQ@OQO@A_Q@AQQ@AQO@@@@ONN_QDQAQDAAODAOEDAAIDQAQNN_@@@@";for(j=0
;j<16;j++)for(l=0;p=j%8,m=l-7+p,i=m/6,n=j*4+i,k=1<<m%6,l<32-p;l++)putchar(l<7-
p?' ':l==31-p?'\n':s[n]&k?(j==6||!(s[n+4]&k)?'_':' '):k/2&&s[n]&k/2?'/':' ');}
```

2912. Re: Xformer

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-20 00:00:00 UTC
From: Ivan Mackintosh <ivan@rcp.co.uk>
Message-ID: <31A063B9.2A55@rcp.co.uk>
Source record: 83839

chris@klippan.se wrote:
>
> I have a small problem with the .xfd format.
> How do you know what the .xfd file contains.
> I could use DOS, but how do I list Drive 2.
> Drive 1 is allready occupied with the Dos 2.5.
> I really got to sort this out becouse I have to play Castle Wolfenstein
> again.

I assume you are using a PC as you mention XFormer.
You can directory .XFD and .ATR disks using various
utilities that can be found on my web page.

ADIR allows directory listing of .XFD/.ATRs containing
AtariDOS/MyDOS.

IMAGEMAN allows the above but with extra features like
creating/adding/deleting/extracting etc.

--
e-mail: ivan@rcp.co.uk
XFD/ATR Utilities: http://www.netlink.co.uk/users/helix/atari8/

2913. Re: WTB composit rca monitor by atari ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-20 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <4nq0vo$1184@usenetp1.news.prodigy.com>
Source record: 83840

Many TVs have composite color inputs now. I like the portable I saw at
Fry's Electronics last week for 150 bucks that has the inputs on the
FRONT of the TV! I'm asking for that one for my birthday next month. They
work well with most Atari software, because most Atari software allows
(and in some cases, depends on) the overscan designed into most TVs.

2914. Re: clock speed?

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-20 00:00:00 UTC
From: lginzb@ccat.sas.upenn.edu
Message-ID: <4nq3uk$7qb@netnews.upenn.edu>
Source record: 83841

In article <4nrp8s$lhn@nuke.csu.net> kendrick@zippy.sonoma.edu (William Kendrick) writes:
>Ray Wilmott (rwilmott@mars.superlink.net) wrote:
>: were of slightly different speeds, and for some reason the number 1.59
>
>~1.79Mhz. I forget what PAL is. I think it's faster (perhaps doubled?)

1.78979, to be exact. PAL was around 2.24.

Lionel

--
Lionel Artom Ginzburg lginzb@ccat.sas.upenn.edu

2915. Re: seeking anti-virus software for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-20 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <4nq4qh$pmk@crl3.crl.com>
Source record: 83842

```
: (craig.s.thom@genie.com) writes:
: >
: > That sounds suspiciously like the april fools article and program that ran
: > in one of the magazines (A.N.A.L.O.G.?) in 1986 or so. It was a joke that
: > make the computer look like it was getting trashed. It was cute, but
: > apparently many people didn't think it was funny. I did.

Actually, it purported to make the 6502 chip self-destruct. I thought it
was very funny as well.

John
jvogel@crl.com
```

2916. FS: 16 foot Atari extension cords

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-20 00:00:00 UTC
From: Reinhard Pribish <rpribish@wheel.dcn.davis.ca.us>
Message-ID: <31A09B91.21C6@wheel.dcn.davis.ca.us>
Source record: 83843
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,comp.sys.atari.8bit,alt.atari.2600

Imagine playing your Atari from across the room!

These cords have a male and female 9-pin connection
on either end and are 16 feet in length.

$7 for one or $12 for two, shipping included

2917. Trying to copy Atari 800 10K OS ROM

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-20 00:00:00 UTC
From: "David S. Bennahum" <davidsol@panix.com>
Message-ID: <31A0DC6D.58D3@panix.com>
Source record: 83844

I recently dug my Atari 800 out of storage, replete with 300+ games, and old essays from high school on Atari Writer...nostalgia aside, I want to run my old Atari applications on my Macintosh, so I acquired a very nice (it seems) emulator called Rainbow. Rainbow requires that I copy my Atari 800 Operating Sytem out of ROM and onto my Mac. I am having a very hard, well, extraordinarily hard, time doing this. It is turning into a brain teaser of sorts. Anyway, to make a long story shorter, does anyone have a copy of the Atari 800 OS from ROM which they could e-mail to me as an attachment? I am told it is around 10K in size. Any tips in general about transfering files from my Percom Dual Floppy Drive onto my Macintosh would be appreciated too. I assume I would use the Atari 850 I/O unit and hook it up to the Mac through one of the paralell ports into the Mac modem port. It seems I need a special cable, or coupler, to do this, since the Mac uses that funny little Mac-type plug to connect the modem.

Please c.c. replies to my e-mail address: davidsol@panix.com

Thanks in advance!

best,
db

2918. Re: Marble Madness

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-20 00:00:00 UTC
From: krieg@earth.execpc.com
Message-ID: <4nqju8$chl@earth.alpha.net>
Source record: 83845

In article <4ndpic$mn@newsbf02.news.aol.com>, Eplicon <eplicon@aol.com> wrote:

Re: Pitfall II

>the "The Lost Caverns" sequel that looked like the 2600. But I suppose
>that was made up for the fact that it included the big bonus game when you
>"won." I was told that none of the other systems had this extra part --
>not even for the C-64. That portion of the game was really tough, as it
>required fast (really fast) reflexes and superb timing. Once, I remember
>it took me like three hours to win that (back in '84).

What bonus game is this? I finished "Pitfall II" but the screen just locks
up and I think an end-game message scrolled by.

Do you have to find all the treasures or never lose a life to get the bonus
game?

--
=__ __ __ _ __ _= Andrew Krieg - Software Engineering Consultant =
=_ __ _ __ _ _ __= E-mail: krieg@execpc.com =
=_ _ _ ___= WWW: http://www.cs.uwm.edu/public/krieg/index.html =
=_ __ _ __ _ __ _= Treguna Mekoides Trecorum Satis Dee - Astoroth =

2919. Re: seeking anti-virus software for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-20 00:00:00 UTC
From: ba930@FreeNet.Carleton.CA
Message-ID: <4nqi4a$o3g@freenet-news.carleton.ca>
Source record: 83846

```
William Kendrick (kendrick@zippy.sonoma.edu) writes:
> Chris Brown (ba930@FreeNet.Carleton.CA) wrote:
>
> : Brad Rogers (brad@pianosa.demon.co.uk) writes:
> : >
> : > CB> Probably not, seeing that there are VERY few viruses for teh 8-bit..
> : > CB> (like.. maybe.. uh.. one?)
> : >
> : > And that one being Atari, no doubt. :-)
>
> : Of course it's an Atari virus. That's why it's posted in the Atari 8-bit
> : sig...?
>
> No no no! What he meant when he said "and that one being Atari" was
> that Atari, the COMPANY, was the horrible virus we all have to live with.
> ;)

In that case, the Tramiels would be the virus :)

--
JESS | slave screams he has his own identity
TODD'S| slave screams he spends his life learning conformity
SPACE | slave screams he's going to cause the system to fall
------+ slave screams but he'd rather be chained to that wall
```

2920. Re: Wanted: Alternate Reality City/Dungeon

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-20 00:00:00 UTC
From: smoore@chowgar.demon.co.uk
Message-ID: <832633664.15280.0@chowgar.demon.co.uk>
Source record: 83847

On 20 May 1996 06:04:31 GMT, seaner@exo.com (Darth Vader) wrote:

>>That's news to me! Both AR: THE CITY *AND* AR: THE DUNGEON work with
>>XL-IT! - the German ATARI 8-Bit emulator.
>>
>>CU!
>>
>>Ulf
>
>Works great if you've got a pentium, gives me an excuse to go out and buy one.
>=) You forgot to mention the best thing about XL-it...It's FREE!!!!
>
>Darth Vader
>

I've got The Dungeon to work (albeit slowly) but I can't get The City
to get past the opening sequence. I got the files from the AR site and
I remember reading somewhere that the City files were corrupt. Is
there anywhere alse I can get them from?

Regards.
****
* Simon Moore - smoore@chowgar.demon.co.uk *
****

2921. Re: Wanted: Alternate Reality City/Dungeon

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-20 00:00:00 UTC
From: chelm@ix.netcom.com
Message-ID: <4nqvb7$jm@dfw-ixnews4.ix.netcom.com>
Source record: 83848

>>> It doesn't work with any current 8 bit _emulators_, that's for sure.
>>That's news to me! Both AR: THE CITY *AND* AR: THE DUNGEON work with
>>XL-IT! - the German ATARI 8-Bit emulator.
>>

>Works great if you've got a pentium, gives me an excuse to go out and buy one.
>=) You forgot to mention the best thing about XL-it...It's FREE!!!!
>
>Darth Vader
>

Actually the best thing about XLit is it's not written by Darek Mihocka. Then
after that I'd say that the best things are that it works better already, and
the author doesn't charge for it.

2922. Trying to copy Atari 800 10K OS ROM -- Got It!

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-20 00:00:00 UTC
From: "David S. Bennahum" <davidsol@panix.com>
Message-ID: <31A1220C.2C52@panix.com>
Source record: 83849

Thanks to all for sending me copies of the Atari 400/800 OS.
If you're about to send me a copy, thanks...but I now have a
working version.

best,
db

2923. Cart pricing (Was Re: FREE Catalog of Atari 2600/5200/7800/Lynx and 8-BIT Hardware/Software)

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-20 00:00:00 UTC
From: "Mr. Maddog" <mrmaddog@prolog.net>
Message-ID: <Pine.SOL.3.91.960520223842.5151A-100000@ns1.ptd.net>
Source record: 83850
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

On Fri, 17 May 1996, Scott Butler wrote:

> In article <4nh66u$29f@stratus.skypoint.net>, ice@skypoint.com (Video 61) wrote:
> >**
> >* Looking for somthing for your good old 8-bit or game machine? *
>
> [SPAM SNIPPED]
>
> Why don't you guys get useful and get yourselves a *web* page? That way, *we*
> can browse your products without having to resort to waiting for the archaic
> paper catalog sent thru snail mail, and *you* could even take orders off the
> web page....

I'll tell you something else...I had ordered a catalogue from those guys to see what they have for 8-bit Atari computers. ALL of their games are more expensive than their worth, even the used games. I mean, you're much better off ordering 'new' 2600 games from Radio Shack for $9.95. And as for the 'used' games at 'expensive' prices, I can just go down to my nearest thrift store and pick up a copy for under a dollar without even haggling!! Jeepers, I even got a rare Rubik's Cube cart for 90 cents...of course I 'had' to take that awful ET game that was taped to it since it was the only way they can get rid of it.

Let us face it, old games are not worth even a quarter of the games that are not out now because of the technology we now have. The worth of classics are that they are still fun after all these years, and yes I did loved Rubik's Cube even if it had a VGR rating of Ultra Common! :)

Eric Noss
a.k.a
Mr. Maddog

2924. seeking anti-virus software for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-20 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <31a1006a@pianosa.demon.co.uk>
Source record: 83851

Whilst reading the usual rubbish I find here, Chris Brown wrote something
interesting to All about seeking anti-virus software for Atari:

Hello Chris,

>> And that one being Atari, no doubt. :-)
CB> Of course it's an Atari virus. That's why it's posted in the Atari

No, no, it was a joke. That's not what I meant. I meant Atari the company,
were the virus. Failed to deliver, made promises they couldn't/wouldn't keep,
etc.

Yet again my sense of humour fails. :-(

_
Regards, /_) 2:251/50.75 39:134/50.70
/ _)rad brad@pianosa.demon.co.uk

... They want us to come to a secret understanding.
Shot By Both Sides; Magazine

2925. seeking anti-virus software for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-20 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <31a10108@pianosa.demon.co.uk>
Source record: 83852

Whilst reading the usual rubbish I find here, craig.s.thom@genie.com wrote
something interesting to All about seeking anti-virus software for Atari:

Hello craig.s.thom@genie.com,

cst> That sounds suspiciously like the april fools article and program that
cst> ran in one of the magazines (A.N.A.L.O.G.?) in 1986 or so. It was a

I remember that. It was hilarious. Too many people took it seriously, by far.
Even after an emormous amount of explanations over subsequent issues, certain
people were still unconvinced.

Me, I typed it in and ran it. It was a superb piece of programming.

_
Regards, /_) 2:251/50.75 39:134/50.70
/ _)rad brad@pianosa.demon.co.uk

... I'm not in love with television. I'm not in love with the radio.
Ready Steady Go; Generation X

2926. Re: Atari Documentation Archive

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-21 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <4nr5j9$kc7@charm.magnus.acs.ohio-state.edu>
Source record: 83757

In article <152101@cup.portal.com>, <Chris_F_Chiesa@cup.portal.com> wrote:
>Stan Lackey (whose address Portal does not pull in for me here) writes:
>> Photos of real world scenes compress
>>better in jpeg; and stuff like line diagrams or nondithered 16-color
>>diagrams are better in GIF.
>
>Interesting; didn't know that. Probably because JPEG sticks to 24-
>bit data, whereas GIF provides the capability to pare down its palette
>to however few colors are actually in the image. Is that it, or am I
>way off base?

That's not quite it. The difference is in the entire philosophy
behind the storage. GIF stores the image pixel-by-pixel, compressed,
but it is a compression that can be reversed without loss. JPEG's
compression scheme is willing to lose some of the information, but in
general it is information that nobody would notice losing.

When storing images with definite edges and areas of the same color,
GIF's compression is better, while JPEG's wave-oriented compression is
better for complex images where adjacent pixels are
almost-but-not-quite the same.

From the JPEG FAQ...
<http://www.cis.ohio-state.edu/hypertext/faq/usenet/jpeg-faq/>
#JPEG is designed for compressing either full-color or gray-scale
#images of natural, real-world scenes. It works well on photographs,
#naturalistic artwork, and similar material; not so well on lettering,
#simple cartoons, or line drawings.
[...]
#JPEG is designed to exploit known limitations of the human eye,
#notably the fact that small color changes are perceived less
#accurately than small changes in brightness. Thus, JPEG is intended
#for compressing images that will be looked at by humans. If you plan
#to machine-analyze your images, the small errors introduced by JPEG
#may be a problem for you, even if they are invisible to the eye.
[...]
#Furthermore, JPEG is far more useful than GIF for exchanging images
#among people with widely varying display hardware, because it avoids
#prejudging how many colors to use.

I could quote more relevancies, but you get the idea; the JPEG FAQ has
an entire sectioon on GIF vs. JPEG.

The Bandwidth Conservation Society has a page that addresses the GIF
vs. JPEG question:
http://www.infohiway.com/way/faster/tuts/gifsummary.html

>>If the images are stuff like circuit schematics or other line
>>diagrams, though, I suggest bilevel TIFF using packbits or FAX
>>compression. Even _I_ could write a viewer for bilevel TIFF display.
>
>Hmm, so could I, as long as I had access to the public-domain TIFF
>library -- but TIFF seems like almost "overkill" for saving bilevel
>information... The overhead is going to be larger than the data...

It's been a while since I've looked at the TIFF spec, so I don't
remember how much overhead is involved, but it's definitely one option
to look at. It's what I normally use when I need more than 256 colors
and no loss. But for only 2 colors I don't know; I do know GIF would
be good there.

I'm surprised nobody has mentioned PNG (Portable Network Graphics),
the format that was designed specifically to replace (and improve
upon) GIF. See
http://quest.jpl.nasa.gov/PNG/
In comparisons with JPEG, it is more like GIF, but it can be used for
much of what TIFF is used for now; it also has better compression
than GIF.
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

2927. Atariwriter codes

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-21 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <4nr7gf$kpq@charm.magnus.acs.ohio-state.edu>
Source record: 83758

Among the many Atari program ideas I've been toying with is something to convert Atariwriter documents to a format directly usable on modern machines. Although I'm not sure about output formats yet (most popular ones are proprietary and/or overly complex), I figure the first step is re-obtaining the list of control codes. I sold my Atariwriter cartridge and documentation a while back.

So, could anyone send me the list? Even if it takes me forever to actually get a program written (I have finals coming up), I'll at least get the information available on my web page.
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

2928. Re: seeking anti-virus software for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-21 00:00:00 UTC
From: Bradley.Bacik@uc.edu
Message-ID: <4nr8ns$c8u@sjx-ixn5.ix.netcom.com>
Source record: 83759

k% (Ivan Keglevic) wrote:

>Is there any program for Atari that can find and kill all the known
>viruses (something like SCAN for MS DOS on PC)?

>Ivan Keglevic

There is one program that is close to a virus that I have. It is
called Zapper. What it does is write on the end of an executable code
that contains a counter which one sets to a specific number. The next
time you load the program after the predefined # of loads it formats
the disk rather that running the program. Also the program can scan
for infected files that contain zapper and disable it. I guess you
could classify it as a trojan.

2929. I need help

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-21 00:00:00 UTC
From: dchea@nyc.pipeline.com
Message-ID: <4nrfal$pii@news1.t1.usa.pipeline.com>
Source record: 83760

Hello,

I am new to this 8-bit Atari emulation on a PC and need help on how to run games throught the emulator. I downloaded the XL-IT emulator and got as far as getting to the blue screen basic prompt. Now how do I run a game? Any help would be appreciated.

-Dave

2930. Re: Atari Hackers Help Needed!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-21 00:00:00 UTC
From: mpierce@ash-uky.campus.mci.net
Message-ID: <4nrdu1$n63@news.campus.mci.net>
Source record: 83761

darrins@cyllene.uwa.edu.au (Darrin Smith) wrote:

>paulp@megalinx.net wrote:
>: I have a problem:.....

>: I have a few copies of an old atari 8bit game published by Avalon
>: Hill, called Close Assault. It is a computer moderated wargame, with a
>: hex board, counter pieces and play against a Human Opponent or an AI.

>: It is apparently written in Basic, and probably compiled or otherwise
>: protected from hacking.

>: I want the orignal Atari Basic code, so that I can rewrite it in
>: Microsoft Visual Basic v4.0

>: can anyone help me out? Is the a hacker that can crack this, decompile
>: or unprotect it, and gimme the Atari Basic code?

>: Paul....

Why not just write new code in Visual Basic using the Atari program as
you remember as a model?

>Sure they just didn't mess up the BASIC variable name table?
>Now that's a bitch to clean up!

>Regards!

>--
>Darrin Smith Phone:(work) 09 224 0263 (+61 9 224 0263)
>Ph.D Student, University Dept of Medicine (fax) 09 224 0246 (+61 9 224 0246)
>Medical Research Foundation Building (home) 09 305 9425 (+61 9 305 9425)
>Level 4, 50 Murray St. PERTH WA 6000 (mob) 0414 534 120 (+61 414 534 120)
>---
>E-Mail: darrins@cyllene.uwa.edu.au WWW: http://www.uwa.edu.au/cyllene/darrins
>---

2931. Pitall 2

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-21 00:00:00 UTC
From: "Jack H. Lee" <102337.2577@CompuServe.COM>
Message-ID: <4nrmqb$2b7$1@mhade.production.compuserve.com>
Source record: 83762

To the person that inquired about the "bonus game" --

After you complete the regular part of game (you must get the diamond ring, Quick Claw, and Pitfall's niece), a doorway opens up. Pitfall jumps for joy to the theme song, and automatically goes into a new area. This part is known as "The Adventurer's Edition" (check out the title scroll).

The second part of the game requires a lot of patience, dexterity, and a good memory. It's another treasure hunt, of sorts. You must acquire a lasso, a basket, a horn, and a charmer (this is the person that will help you get out of The Lost Caverns). When you have completed all this, you get a nice finale. The charmer plays a tune, the rope comes out of the basket, as you, your niece, and Quick Claw hang on, and go the surface. I think the diamong ring was also on the rope. Thus, you get a definite conclusion. You also must remember to be the right room for this to happen. When you start off, there's this one empty room informing you of what you need to win. After you get all the items, go back there.

The creatures are faster and more abundant, so you have to be on your guards at all times. Also, the rooms are not set up as easily to access to go exploring. So if you die, or miss a step and fall, you have to go through quite a bit of backtracking (which is often a headache). Hence, this can take you several hours to complete.

2932. New Address

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-21 00:00:00 UTC
From: 101755.2443., <>
Message-ID: <4nrst7$gp@dub-news-svc-6.compuserve.com>
Source record: 83763

To all Atari 8 Users please note my new E.Mail Address
101755.2443.,@compuserve.com

2933. Re: New Address

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-21 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <4nse4e$980@blackice.winternet.com>
Source record: 83764

```
> <101755.2443.,@compuserve.com> writes:
>
> To all Atari 8 Users please note my new E.Mail Address
> 101755.2443.,@compuserve.com
>
>>>>
Huh? 101755.2443 - Who is behind this Number?
```

2934. Re: seeking anti-virus software for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-21 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <DrrA1E.CyG@iglou.com>
Source record: 83765

Was that the joke DOS menu where, if you pressed a certain key the screen
would go crazy for a few seconds, then say "Scared you, didn't I?"
The "Run Cartridge" command showed an ascii animation of a cartridge
running across the screen.

--
Bill Marcum bmarcum@iglou.com
On 22 July, 1996, at 6:00 pm GMT, everyone in the world
just START HUMMING. Those who don't know will freak.

2935. Re: Wanted: Alternate Reality City/Dungeon

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-21 00:00:00 UTC
From: ulf@antic.cls.de
Message-ID: <69Jf-ZRXS7B@antic.cls.de>
Source record: 83766

On 20 May 96, smoore@chowgar.demon.co.uk wrote ...

> On 20 May 1996 06:04:31 GMT, seaner@exo.com (Darth Vader) wrote:
>
> >>That's news to me! Both AR: THE CITY *AND* AR: THE DUNGEON work with
> >>XL-IT! - the German ATARI 8-Bit emulator.
> I've got The Dungeon to work (albeit slowly) but I can't get The City
> to get past the opening sequence. I got the files from the AR site and
> I remember reading somewhere that the City files were corrupt. Is
> there anywhere alse I can get them from?

I suppose you still have XL-IT! V0.12. That's why AR: THE CITY doesn't work. Get V0.13 from the author's WWW homepage and enjoy THE CITY - if you got a PENTIUM, that is ;).

Ulf

2936. Re: Wanted: Alternate Reality City/Dungeon

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-21 00:00:00 UTC
From: ulf@antic.cls.de
Message-ID: <69Jf-uXHS7B@antic.cls.de>
Source record: 83767

On 20 May 96, chelm@ix.netcom.com wrote ...

> Actually the best thing about XLit is it's not written by Darek Mihocka.
Not written by WHO ;))))?
> Then after that I'd say that the best things are that it works better
> already, and the author doesn't charge for it.
EXACTLY!

Ulf

2937. Re: Xformer

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-21 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <4ns9k3$m5c@dfw-ixnews4.ix.netcom.com>
Source record: 83768

In <31999E29.696D@klippan.se> chris@klippan.se writes:
>
>I have a small problem with the .xfd format.
>How do you know what the .xfd file contains.
>I could use DOS, but how do I list Drive 2.
>Drive 1 is allready occupied with the Dos 2.5.
>I really got to sort this out becouse I have to play Castle
Wolfenstein
>again.
>
When you start up PCXf you must list the .xfd file as D2:. When you
type DOS from BASIC you will get the DOS 2.5 menu. Type A <cr> then D2:
<cr> (where <cr> is the return key). This is how you get the D2:
directory.

rely@ix.netcom.com

2938. Re: I need help

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-21 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <Drr9wD.CH5@iglou.com>
Source record: 83769

In article <4nrfal$pii@news1.t1.usa.pipeline.com>,
David Chea <dchea@nyc.pipeline.com> wrote:
>Hello,
>
>I am new to this 8-bit Atari emulation on a PC and need help on how to run
>games throught the emulator. I downloaded the XL-IT emulator and got as
>far as getting to the blue screen basic prompt. Now how do I run a game?
>Any help would be appreciated.
>
If the game is a Basic program, type RUN "FILENAME.BAS". Otherwise type
DOS to go to the Atari DOS menu, where you can type "A" to see the list of
files and "L" to load a file. Some programs need to be run without Basic.
On a real Atari, you would either unplug the Basic cartridge or hold down
the Option key. The XL-IT emulator should have instructions on how to
enable or disable Basic.

--
Bill Marcum bmarcum@iglou.com
On 22 July, 1996, at 6:00 pm GMT, everyone in the world
just START HUMMING. Those who don't know will freak.

2939. Sector copiers

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-21 00:00:00 UTC
From: Rob Parsons <robp@owl.co.uk>
Message-ID: <31A1E1C7.19E@owl.co.uk>
Source record: 83770

Any recommendations for Sector copiers to speed up the transfer of
8bit files from my atari 1050 to my PC hard disk (via sio2pc).
I have used mydos and various others but they all stop copying if
they encounter a bad sector. Ideally I want a copier which will just
continue to the next sector if the current one is bad.

Cheers,
Rob.

2940. MIO help

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-21 00:00:00 UTC
From: truesdale@james.wheaton.edu
Message-ID: <4nsgh6$6kb@wheaton.wheaton.edu>
Source record: 83771

Could someone who has an MIO please email me (or post) the electrical specs
for the power supply? I'd surely appreciate the help.

Phil

2941. Re: Wanted: Alternate Reality City/Dungeon

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-21 00:00:00 UTC
From: smoore@chowgar.demon.co.uk
Message-ID: <832706607.24675.0@chowgar.demon.co.uk>
Source record: 83772

On 21 May 1996 08:05:00 +0100, ulf@antic.cls.de (Ulf Petersen) wrote:

>I suppose you still have XL-IT! V0.12. That's why AR: THE CITY doesn't
>work. Get V0.13 from the author's WWW homepage and enjoy THE CITY - if you
>got a PENTIUM, that is ;).
>
>Ulf
>

Hi Ulf

I'm using 1.13 but I still can't get the City to work, where did you
get the xfd files from?

Regards.
****
* Simon Moore - smoore@chowgar.demon.co.uk *
****

2942. Re: clock speed?

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-21 00:00:00 UTC
From: ipoorten@cs.vu.nl
Message-ID: <Drruqy.GIB.0.-s@cs.vu.nl>
Source record: 83773

kendrick@zippy.sonoma.edu (William Kendrick) writes:

>Ray Wilmott (rwilmott@mars.superlink.net) wrote:
>: were of slightly different speeds, and for some reason the number 1.59

>~1.79Mhz. I forget what PAL is. I think it's faster (perhaps doubled?)

The clock speeds of PAL machines is 1.773447 MHz. (As a European Atari
hacker I know such numbers without looking them up :-) :-)

>-bill!
>kendrick@zippy.sonoma.edu ||| kendrick@vax.sonoma.edu
>** New Breed Software ** / | \ ** William Kendrick **
>http://zippy.sonoma.edu/~kendrick/ http://sterba.com/

Ivo
--
Ivo van Poorten
ipoorten@cs.vu.nl ivop@euronet.nl ivo@let.vu.nl
http://pmwww.cs.vu.nl/home/ipoorten/
Mega Magazine -- The Atari 8-Bit Homepage

2943. Wanted: Miner 2049er

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-21 00:00:00 UTC
From: glennb <glennb@interport.net>
Message-ID: <31A25321.7E82@interport.net>
Source record: 83774

Hi all,

I am looking for Miner 2049er on either cart or diskette.
Would prefer trade but would consider purchase as well.
Please email me privately if you can possibly help.

Thanks,
Glenn

email: glennb@interport.net

2944. How Do I Access My Account With An 800xl???

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-21 00:00:00 UTC
From: hamster@magicnet.net
Message-ID: <hamster-2105961704070001@pm10-01.magicnet.net>
Source record: 83775

The subjetc says it all. How do I use my internet account on my 8-bit? How do I d/l mail, read newsgroups, etc? Advice, please!

Regards,
Scottie

--
Scottie Prince / Kathleen Prince
Party Hamster Productions / Miniature Pinscher Rescue Of Orlando
He Writes Music / She Saves Dogs

They Both Live Here: hamster@magicnet.net

2945. Re: How Do I Access My Account With An 800xl???

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-21 00:00:00 UTC
From: asmolar@smol.fast.net
Message-ID: <slrn4q0563.37.asmolar@smol.fast.net>
Source record: 83776

On Tue, 21 May 1996 17:04:07 -0400, Scottie Prince <hamster@magicnet.net> wrote:
>The subjetc says it all. How do I use my internet account on my 8-bit? How
>do I d/l mail, read newsgroups, etc? Advice, please!

It depends, do you have a shell account or a ppp/slip account?

If the former, there is at least one vt100 emulator w/ 80 column
capability for the 8-bit. I doubt that there exists ppp/slip or any other
TCP/IP software for the 8-bit.

Tony Smolar

2946. Re: MIO help

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-21 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <Drs4pD.D2z@iglou.com>
Source record: 83777

In article <4nsgh6$6kb@wheaton.wheaton.edu>,
Phil Truesdale <truesdale@james.wheaton.edu> wrote:
>Could someone who has an MIO please email me (or post) the electrical specs
>for the power supply? I'd surely appreciate the help.
>
There were different versions of the MIO. Some used a standard Atari 9
volt AC supply, and others used 5 volts DC. I think the 5vdc version used
a different connector, and that 1 meg MIOs used 5vdc, but I could be wrong
on either or both of these. I don't know what power supply the MIO II
uses, if it's even been released. You could write to ftooned@crl.com for
information.

--
Bill Marcum bmarcum@iglou.com
On 22 July, 1996, at 6:00 pm GMT, everyone in the world
just START HUMMING. Those who don't know will freak.

2947. Re: How Do I Access My Account With An 800xl???

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-21 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <Drs4zA.D93@iglou.com>
Source record: 83778

In article <hamster-2105961704070001@pm10-01.magicnet.net>,
Scottie Prince <hamster@magicnet.net> wrote:
>The subjetc says it all. How do I use my internet account on my 8-bit? How
>do I d/l mail, read newsgroups, etc? Advice, please!
>
If your account isn't a shell account, you may be out of luck. If it is a
shell account, get an introductory book on Unix. You might want to use a
VT-100 emulator program like FlickerTerm or Ice-T.
Shell accounts seem to be going out of style. In my town there are
several new Internet providers, but none of them offer shell.

--
Bill Marcum bmarcum@iglou.com
On 22 July, 1996, at 6:00 pm GMT, everyone in the world
just START HUMMING. Those who don't know will freak.

2948. Re: Sector copiers

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-21 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <Drs53J.DBz@iglou.com>
Source record: 83779

In article <31A1E1C7.19E@owl.co.uk>, Rob Parsons <robp@owl.co.uk> wrote:
>Any recommendations for Sector copiers to speed up the transfer of
>8bit files from my atari 1050 to my PC hard disk (via sio2pc).
>I have used mydos and various others but they all stop copying if
>they encounter a bad sector. Ideally I want a copier which will just
>continue to the next sector if the current one is bad.
>
Mydos doesn't automatically skip bad sectors, but you can tell it which
sectors to copy by putting the sector numbers in parentheses after the
drive names.
--
Bill Marcum bmarcum@iglou.com
On 22 July, 1996, at 6:00 pm GMT, everyone in the world
just START HUMMING. Those who don't know will freak.

2949. Re: How Do I Access My Account With An 800xl???

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-21 00:00:00 UTC
From: hamster@magicnet.net
Message-ID: <hamster-2105962040540001@pm8-23.magicnet.net>
Source record: 83780

In article <slrn4q0563.37.asmolar@smol.fast.net>, asmolar@fast.net wrote:

> On Tue, 21 May 1996 17:04:07 -0400, Scottie Prince
<hamster@magicnet.net> wrote:
> >The subjetc says it all. How do I use my internet account on my 8-bit? How
> >do I d/l mail, read newsgroups, etc? Advice, please!
>
> It depends, do you have a shell account or a ppp/slip account?
>
> If the former, there is at least one vt100 emulator w/ 80 column
> capability for the 8-bit. I doubt that there exists ppp/slip or any other
> TCP/IP software for the 8-bit.

Eeks! I have ppp. :-(

Okay, somebody tell me there's something out there...

Regards.
Scottie

--
Scottie Prince / Kathleen Prince
Party Hamster Productions / Miniature Pinscher Rescue Of Orlando
He Writes Music / She Saves Dogs

They Both Live Here: hamster@magicnet.net

2950. Re: MIO help

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-21 00:00:00 UTC
From: DougF@gnn.com
Message-ID: <4nu0kh$1ik@news-e2b.gnn.com>
Source record: 83781

My original power cupply for my 256K MIO box has the following
specifications:
INPUT = 12V, 60Hz, 50W
OUTPUT = 9V AC, 31 VA

I hope this helps. I bet you could find a suitable replacement for this at
a good electronics store? Good Luck!

Happy Computing, from Doug Feldman in Ann Arbor, MI

2951. Chipmonk

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-21 00:00:00 UTC
From: Kenneth Wyckoff <ken_wyckoff@adc.com>
Message-ID: <31A2B809.7BF0@adc.com>
Source record: 83782

I am looking for a program called The Chipmonk -or- Chipmonk.

Please e-mail me if you know wher it can be found.

thanks in advance.

2952. seeking anti-virus software for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-21 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <31a1bcf8@pianosa.demon.co.uk>
Source record: 83783

Whilst reading the usual rubbish I find here, William Kendrick wrote something
interesting to All about seeking anti-virus software for Atari:

Hello William,

WK> No no no! What he meant when he said "and that one being Atari" was
WK> that Atari, the COMPANY, was the horrible virus we all have to live

Thanks Bill, I *knew* it made sense. :-)

_
Regards, /_) 2:251/50.75 39:134/50.70
/ _)rad brad@pianosa.demon.co.uk

... You only get in my way with your stupid ideas.
Lookin' After No. 1; The Boomtown Rats

2953. seeking anti-virus software for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-21 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <31a1bd5e@pianosa.demon.co.uk>
Source record: 83784

Whilst reading the usual rubbish I find here, Chris Brown wrote something
interesting to All about seeking anti-virus software for Atari:

Hello Chris,

>> Atari, the COMPANY, was the horrible virus we all have to live with. ;)
CB> In that case, the Tramiels would be the virus :)

:-))

I feel, however, that Atari was poor company even *before* the Tramiels got
involved. I mean, what did Warners actually *do* for them?

_
Regards, /_) 2:251/50.75 39:134/50.70
/ _)rad brad@pianosa.demon.co.uk

... Do you think I'm a raving idiot, just got off the boat?
Deny; The Clash

2954. Re: clock speed?

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-21 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4nrp8s$lhn@nuke.csu.net>
Source record: 83853

Ray Wilmott (rwilmott@mars.superlink.net) wrote:
: were of slightly different speeds, and for some reason the number 1.59

~1.79Mhz. I forget what PAL is. I think it's faster (perhaps doubled?)

-bill!
kendrick@zippy.sonoma.edu ||| kendrick@vax.sonoma.edu
** New Breed Software ** / | \ ** William Kendrick **
http://zippy.sonoma.edu/~kendrick/ http://sterba.com/

2955. Re: seeking anti-virus software for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-21 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4nrpcs$lhn@nuke.csu.net>
Source record: 83854

Chris Brown (ba930@FreeNet.Carleton.CA) wrote:

: Brad Rogers (brad@pianosa.demon.co.uk) writes:
: >
: > CB> Probably not, seeing that there are VERY few viruses for teh 8-bit..
: > CB> (like.. maybe.. uh.. one?)
: >
: > And that one being Atari, no doubt. :-)

: Of course it's an Atari virus. That's why it's posted in the Atari 8-bit
: sig...?

No no no! What he meant when he said "and that one being Atari" was
that Atari, the COMPANY, was the horrible virus we all have to live with.
;)

-bill!
kendrick@zippy.sonoma.edu ||| kendrick@vax.sonoma.edu
** New Breed Software ** / | \ ** William Kendrick **
http://zippy.sonoma.edu/~kendrick/ http://sterba.com/

2956. Re: Xformer

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-21 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4nrpgg$lhn@nuke.csu.net>
Source record: 83855

chris@klippan.se wrote:
: I have a small problem with the .xfd format.
: How do you know what the .xfd file contains.
: I could use DOS, but how do I list Drive 2.
: Drive 1 is allready occupied with the Dos 2.5.
: I really got to sort this out becouse I have to play Castle Wolfenstein
: again.

(1) Read my "New users, Emulator help FAQ" file. I can e-mail it to you.
It's posted here (and on comp.emulators.misc) on the first of every month.
It's also available via the web at:
http://zippy.sonoma.edu/~kendrick/nbs/new_and_emu.html

(2) From DOS 2.5, hit "A" for "Disk directory". Then hit "D2:*.*" to list
the files on drive 2.

(3) Use MyDOS instead. ;)

-bill!
kendrick@zippy.sonoma.edu ||| kendrick@vax.sonoma.edu
** New Breed Software ** / | \ ** William Kendrick **
http://zippy.sonoma.edu/~kendrick/ http://sterba.com/

2957. Re: Is there REALLY a Star Raiders II ??

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-21 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <4nrplq$lhn@nuke.csu.net>
Source record: 83856

EESurfer (eesurfer@aol.com) wrote:
: In the Last Starfighter incarnation, did anyone other than me encounter
: the starship Enterprise while recharging near the sun? (It only happened
: to me once....)

That's odd! I hope you're not just making a rumor. I wanna hear more
about this! :)

-bill!
kendrick@zippy.sonoma.edu ||| kendrick@vax.sonoma.edu
** New Breed Software ** / | \ ** William Kendrick **
http://zippy.sonoma.edu/~kendrick/ http://sterba.com/

2958. The birth of Atari 400/800 & OSS

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-22 00:00:00 UTC
From: Paul Laughton <paul@laughton.com>
Message-ID: <31A3F797.59CB@laughton.com>
Source record: 83707

For the story behind the birth of the Atari 400/800 and
OSS, see...

http://www.laughton.com/paul/abps/oss/oss.html

-Paul

2959. Re: Need Crush, Crumble & Chomp help

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-22 00:00:00 UTC
From: Jerold Rotbard <jrotbard@j51.com>
Message-ID: <31A3BED2.222C@j51.com>
Source record: 83708

Dear Jeremy,

Regarding your message listing line 1172 of Crush, Crumble and
Chomp, the last part of the line should read, FOR I=U1 TO MT.

Jerry

2960. Free 800XL, anyone?

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-22 00:00:00 UTC
From: steveg@cnct.com
Message-ID: <steveg-2205962205580001@news.cnct.com>
Source record: 83709

Anyone want a beat-up but still functional (at least, I think it's still functional) Atari 800XL? It's in midtown Manhattan; if you want it, come get it and it's yours.

NOTE: DON'T EVEN THINK OF ASKING/BEGGING/PLEADING/BRIBING ME TO SHIP THIS TO YOU. Any and all requests to do so will be mail bombed without remorse. Thank you.

- -
steveg@cnct.com -=> http://earth.cnct.com/home/steveg/index.html
Iomega Zip FAQ -=> http://earth.cnct.com/home/steveg/zip.html
Steve's Trading Post -=> http://earth.cnct.com/home/steveg/trading.html
Ferret is Latin for "little fur thief". "Little fuzzy fearless klutz
that hides valuables" apparently takes too long to say in Latin.

2961. Re: Sector copiers

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-22 00:00:00 UTC
From: Rob Parsons <robp@owl.co.uk>
Message-ID: <31A2C60A.755F@owl.co.uk>
Source record: 83785

Bill Marcum wrote:
>
> In article <31A1E1C7.19E@owl.co.uk>, Rob Parsons <robp@owl.co.uk> wrote:
> >Any recommendations for Sector copiers to speed up the transfer of
> >8bit files from my atari 1050 to my PC hard disk (via sio2pc).
> >I have used mydos and various others but they all stop copying if
> >they encounter a bad sector. Ideally I want a copier which will just
> >continue to the next sector if the current one is bad.
> >
> Mydos doesn't automatically skip bad sectors, but you can tell it which
> sectors to copy by putting the sector numbers in parentheses after the
> drive names.
> --
This is actually what I am trying to avoid, because copying sectors 1-100
then 102-715 and then 717-720 is pretty time comsuming when you have a
couple of hundred disks to copy.
Rob.

2962. Re: How Do I Access My Account With An 800xl???

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-22 00:00:00 UTC
From: ba930@FreeNet.Carleton.CA
Message-ID: <4nto6b$mvc@freenet-news.carleton.ca>
Source record: 83786

Scottie Prince (hamster@magicnet.net) writes:
> The subjetc says it all. How do I use my internet account on my 8-bit? How
> do I d/l mail, read newsgroups, etc? Advice, please!

If it's SLIP/PPP, forget it. If it's a dialup shell account, just get an
80 column emulator and call your provider.. it should work..

--
JESS | slave screams he has his own identity
TODD'S| slave screams he spends his life learning conformity
SPACE | slave screams he's going to cause the system to fall
------+ slave screams but he'd rather be chained to that wall

2963. Re: Marble Madness

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-22 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31a2825c.623237@news.superlink.net>
Source record: 83787

>
>What bonus game is this? I finished "Pitfall II" but the screen just locks
>up and I think an end-game message scrolled by.
>
>Do you have to find all the treasures or never lose a life to get the bonus
>game?
>
What version did you finish? The Atari 8 bit version is the only one
to my knowledge that includes a second set of screens (after you touch
the monkey). On the first set of screens you have to touch your twin
(The guy with the hat), right after you jump down from the balloon.
On the second set of screens, you have to get: the hat, the rope
(Thats the toughest.... if your stuck, heres a hint. Keep running and
jumping, the bird will never touch you, keep right on his tail), the
flute, and fat boy (well, what I call fat boy, he looks like a fat
version of your character)

It's pretty cool. I was so ecstatic when I first did it I jumped up
and down for a week.

Speaking of ecstatica, does anyone play that for the PC? I'm stuck!
And yes, I have the walkthrough, doesnt help.

2964. Re: MIO help

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-22 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <4ntuhq$adp@main.freenet.hamilton.on.ca>
Source record: 83788

Bill Marcum (bmarcum@iglou.iglou.com) wrote:
: In article <4nsgh6$6kb@wheaton.wheaton.edu>,
: Phil Truesdale <truesdale@james.wheaton.edu> wrote:
: >Could someone who has an MIO please email me (or post) the electrical specs
: >for the power supply? I'd surely appreciate the help.
: >
: There were different versions of the MIO. Some used a standard Atari 9
: volt AC supply, and others used 5 volts DC. I think the 5vdc version used
: a different connector, and that 1 meg MIOs used 5vdc, but I could be wrong
: on either or both of these. I don't know what power supply the MIO II
: uses, if it's even been released. You could write to ftooned@crl.com for
: information.

: --
: Bill Marcum bmarcum@iglou.com
: On 22 July, 1996, at 6:00 pm GMT, everyone in the world
: just START HUMMING. Those who don't know will freak.

The MIO can use both AC and DC. Just plug in any 1050 power supply and it works fine. I have had both the "video expansion" slot type and the "non video expansion" type and they both work the same.

As far as the MIO II goes, well, don't bet on it. I know FTe's voice number, and I can't even get ROMs from the guy. I hope Mike gets it together soon.

Willy

2965. Ape 1.09 Available Soon

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-22 00:00:00 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <4nu87b$9mb@madeline.INS.CWRU.Edu>
Source record: 83789

Ape 1.09 will be available soon. Registered users may contact me for
a beta test copy.

Some info on 1.09 as it stands now:

```
Hello beta testers!^M
^M
As you may have noticed there is _no_ documentation yet^M
included for Ape 1.09, and there is still no documentation for^M
the still beta Prosystem 1.50.^M
^M
Ape 1.09 and ProSystem 1.50 now support images of^M
enhanced density and a extension of the .PRO format was^M
changed to help this along.^M
^M
You _must_ convert your old v2 .PRO images to v3 .PRO^M
images or they cannot be used with Ape 1.09. A fast and^M
automated program, PRO2TO3.EXE is included to convert all^M
your old images. You can give it a wildcard filespec so^M
you should be able to convert all your .PRO images in one^M
pass :)^M
^M
There have been a ton of internal and visible changes to^M
the ProSystem. These changes will be documented in the first^M
version of the ProSystem documentation.^M
^M
Beta users of ProSystem 1.20 ___WARNING___, please contact^M
me for an update to 1.50. Bugs in 1.20 can cause corrupted disk^M
images and images that fail because of a density detect bug.^M
^M
^M
Major changes from Ape 1.07 -> 1.09 BETA (As of 5/5/96)^M
--------------------------------------------------------------------------^M
Executable file now smaller because of internal changes in^M
allocation of dynamic memory vs. the old static method.^M
^M
Executable now uses overlays for routines that are not time^M
critical, freeing page space for more features in the main^M
program.^M
^M
850 Emulation Fixed - A problem in 1.07 caused a 6502 vector in the^M
stage 3 handler to point to a BRK instruction (OOPS!).^M
^M
850 Emulation Fixed - Problem with concurrent I/O dropping out the^M
instant it starts cured.^M
```

^M
Fixed DCM code to allow decompression of double density images, bug^M
has been in the DCM code since its was written.^M
^M
PC Mirror: Files written to the PC mirror would fail with a DISK FULL^M
message after about 400 sectors, fixed. Mirror now supports^M
capture of files upto 8 Megs.^M
^M
Writing to a file that already existed in the PC Mirror drive^M
would cause the program to fail with a device timeout. Mirror^M
now supports writes to any file, even if it exists.^M
^M
Files written to the PC Mirror would on rare occasions be^M
truncated to 125 byte intervals, or have an extra 125 bytes^M
appended. Fixed.^M
^M
Files written to the PC Mirror would appear in the default^M
DOS path instead of the current PC Mirror path. Fixed.^M
^M
Ape and ProSystem now be more monochrome friendly. If MDA adapters are^M
detected all screens are displayed in white on black _only_.^M
^M
Ape 1.07 could be crashed about 10 ways with runtime error 203. This^M
sloppy memory problem has been fixed and wont happen anymore.^M
^M
Spartados 3.2x (XF551 version) is now fully supported. Thanks to the user^M
who sent 3.2x for testing. Problems included failure to format any disk^M
(floppy or HD). Unknown if this will effect the X cart situation.^M
^M
When ATR images were created, they could then be mounted on the same^M
drive as the PC Mirror, caused some interesting effects but is fixed.^M
^M
When creating ATR images they would appear in the default DOS path if^M
no path was specified, they now appear in the default ATR/PRO path.^M
^M
APE ProSystem emulation code rewritten and streamlined, added 5 extra^M
emulation modes (more coming). ProSystem now _requires_ version 3^M
format images. See the above instructions for converting your^M
existing .PRO images.^M
^M
Many improvments to file selector including better path handling, type^M
highlighting, drive change entries, visible marker (mono friendly) and^M
internal changes.^M
^M
--^M
^M
Thanks to everyone who sent images, bugs, raves, etc. I will try to mention^M
all of you personally in the offical read_me, for now you know who^M
you are and your help is much appricated!^M
^M

Of course a teriffic thanks to all that have registered since 1.07. Most^M
all the above enhancments are only for you, and I hope they make APE^M
a better and easier to use product for _you_.^M
^M
Steven Tucker^M
^M
Author of APE: The Atari Peripheral Emulator, APE ProSystem, and^M
Imagic 95/NT: The Universal disk image converter.^M
^M
http://www.nacs.net/~classics^M
mailto:classics@nacs.net^M
mailto:dh395@cleveland.freenet.edu^M

--
-- Video game playing, adventure junkie, choclate craving, woman loving,
Limbaugh hating, Trek watching, all around lazy computer fart.

!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

2966. Re: seeking anti-virus software for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-22 00:00:00 UTC
From: "J. F. Goodwin" <smrgoodw>
Message-ID: <4nulgd$fgt@susscsc1.rdg.ac.uk>
Source record: 83790

craig.s.thom@genie.com wrote:
>ba930@FreeNet.Carleton.CA (Chris Brown) writes:
>
>>But there is one lone virus for the 8-bit that I know of.. and it
>>supposedly turns the computer into a doorstop. Chris Karson of the Blues
>>Brothers BBS in Ottawa had it in his files section when he ran the board a
>>number of years ago..
>
>That sounds suspiciously like the april fools article and program that ran
>in one of the magazines (A.N.A.L.O.G.?) in 1986 or so. It was a joke that
>make the computer look like it was getting trashed. It was cute, but
>apparently many people didn't think it was funny. I did.

Me too. The article was "Paperweight" and it represented the frustration
users were having with Atari at the time (some things never change).
It was a Feb issue, but I can't remember the year. There were scores of
complaints in the following issue about that and the Editorial which
had given the impression that everyone should give up their 8-bit and
move onto its bigger brother, the ST. I remember that issue well.

- Joel

2967. Re: MIO help

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-22 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <4nusn6$vv@dfw-ixnews8.ix.netcom.com>
Source record: 83791

In <4nsgh6$6kb@wheaton.wheaton.edu> truesdale@james.wheaton.edu (Phil Truesdale) writes:
>
>Could someone who has an MIO please email me (or post) the electrical specs
>for the power supply? I'd surely appreciate the help.
>
>Phil
It depends on which MI/O you have. I have the 256K version and am using an Atari 1050 disk drive power supply and that works fine. I bought mine used and it had no PS with it. If you have the 1MB version you'd need one with a high VA rating than the one I'm using. You should check with FTE to see if they carry them. You can contact them at 1-800 GET-REAL.

rely@ix.netcom.com

2968. Re: Pitall 2

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-22 00:00:00 UTC
From: eplicon@aol.com
Message-ID: <4nv3jf$flc@newsbf02.news.aol.com>
Source record: 83792

Also, you have to get that white mouse *before* you get Quick Claw,
otherwise you're going to put yourself in a no-win situation!

2969. Re: Atari Hackers Help Needed!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-22 00:00:00 UTC
From: paulp@megalinx.net
Message-ID: <4nv5ut$4d8@axil.megalinx.net>
Source record: 83793

mpierce@ash-uky.campus.mci.net wrote:

>>paulp@megalinx.net wrote:
>>: I have a problem:.....
>>: I have a few copies of an old atari 8bit game published by Avalon
>>: Hill, called Close Assault. It is a computer moderated wargame, with a
>>: hex board, counter pieces and play against a Human Opponent or an AI.

>>: It is apparently written in Basic, and probably compiled or otherwise
>>: protected from hacking.

>>: I want the orignal Atari Basic code, so that I can rewrite it in
>>: Microsoft Visual Basic v4.0

>Why not just write new code in Visual Basic using the Atari program as
>you remember as a model?

I have already hashed out the interface and the graphics, I just need
to see how they handled the combat and the Line-of Sight stuff. I have
not a clue how they did it, inas the docs don't tell anything about
it.

Paul..

2970. Re: FREE Catalog of Atari 2600/5200/7800/Lynx and 8-BIT Hardware/Software

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-22 00:00:00 UTC
From: krieg@earth.execpc.com
Message-ID: <4nv9qb$ilh@earth.alpha.net>
Source record: 83794
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

In article <jtilton.1061.0015E515@vt.edu>, Jay Tilton <jtilton@vt.edu> wrote:
>sydtech@skypoint.com (Scott Butler) writes:
>
>>In article <4nh66u$29f@stratus.skypoint.net>, ice@skypoint.com (Video 61) wrote:
>>>**
>>>* Looking for somthing for your good old 8-bit or game machine? *
>
>>[SPAM SNIPPED]
>
>>Why don't you guys get useful and get yourselves a *web* page? That way, *we*
>>can browse your products without having to resort to waiting for the archaic
>>paper catalog sent thru snail mail, and *you* could even take orders off the
>>web page....
>
>No great shakes on what they have. In fact, it's pretty disappointing.
>Shrinked 2600 games bottom out at $10, loose carts start at $2 for
>even the most obnoxiously common titles (Combat, ET, Pacman), shrinked
>7800 games for either $20 or $30, and 5200 games for between $10 and
>$20. Worst price gouge of all is $50 for a used 2600 console. You
>heard correctly, **fifty clams** for what everybody's picking up by
>the carload at thrifts for nothing. Only one or two things of even
>moderate interest to me as an Atari 26/52/7800 buff, and my collection
>is positively puny compared to most others.

Let me put an Atari 8-bit spin on the catalog, since they did advertise here
as well.

They have a great selection of over 100 Atari 8-bit carts, but they charge
$20 a piece for everything! Even if a cart is loose, it's $20, no
execptions.

And some of these carts are "obnoxiously common" (as Jay put it). Can you
imagine paying $20 for:
Centipede Pac-Man Donkey Kong
Defender Pole Position Deluxe Invaders
Frogger Joust Asteroids
Super Breakout Music Composer E.T. (!!!)

They also have a collection of Atari 8-bit disks, mostly that stuff you found
clearanced at Kay*Bee stores 10 years ago for $5. Everything here is priced
$10-$15 (Ok they do have 3 titles for $5, but there's also a couple at $20).
Some things are an OK deal, but the majority is over-priced as well.

Overpriced Examples

$13 Preppie or Preppie II
$13 (Mastertronic junk like Action Biker & Kickstart)
$15 File Manager

OK Examples

$10 Boulder Dash Construction Kit
$10 Spy Vs. Spy I & II (together)
$10 Flight Simulator scenery disks

Lynx carts are also extremely over priced. Crappy common games like "Pit Fighter", "Kung Food" and "Basketbrawl", which retail for $15-$20 at Toad Computers or Bits-of-Fun are $40!!! The only rare Lynx cart they have is "Lemmings" for $40, which isn't too bad. Everything else is quite common and sells for $25 or $40.

(PLUG: You can get over 20 of the 28 carts Video 61 offers for the Lynx for $12 or less at Don Thomas' Blow-out sale at:
http://www.atari.com/wacky.html)

Shop around folks, Video 61 is extremely out of line.
--
=__ __ __ _ __ _= Andrew Krieg - Software Engineering Consultant =
=_ __ _ __ _ _ __= E-mail: krieg@execpc.com =
=_ _ _ ___= WWW: http://www.cs.uwm.edu/public/krieg/index.html =
=_ __ _ __ _ __ _= Treguna Mekoides Trecorum Satis Dee - Astoroth =

2971. Re: Wanted: Miner 2049er

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-22 00:00:00 UTC
From: glenk@DSG.Tandem.COM
Message-ID: <4nvchi$8me@gazette.loc3.tandem.com>
Source record: 83795

Concerning Miner 2049er. There was a "secret" code that you could enter to jump to a specific level. Does anyone remember that code? I never reached the last two or so levels....

Glenk

2972. Need Crush, Crumble & Chomp help

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-22 00:00:00 UTC
From: Jeremy Larsen <JEREMY@MUSIC.CC.UGA.EDU>
Message-ID: <22MAY96.15900982.0137@UGA.CC.UGA.EDU>
Source record: 83796

CC&C was one of my favorite games back "then," and about a year ago
some extremely kind person sent me a copy of it, free (Matt Pritchard,
if you're out there email me! I never thanked you!!).
But something was wrong with it. After going through part of the
opening stuff (right after selecting a city to destroy), I get an
error 13 at line 1172. (It's a BASIC game.)

Here is my 1172:

```
1172 NEXT J: NEXT L: FOR I=U0 TO U10+U5: PW(I)=U5: NEXT I: FOR U1 TO MT
```

Obviously, the end of that line makes no sense. Could someone tell
me what it is supposed to be (or provide a printout of the pgm)? I
recently hooked up the machine again and am dying to play this game!
Thanks very much...

Jeremy

2973. Re: Sector copiers

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-22 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <4nvsnb$cd8@blackice.winternet.com>
Source record: 83797

> Rob Parsons <robp@owl.co.uk> writes:
> Bill Marcum wrote:
> >
> > In article <31A1E1C7.19E@owl.co.uk>, Rob Parsons <robp@owl.co.uk> wrote:
> > >Any recommendations for Sector copiers to speed up the transfer of
> > >8bit files from my atari 1050 to my PC hard disk (via sio2pc).
(SNIP)
>
>>>>
Two come to mind, 'USCOPIER.COM' and 'COPYMATE.COM'.
If I remember correctly, Copymate is the better, came with the "CHIPMUNK"
disk and was out as a Shareware version. It is simular to DISKEDIT where
it put up a table of all the tracks and sectors and showed you which sectors
were bad or what seemed wrong about them.

Hope this helps; Rich Mier

2974. Re: MIO help

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-22 00:00:00 UTC
From: ryang@aurora.net
Message-ID: <4nvsse$561@aurora.net>
Source record: 83798

Robert Smith Ely (rely@ix.netcom.com) wrote:
: It depends on which MI/O you have. I have the 256K version and am using
: an Atari 1050 disk drive power supply and that works fine. I bought
: mine used and it had no PS with it. If you have the 1MB version you'd
: need one with a high VA rating than the one I'm using. You should check
: with FTE to see if they carry them. You can contact them at 1-800
: GET-REAL.

: rely@ix.netcom.com

I have a 1meg MIO, (version 1.1) and I just use a standard disk-drive
power supply. Ive been running it 24Hrs for the last 11 months for my
BBS... no problems :)

Ryan

2975. Re: MIO help

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-22 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <4nvt45$cd8@blackice.winternet.com>
Source record: 83799

> rely@ix.netcom.com(Robert Smith Ely) writes:
> In <4nsgh6$6kb@wheaton.wheaton.edu> truesdale@james.wheaton.edu (Phil
> Truesdale) writes:
> >
> >Could someone who has an MIO please email me (or post) the electrical
> specs
> >for the power supply? I'd surely appreciate the help.
> >
> It depends on which MI/O you have. I have the 256K version and am using
> an Atari 1050 disk drive power supply and that works fine. I bought
> mine used and it had no PS with it. If you have the 1MB version you'd
> need one with a high VA rating than the one I'm using. You should check
> with FTE to see if they carry them. You can contact them at 1-800
> GET-REAL.
>
>>>>
The 256K and 1Meg use the same power supply. The 1050 one
will work just fine. The MIO is made to use AC or DC voltage. There was
an article around a long time ago about connecting it up through a 12 Volt
motor cycle battery and a trickle charger so if power went off while no one
was around, it would save the contents (useful for BBS's).
BTW, Don't use a 5 volt supply. The MIO has a 5 Volt regulator
in it and it has to have 7.2 V minimum to work correctly. Or is it 6.2 V.?
Oh well, you get the idea.

Rich Mier

2976. Re: C compilers

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-22 00:00:00 UTC
From: tomhunt@bright.net
Message-ID: <31a1979d.1308862@news.bright.net>
Source record: 83800

On Mon, 20 May 1996 11:29:39 +0200, Fabrice Frances
<frances@ensica.fr> wrote:
>but I dream of a real *eight* bits compiler (with 8-bits integers, 16-bits long
>integers and pointers), and LCC's front end won't allow this without a lot of
>modifications. So, instead of re-inventing the wheel, I was thinking
>Atari friends may already have such a nice thing 8-)
>

You might check into the cc65 compiler, by JRD. He published it under
the Free Software Foundataion copyright. It seems to offer what you
are looking for. Personally, I think it would be a snap to get it
assembled for your system. Just change the zero page equates and the
o.s. equates, and it should assemble o.k.

Cc65 is available on umich, wustl, and the merit archive. Comes with
complete source code, too!

Tom Hunt, Closer To Home Enterprises. | PGP key available on keyservers, or
Developer of CTH Shareware. | Finger tomhunt@brutus.bright.net
Sysop of The Closer To Home BBS, 419-368-4413, 3-14.4, USR.
Key Fingerprint = 98 43 51 AD AA 85 69 07 42 51 A9 A0 65 4F 21 44

2977. Re: Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-22 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <4o00ua$1af4@usenetp1.news.prodigy.com>
Source record: 83801

Yes, we might be a little crazy to stay with 8 bits, but it's fun...

2978. Re: C compilers

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-22 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <4o01un$1ia6@usenetp1.news.prodigy.com>
Source record: 83802

I'm late to this thread, so maybe I'm out of line when I suggest Action of M65 as alternatives to C on the Atari 8 bit line. Unless you are learning C in particular so you can program other computers, 8 bit programming on the Atari, C64, and Apple is best in Assembler and not much harder. M65 on the Atari has a tool kit with macros that can plug into your code nicely. Action is a language solely for the Atari, as far as I know, that incorportates features of C and Pascal into a language people seem to either love or hate. It compiles into pretty fast working programs too.

2979. Wanted: 1200 or better modem for 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-22 00:00:00 UTC
From: kevins@hutch.cfa.org
Message-ID: <4o02h2$9tq@cronkite.polaristel.net>
Source record: 83803

I'm looking for a 1200 baud or better modem that I can directly
connect to my 1200xl.

Thanks

Kevin Steinhaus
kevins@hutchtel.net

2980. Re: Wanted: Miner 2049er

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-22 00:00:00 UTC
From: Jeremy Larsen <JEREMY@MUSIC.CC.UGA.EDU>
Message-ID: <22MAY96.20337710.0248@UGA.CC.UGA.EDU>
Source record: 83804

In article <4nvchi$8me@gazette.loc3.tandem.com> glenk@DSG.Tandem.COM (kimitsuka_glen) writes:
>
>Concerning Miner 2049er. There was a "secret" code that you could enter
> to jump to a specific level. Does anyone remember that code? I never
> reached the last two or so levels....
>
>Glenk
>.
>.
The way to do this is to get the phone number from the title screen (wait til Bob goes all the way to the bottom level). Just type that in and then you can jump to any board. (There is a way to adjust the speed, too, and one or the other might need a CTRL key with it. I'm not sure, but try it out. What I mean is, type the ph#, then hit CTRL-6 to go to board 6. Maybe. I know it's something like that!)
Tidbit: because of said title screen, I can never see or hear the phrase "Van Nuys, CA" without thinking of this game :) I played this game a million times a day for a couple years...
Jeremy

2981. Re: Need Crush, Crumble & Chomp help

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-22 00:00:00 UTC
From: DougF@gnn.com
Message-ID: <4o0kpl$kbn@news-e2d.gnn.com>
Source record: 83805

I don't have the game but I think error code 13 is for a NEXT without a matching FOR statement. So maybe there is a missing FOR J or FOR L in the coding. The part "FOR U1 to MT" looks kinda strange too. Maybe it should be

FOR U=1 TO MT

I hope someone else gives you some better ideas on this. Good Luck.

Happy Computing, from Doug Feldman in Ann Arbor, MI

2982. Make any offer on this stuff.

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-22 00:00:00 UTC
From: Secross <secross@whidbey.com>
Message-ID: <Pine.GSO.3.93.960522205032.10076A-100000@whidbey>
Source record: 83806

This is the last of the atari stuff that i have.

(1) Atari 400 + power suppluy. looks good, works good.
(1) 1010 tape drive + power suppluy & serial cable. works good.
(1) 1010 tape drive. parts only.
(4) learn basic cassettes. couple of I/O errors in loading on one tape.
(3) cartridges. Pac-Man, Donkey Kong, Basic Cartridge.

I wish to sell ALL of this stuff at once, (if i can help it)
E-Mail me back and make ANY offer if interested.
Thank You.

Secross@Whidbey.com
Clinton, Washington

2983. Re: Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-23 00:00:00 UTC
From: David Pola <davidp@powerup.com.au>
Message-ID: <31A3200F.640F@powerup.com.au>
Source record: 83710

Uhh.. 8 bit.. hehehe huh huh huh..

2984. Games for XL-IT

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-23 00:00:00 UTC
From: dchea@nyc.pipeline.com
Message-ID: <4o0cac$l27@news1.t1.usa.pipeline.com>
Source record: 83711

Hi,

Does anyone know where I can get games for the XL-IT emulator for PCs? The games I am specifically looking for are MULE, Alternate Reality, Mario Bros., and Ballblaster. Any help would be appreciated. Thanks.

David

2985. Re: Pitall 2

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-23 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31a3c138.466486@news.superlink.net>
Source record: 83712

Actually, getting the diamond ring is not necessary. You must have had the directions, Pitfall's Niece? Where does it say that?

2986. Re: How Do I Access My Account With An 800xl???

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-23 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31a3c2c4.862680@news.superlink.net>
Source record: 83713

>
>Eeks! I have ppp. :-(
>
Actually, Scottie, I know I told you to look here for help, but
depending on your ISP, you might be able to: Mine gives you a menu
when you log on manually (don't use scripting) and one of the options
is connect to SHELL account, which uses VT 100 which you can then use
their machine as if it were your own.

2987. Re: Announce: XL-it! Version 0.13

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-23 00:00:00 UTC
From: mldcs@anet-dfw.com
Message-ID: <4o0ov8$ntf@news.anet-dfw.com>
Source record: 83714
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

In article <3199C842.7F38@htw.uni-sb.de>,
Markus Gietzen <iig05-1@htw.uni-sb.de> wrote:
>XL-it! Version 0.13 is now available from this site:

Any chance you will create a version that uses the standard PC keyboard
layout?

Thanks...

```
;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.
; ;.
; Mark C. Lowe mldcs@anet-dfw.com ;.
; ARS KB5III ;.
; Dallas, TX ;.
; ;.
;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.
```

2988. FS: Atari 65XE, 1050 drive, Big Blue Printer..$35 + SH

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-23 00:00:00 UTC
From: koutsos@ux7.cso.uiuc.edu
Message-ID: <4o0peq$1le@vixen.cso.uiuc.edu>
Source record: 83715

The drive and the system are in mint condition (as well as the printer!)

I need to sell this ASAP ...need to fix my car.

koutsos@students.uiuc.edu

2989. Re: Pitall 2

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-23 00:00:00 UTC
From: eplicon@aol.com
Message-ID: <4o114t$4lg@newsbf02.news.aol.com>
Source record: 83716

> Actually, getting the diamond ring is not necessary.
> You must have had the directions, Pitfall's Niece? Where
> does it say that?

The very first time I played "Pitfall 2," it was on my friend's 2600 (before I got one for my 8-bit). He explained to me what the object of the game was, and referred to that character as "Pitfall Harry's niece."

2990. Re: Sector copiers

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-23 00:00:00 UTC
From: redeye@soreass.net
Message-ID: <31a4324f.1868603@news.servtech.com>
Source record: 83717

On Wed, 22 May 1996 08:45:15 +0100, Rob Parsons <robp@owl.co.uk>
wrote:

>Bill Marcum wrote:
>>
>> In article <31A1E1C7.19E@owl.co.uk>, Rob Parsons <robp@owl.co.uk> wrote:
>> >Any recommendations for Sector copiers to speed up the transfer of
>> >8bit files from my atari 1050 to my PC hard disk (via sio2pc).
>> >I have used mydos and various others but they all stop copying if
>> >they encounter a bad sector. Ideally I want a copier which will just
>> >continue to the next sector if the current one is bad.
>> >
>> Mydos doesn't automatically skip bad sectors, but you can tell it which
>> sectors to copy by putting the sector numbers in parentheses after the
>> drive names.
>> --
>This is actually what I am trying to avoid, because copying sectors 1-100
>then 102-715 and then 717-720 is pretty time comsuming when you have a
>couple of hundred disks to copy.
>Rob.
>

There are a couple I used alot. one was called Mycopy-R, The other
slips my mind. I ordered it though the mail from a guy nammed Mike
Wallace or "M. Wallace". I have No Way of Transfering it to the pc.
(yet) But If You Like, I could Mail copies to you.. If you E-mailed an
Address to me. These are public domain so I won't be violating any
copyrights. (Like I really care) . My E-mail address is:
MEAD@DLG1.SERVTECH.COM

2991. new source for Atari 8-bit power supplies

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-23 00:00:00 UTC
From: jasonbar@bolt.ucsb.edu
Message-ID: <4o14d0$ntd@bolt.ucsb.edu>
Source record: 83718

Howdy

I happened upon a new source for power supplies for our beloved
Atari 8-bit machines.

The controls lab in our mechanical engineering dept. here @ UCSB
got a bunch of catalogs from Jameco Electronic Components & Computer
Products. They also give us a 10% discount, so you might be able
to swing one too if you're w/ a university...might...

Anyway, they've got:
Atari 400/800 15.3W AC Table-Top Power Supply
part # 115924
product # CO14139
350 in stock
price on 1-9 of them is "sale"
price on 10-24 is $4.95 ea.

They've also got:
Atari 5W Linear Table-Top Power Supply
I compared the pins on this and they're identical to that of my
130XE. Only difference is this is rated @ 1A, while mine is rated @ 1.5A.
It should probably work anyway...I think...
part # 116089
product # CO70042
600 in stock
price on 1-9 is $9.95
price on 10-24 is $8.95

Jameco's # is 800-831-4242
fax 800-237-6948
bbs 415-637-9025

-Jason
--
Jason Bardis(jasonbar@nut.ucsb.edu www.engineering.ucsb.edu/~jasonbar)
The Simpsons.3DO.cycling.AbFab.PWEI.LEGO.Duckman.Tit Wrench.G-Force
autocrosses/rallyes.Atari.mechanical engineering.Ministry.Tempest.NIN
The Jitterbug.Bill Gibson.Robotics.Tim Burton.The Cult.fried cheese

2992. Re: Is there REALLY a Star Raiders II ??

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-23 00:00:00 UTC
From: eesurfer@aol.com
Message-ID: <4o1d1c$6i1@newsbf02.news.aol.com>
Source record: 83719

A small starship (of the enterprise varity, side profile) moved across the screen in the distance. I do not know what triggered it. I tried for days to reproduce it! It is buried in the code somewhere......If anyone knows, please post it.

2993. atr boot prob

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-23 00:00:00 UTC
From: jrm4227@tam2000.tamu.edu
Message-ID: <4o1d4e$77b@news.tamu.edu>
Source record: 83720

Okay, hmm I've tried figuring this out, but just can't seem to
Okay I got some software in the form of .atr files to run on xlit or
xformer, the image files are about a meg and I can view the directory and
see that the games files all seem to be thier, but I keep getting
bad boot sector, From what I'm understanding the games are on there but
it just need a boot system that would come up with a menu type system to
select what I'd like to play, My first question does does this sound sort
or right, or am I way off, and second where can I find a booting type
program that I can copy over to the image file and make it boot properly?
Thanks alot for anyhelp, still need basic knowledge on emulation the faq
doesn't answer the question I'm asking myself :) but one prob at a time
right, oh and if it's not to much of an inconvience can you send me a cc
via email if you reply, my news server has a tendecy to forget thing
easily :)

--
********** A! JW2 WAR+++ PI++ BR+++ SL+++ SK+
Yakko: "Well it's been fun friend, R&R++ GDF++ GP+++++ B&M++ HIP- SN+
but we've got to get back to HN+++! MS+ ME+ CB~ MM++! KK-- CO++
planet reality now" (Baloney and Friends) GLF-- P++ $++ E26 Ee10 TSlappy A18
Justin McElhanon----------thorin@tamu.edu
****

2994. Re: Atari - the Viral Corp.

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-23 00:00:00 UTC
From: "Ronald A. Laski, Jr." <rlaski@midwest.net>
Message-ID: <31A46BBE.70A0@midwest.net>
Source record: 83721

William Kendrick wrote:
>
> Chris Brown (ba930@FreeNet.Carleton.CA) wrote:
>
> : Brad Rogers (brad@pianosa.demon.co.uk) writes:
> : >
> : > CB> Probably not, seeing that there are VERY few viruses for teh 8-bit..
> : > CB> (like.. maybe.. uh.. one?)
> : >
> : > And that one being Atari, no doubt. :-)
>
> : Of course it's an Atari virus. That's why it's posted in the Atari 8-bit
> : sig...?
>
> No no no! What he meant when he said "and that one being Atari" was
> that Atari, the COMPANY, was the horrible virus we all have to live with.
> ;)
>
> -bill!
> kendrick@zippy.sonoma.edu ||| kendrick@vax.sonoma.edu
> ** New Breed Software ** / | \ ** William Kendrick **
> http://zippy.sonoma.edu/~kendrick/ http://sterba.com/

Still tho, you have to admit, if it wasn't for their heyday, none of us
would have ever gotten the 'bug' ;-)

BTW, Somewhere deep in my archive of Atari information, I'm pretty sure
I saw ONE virus program, complete with a listing. I believe it was only
done to illustrate that an Atari 8-bit virus could be done. However,
given the size of the equipment.(meaning that a little bit of code could
potentially take up more space than what the Atari could spare while
running a legitimate piece of code, that viral propagation was very
unlikely even if someone did write one. IMHO.)

Ron
rlask@midwest.net

2995. Re: I need help

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-23 00:00:00 UTC
From: "Ronald A. Laski, Jr." <rlaski@midwest.net>
Message-ID: <31A46C7F.4A64@midwest.net>
Source record: 83722

Bill Marcum wrote:
>
> In article <4nrfal$pii@news1.t1.usa.pipeline.com>,
> David Chea <dchea@nyc.pipeline.com> wrote:
> >Hello,
> >
> >I am new to this 8-bit Atari emulation on a PC and need help on how to run
> >games throught the emulator. I downloaded the XL-IT emulator and got as
> >far as getting to the blue screen basic prompt. Now how do I run a game?
> >Any help would be appreciated.
> >
> If the game is a Basic program, type RUN "FILENAME.BAS". Otherwise type
> DOS to go to the Atari DOS menu, where you can type "A" to see the list of
> files and "L" to load a file. Some programs need to be run without Basic.
> On a real Atari, you would either unplug the Basic cartridge or hold down
> the Option key. The XL-IT emulator should have instructions on how to
> enable or disable Basic.
>
> --
> Bill Marcum bmarcum@iglou.com
> On 22 July, 1996, at 6:00 pm GMT, everyone in the world
> just START HUMMING. Those who don't know will freak.

Don't forget the command line - (or config menu options) load a DOS or
bootable disk image. (If you use the config option - you have to reset
the emulator.) All the info is in the documentation.

Ron
rlaski@midwest.net

2996. Re: Wanted: Alternate Reality City/Dungeon

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-23 00:00:00 UTC
From: "Ronald A. Laski, Jr." <rlaski@midwest.net>
Message-ID: <31A46A4D.3445@midwest.net>
Source record: 83723

Simon Moore wrote:
>
> On 21 May 1996 08:05:00 +0100, ulf@antic.cls.de (Ulf Petersen) wrote:
>
> >I suppose you still have XL-IT! V0.12. That's why AR: THE CITY doesn't
> >work. Get V0.13 from the author's WWW homepage and enjoy THE CITY - if you
> >got a PENTIUM, that is ;).
> >
> >Ulf
> >
>
> Hi Ulf
>
> I'm using 1.13 but I still can't get the City to work, where did you
> get the xfd files from?
>
> Regards.
> **
> * Simon Moore - smoore@chowgar.demon.co.uk *
> **Another alternative,(for those of us with both PC's and 8-bits) is to
use the Atari Peripheral Emulator(APE) or Sio2pc with a cable and run
the games in your Atari and leave the games on your pc hd.

Ron
rlaski@midwest.net

2997. Re: New Address

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-23 00:00:00 UTC
From: "Ronald A. Laski, Jr." <rlaski@midwest.net>
Message-ID: <31A46D1A.248C@midwest.net>
Source record: 83724

Rich Mier wrote:
>
> > <101755.2443.,@compuserve.com> writes:
> >
> > To all Atari 8 Users please note my new E.Mail Address
> > 101755.2443.,@compuserve.com
> >
> >>>>
> Huh? 101755.2443 - Who is behind this Number?
>
> <-In my worst - Wizard of Oz tone! ->
PAY NO ATTENTION TO THAT MAN BEHIND THE NUMBER!!

ok,ok, I'll go home now! :-)
Ron

2998. Re: Sector copiers

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-23 00:00:00 UTC
From: "Ronald A. Laski, Jr." <rlaski@midwest.net>
Message-ID: <31A46DF0.63EA@midwest.net>
Source record: 83725

Rob Parsons wrote:
>
> Any recommendations for Sector copiers to speed up the transfer of
> 8bit files from my atari 1050 to my PC hard disk (via sio2pc).
> I have used mydos and various others but they all stop copying if
> they encounter a bad sector. Ideally I want a copier which will just
> continue to the next sector if the current one is bad.
>
> Cheers,
> Rob.

I can recommend DiskWizard. After I built my sio2pc cable, I moved about
3 megs worth of disks in the first night!!

Ron

2999. Re: Sector copiers

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-23 00:00:00 UTC
From: Ivan Mackintosh <ivan@rcp.co.uk>
Message-ID: <31A43349.1DBE@rcp.co.uk>
Source record: 83726

> This is actually what I am trying to avoid, because copying sectors 1-100
> then 102-715 and then 717-720 is pretty time comsuming when you have a
> couple of hundred disks to copy.
> Rob.

I have a couple of programs called Super Duper and Super Duper Double.
Super Duper Double copies single or enhanced density (1040 sectors) disks using
1 or 2 disk drives (It also works great with Sio2PC!) If it comes across a
bad sector it says something like abort, ignore or retry. Ignoring will carry
on and copy the rest of the disk.

--
e-mail: ivan@rcp.co.uk
XFD/ATR Utilities: http://www.netlink.co.uk/users/helix/atari8/

3000. Re: Need Crush, Crumble & Chomp help

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-23 00:00:00 UTC
From: Ivan Mackintosh <ivan@rcp.co.uk>
Message-ID: <31A43415.7214@rcp.co.uk>
Source record: 83727

```
Jeremy Larsen wrote:
>
> CC&C was one of my favorite games back "then," and about a year ago
> some extremely kind person sent me a copy of it, free (Matt Pritchard,
> if you're out there email me! I never thanked you!!).
> But something was wrong with it. After going through part of the
> opening stuff (right after selecting a city to destroy), I get an
> error 13 at line 1172. (It's a BASIC game.)
>
> Here is my 1172:
>
> 1172 NEXT J: NEXT L: FOR I=U0 TO U10+U5: PW(I)=U5: NEXT I: FOR U1 TO MT
>
> Obviously, the end of that line makes no sense. Could someone tell
> me what it is supposed to be (or provide a printout of the pgm)? I
> recently hooked up the machine again and am dying to play this game!
> Thanks very much...
>
> Jeremy

Have you tried looking for the NEXT that matches the FOR to find out the
missing variable name. The FOR is probably something like FOR I=U1 TO MT

I have never heard of the game so this is only a suggestion!

Ivan

--
e-mail: ivan@rcp.co.uk
XFD/ATR Utilities: http://www.netlink.co.uk/users/helix/atari8/
```

3001. XFD/ATR Utilities - Last few days

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-23 00:00:00 UTC
From: Ivan Mackintosh <ivan@rcp.co.uk>
Message-ID: <31A440AC.47A8@rcp.co.uk>
Source record: 83728

For the last couple of months my web page has provided an
archive for XFD/ATR file utilities. Unfortunately the web
space is no longer available and the site will be going
offline as from the start of next week.

The good news is that I think I may have found some other
web space and the site including new utilities and a new
design will be back in a couple of weeks.

If you want any software from this site get it now!

Ivan
--
e-mail: ivan@rcp.co.uk
XFD/ATR Utilities: http://www.netlink.co.uk/users/helix/atari8/

3002. Re: Games for XL-IT

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-23 00:00:00 UTC
From: maffia@fox.CS.Berkeley.EDU
Message-ID: <4o21il$d29@agate.berkeley.edu>
Source record: 83729

In article <4o0cac$l27@news1.t1.usa.pipeline.com>,
David Chea <dchea@nyc.pipeline.com> wrote:
>games I am specifically looking for are MULE, Alternate Reality, Mario
>Bros., and Ballblaster. Any help would be appreciated. Thanks.

I tried XL-It last night, and it's a very good emulator, but it runs
at only 30 frames per second on my Pentium-120, whereas Pal machines
run at 50 fps and NTSC machines run at (I think) 60 fps. Therefore,
I don't think XL-It would be fast enough to run Ballblazer (Ballblaster
was a pre-release copy.)

However, the author claims that MULE works, as well as:
" - Boulder Dash, M.U.L.E., Alternate Reality, BlackLamp, Plastron
- Schreckenstein, Ninja, Mario Brothers, Ballblaster, Pitfall
- Xevious, Defender, DigDug, Asteroids, Choplifter, Missile Command
- Frogger, BlueMax
"

Markus Gietzen has done a great job, and I look forward to his next
version!

- Anthony

3003. Re: FREE Catalog of Atari 2600/5200/7800/Lynx and 8-BIT Hardware/Software

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-23 00:00:00 UTC
From: jtilton@vt.edu
Message-ID: <jtilton.1067.00119F2D@vt.edu>
Source record: 83730
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

krieg@earth.execpc.com (Andrew krieg) writes:

>And some of these carts are "obnoxiously common" (as Jay put it).

"OC" is Crackers's creation. Credit where credit's due.

ObClassic: Played Atari today. Had great fun.
--
Jay Tilton | jtilton@vt.edu

3004. Re: Wanted: 1200 or better modem for 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-23 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <4o2mjj$24ms@usenetp1.news.prodigy.com>
Source record: 83731

B&C Computervisions at 408-986-9960 sells the 1200 bps SX212 with SX Express software for $39.95 the last time I looked. It will connect directly to your SIO chain of disk drives.

3005. Re: How Do I Access My Account With An 800xl???

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-23 00:00:00 UTC
From: tomhunt@bright.net
Message-ID: <31a2c51f.1502802@news.bright.net>
Source record: 83732

On Tue, 21 May 1996 20:40:54 -0400, hamster@magicnet.net (Scottie Prince) wrote:

>
>Eeks! I have ppp. :-(
>
>Okay, somebody tell me there's something out there...
>

Many isp's that do not provide shell accounts DO provide telnet! For example, if your trumpet winsock script must send "ppp" or "slip" to start a session for netscape, try this: Dial up your connection on your 8bit and log on. But instead of typing "slip" or "ppp", type a "?" for a list of commands. If you get this far, I'll be that telnet is one of the supported commands. So far, I've only heard of a single non-shell provider that started the ppp session automatically, without requiring the user (or the user's script) to start it.

Tom Hunt, Closer To Home Enterprises. | PGP key available on keyservers, or
Developer of CTH Shareware. | Finger tomhunt@brutus.bright.net
Sysop of The Closer To Home BBS, 419-368-4413, 3-14.4, USR.
Key Fingerprint = 98 43 51 AD AA 85 69 07 42 51 A9 A0 65 4F 21 44

3006. Re: Pitall 2

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-23 00:00:00 UTC
From: "Mr. Maddog" <mrmaddog@prolog.net>
Message-ID: <Pine.SOL.3.91.960523195035.17166A-100000@ns1.ptd.net>
Source record: 83733

On 23 May 1996, Eplicon wrote:

> > Actually, getting the diamond ring is not necessary.
> > You must have had the directions, Pitfall's Niece? Where
> > does it say that?
>
> The very first time I played "Pitfall 2," it was on my friend's 2600
> (before I got one for my 8-bit). He explained to me what the object of
> the game was, and referred to that character as "Pitfall Harry's niece."

Her name is Rhonda, she along with Quick Claw were characters in the
Pitfall cartoon they had awhile back. I guess David Crain decided to use
them in his other Pitfall games. I don't recall having to get a diamond
ring, think it's just another treasure or something.

Eric Noss
a.k.a
Mr. Maddog

3007. Re: Games for XL-IT

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-23 00:00:00 UTC
From: jduersto@kendall.mdcc.edu
Message-ID: <4o35ig$bb2@kendall.mdcc.edu>
Source record: 83734

Anthony Maffia (maffia@fox.CS.Berkeley.EDU) wrote:
: In article <4o0cac$l27@news1.t1.usa.pipeline.com>,
: David Chea <dchea@nyc.pipeline.com> wrote:
: >games I am specifically looking for are MULE, Alternate Reality, Mario
: >Bros., and Ballblaster. Any help would be appreciated. Thanks.

: I tried XL-It last night, and it's a very good emulator, but it runs
: at only 30 frames per second on my Pentium-120, whereas Pal machines
: run at 50 fps and NTSC machines run at (I think) 60 fps. Therefore,
: I don't think XL-It would be fast enough to run Ballblazer (Ballblaster
: was a pre-release copy.)

It runs at ~50 on my P150, but even stranger yet is that it runs at ~110 if I put it in a window under Windows 95.

: However, the author claims that MULE works, as well as:
: " - Boulder Dash, M.U.L.E., Alternate Reality, BlackLamp, Plastron
: - Schreckenstein, Ninja, Mario Brothers, Ballblaster, Pitfall
: - Xevious, Defender, DigDug, Asteroids, Choplifter, Missile Command
: - Frogger, BlueMax
: "

I play AR: The Dungeon on a regular basis, however I can't get character disks to work. Frankly I find it rather annoying that there are about 5 different emulators out there each with its own pros and cons, but none of them work 100%.

I suppose ideally either 1) Markus would release the source code to his emulator or 2) he could incorporate patches to improve David Firth's emulator.

: Markus Gietzen has done a great job, and I look forward to his next
: version!

Agreed, however, it still has a ways to go.

Jason Duerstock
jduersto@kendall.mdcc.edu

3008. Re: Wanted: Miner 2049er

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-23 00:00:00 UTC
From: (unknown)
Message-ID: <4o1q0k$cf3@kralle.zdv.Uni-Mainz.DE>
Source record: 83735

Jeremy Larsen <JEREMY@MUSIC.CC.UGA.EDU> wrote:

>The way to do this is to get the phone number from the title screen
>(wait til Bob goes all the way to the bottom level). Just type that
>in and then you can jump to any board. (There is a way to adjust the
>speed, too, and one or the other might need a CTRL key with it. I'm
>not sure, but try it out. What I mean is, type the ph#, then hit
>CTRL-6 to go to board 6. Maybe. I know it's something like that!)
>Tidbit: because of said title screen, I can never see or hear the
>phrase "Van Nuys, CA" without thinking of this game :) I played this
>game a million times a day for a couple years...
>Jeremy

I never knew THAT!
Do you know any secrets from other great games?

CU Claudia

3009. Re: Pitall 2

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-23 00:00:00 UTC
From: "A.P. Hilliard" <pash@en.com>
Message-ID: <31A4E400.5528@en.com>
Source record: 83736

Ryan Goolevitch wrote:

> You know what would be really cool? a map! a big map with ALL the
> screens on one (possible a large GIF) .. either drawn or screen
> captured would be awesome..
>
> Ryan

There is an ASCII map of the first level on http://videogames.org
It's for the 2600 version, so it doesn't have the map for the 'secret'
level. There's also an ASCII map for Pitfall! ("one") there.
--
-- ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
^ A.P. Hilliard -- ash@en.com ^
^ http://www.en.com/users/ash ^
^ "HELLO WORLD!" ^
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

3010. Re: Announce: XL-it! Version 0.13

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-23 00:00:00 UTC
From: ulf@antic.cls.de
Message-ID: <69RpPxSXS7B@antic.cls.de>
Source record: 83737
Cross-posted to: comp.emulators.misc,comp.sys.atari.8bit

On 23 May 96, mldcs@anet-dfw.com wrote ...

> In article <3199C842.7F38@htw.uni-sb.de>,
> Markus Gietzen <iig05-1@htw.uni-sb.de> wrote:
> >XL-it! Version 0.13 is now available from this site:
>
> Any chance you will create a version that uses the standard PC keyboard
> layout?
AFAIK, it's going to be implemented in the next version of XL-IT.

Ulf

3011. Re: Chipmonk

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-24 00:00:00 UTC
From: Mariano Dominguez Molina <mariano@ce.fciencias.unam.mx>
Message-ID: <31A64E76.41C6@ce.fciencias.unam.mx>
Source record: 83657

Kenneth Wyckoff wrote:
>
> I am looking for a program called The Chipmonk -or- Chipmonk.
>
> Please e-mail me if you know wher it can be found.
>
> thanks in advance.

I have a program named "The Chipmunk" and is a tool for unprotect
(patching) some copy-protectes software, a(also removes the key for
paperclip)

Is this the program you refer?
M.

3012. Re: Wanted: Miner 2049er

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-24 00:00:00 UTC
From: Mariano Dominguez Molina <mariano@ce.fciencias.unam.mx>
Message-ID: <31A64FD6.2781@ce.fciencias.unam.mx>
Source record: 83658

kimitsuka_glen wrote:
>
> Concerning Miner 2049er. There was a "secret" code that you could enter
> to jump to a specific level. Does anyone remember that code? I never
> reached the last two or so levels....
>
> Glenk

It was published in #6 of Mega Magazine... let me read the code and I'll
post it (maybe tomorrow).

Mdm soft

3013. Re: Games for XL-IT

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-24 00:00:00 UTC
From: Lawrence Staveley <Lawrence@kwll.demon.co.uk>
Message-ID: <679432457wnr@kwll.demon.co.uk>
Source record: 83659

> Is it possible that 8-bit users who have access to Web Home Pages could
> actually place some of these titles up for public consumption? Who would
> police this activity? Has anyone tried this or even thought about it? I
> know that here on the GNN service, we have 20 meg storage space to do
> whatever we want to do. Isn't there a similar capability on most of the
> competing internet service providers?
>
> Any comments from internet gurus out there?

I have all the HTML, disk images, manuals, etc ready for a LucasArts page, but LucasArts seem to have no interest in replying to my e-mails (of which there have been *several* sent) - And I have no intention of using them with some sort of permission from them. Perhaps with the imminent release of Ballblazer Champions on the PSX they wish to keep the original copyrights tightly to their chest?

I have also tried several other companies to try to get permission, but the only one that replied was Broderbund, who stated that all their Atari titles were 'farmed out' and that they don't hold the (c) so can't give permission for the titles to be used!

If *anyone* out there holds the (c) to a *released* Atari title can they please get in touch with me (especially, 'The English Software Comapny' and 'Synapse Software' authors!)

"I can't see the solution - Through this state of confusion....."

Lawrence@kwll.demon.co.uk

3014. Re: Reset key

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-24 00:00:00 UTC
From: hans@csc.umd.edu
Message-ID: <4o5iuf$8kh@marple.umd.edu>
Source record: 83660

On the 400/800 the reset key produces a NMI interrupt. On the XL/XE
the reset key activates the 6502 reset line.

3015. Swap Meet Dealers Wanted: Portland, OR. USA!

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-24 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <4o5vma$coo@kelly.teleport.com>
Source record: 83661
Cross-posted to: alt.forsale,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.mac.wanted,comp.sys.tandy,comp.sys.ti,or.forsale

Swap Meet Dealers Wanted: PDX!

Hello Dealers & Sellers: WER'E MOVING! We'll be Holding our Last SwapMeet at our OLD Location of 1819 N.W. Everett on Monday, June 3rd at 7 PM! Computer & Electronics SwapMeets will Continue at 1830 S.E. 122nd Ave. Corner of 122nd & Mill 2 Blocks South of the Intersection of 122nd & Market in S.E. Portland. At the American Legion Hall, Portland Post #1. SwapMeets will be Monthly on 2nd Wednesdays from 5 PM - 9 PM. To Enter, walk up Stairs off of 122nd Avenue enter door, go through 2nd Door on the Right. Table Rental for night is $10! Or you can purchase a Special MemberShip for Dealers for $50. Good for a full year, 12 SwapMeets, a $120 Value, on Sale for More than %50 Off! At our Swap-Meets we Welcome Dealers & Sellers of Any and All Computers & Electronics! If You have Computers and/or Electronics, come & setup for $10. Or, if you would Like to sell Regularly, Purchase a Membership and Save over %50. For more Information, call (503)256-9974 or Call Our 24 Hour Hotline at (503)650-7196! Act Now, Before someone Steals Opportunity from you!
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. Mon - Thurs 3 PM - Midnight. Friday 3 PM - 6 PM PST Call above # these Hours.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Catalogs are FREE & updated monthly. Reply in E-Mail to bensmith@teleport.com
http://www.teleport.com/~bensmith/bscomputers.shtml Bravo Sierra Atari Store

3016. Atari Web Site: More Atari Items for Sale: Bravo's Atari Store!

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-24 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <4o5vgm$cf6@kelly.teleport.com>
Source record: 83662
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,fr.comp.sys.atari,de.comp.sys.st,fido.ger.atari,ger.atari,ka.comp.sys.atari

Check out my Web Page for Bravo Sierra Computers. Where you can find Both Classic Atari 8 Bit & Atari ST. HardWare, SoftWare, Books & Accessories. My Web Address is below. On-Line Catalogs that you can View and Contact me via my Web Page! Or Request Catalogs in E-Mail. Specify Classic 8 Bit or ST. E-Mail: bensmith@teleport.com

BSC has just acquired, tested and added more stock to catalogs, available now on WWW. And soon to be available on the new FTP site. As soon as it's ready. So feel free!

http://www.teleport.com/~bensmith/bscomputers.shtml
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. Mon - Thurs 3 PM - Midnight. Friday 3 PM - 6 PM PST Call above # these Hours.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Catalogs are FREE & updated monthly. Reply in E-Mail to bensmith@teleport.com
http://www.teleport.com/~bensmith/bscomputers.shtml Bravo Sierra Atari Store

3017. Swap Meet, June 3rd: Portland, OR. USA!

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-24 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <4o603g$dio@kelly.teleport.com>
Source record: 83663
Cross-posted to: alt.forsale,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.mac.wanted,comp.sys.tandy,comp.sys.ti,or.forsale

Swap Meet, June 3rd: PDX!

WER'E MOVING: Wer'e Holding our LAST SWAPMEET at 1819 N.W. Everett at 7 PM on June 3rd where we'll be Raffling off a 9 Pin Dot Matrix Panasonic Printer. We're MOVING our MONTHLY COMPUTER & ELECTRONICS SWAPMEETS to 1830 S.E. 122nd Ave. Next to 122nd & Mill, 2 Blocks South of the Light at 122nd & Market at the American Legion Hall Portland Post #1. In Portland, Oregon. New Nights and Times for Computer SwapMeets are 2nd Wednesdays of each Month from 5 PM - 9 PM And ADMISSION is FREE! At Wednesdays June 12th Computer & Electronics SwapMeet We're Raffling a 24 Pin Color-Capable Dot Matrix Panasonic Printer! Your first Raffle Ticket is ***FREE***! Additional Raffle Tickets are a Dollar each. And theirs Plenty of Off-Street Parking plus the American Legion Hall has adjacent Parking Lot. To Enter, walk up Stairs off 122nd Avenue enter door, go through 2nd Door on the Right. Dealers & Sellers can Rent Tables for $10. All Computer & Electronics are Welcome! For Table & other Information, Call (503)256-9974 or Call our 24 Hour Information HotLine at (503)650-7196!
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. Mon - Thurs 3 PM - Midnight. Friday 3 PM - 6 PM PST Call above # these Hours.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Catalogs are FREE & updated monthly. Reply in E-Mail to bensmith@teleport.com
http://www.teleport.com/~bensmith/bscomputers.shtml Bravo Sierra Atari Store

3018. Re: Games for XL-IT

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-24 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <4o6547$dp9@crl8.crl.com>
Source record: 83664

Douglas Feldman (DougF@gnn.com) wrote:
: It seems ironic that during the years of peak popularity of 8bit Atari,
: there was rampant file swapping among owners. Yet, now that nearly all
: Atarians have moved on to bigger and better machines, the remaining users
: seem to be ever more protective about swapping these same old game titles.
: Most of those old software titles must be nearly impossible to buy from
: retail sources.

Hmmmm, Douglas, that's a *very* true and intriguing observation. Wish I'd thought of it myself <g> Did a lot of former Atari programmers/fans go into the programming market?

I recently visited a local used computer/software dealer looking for a cheap 850 interface so I could hook up a 1200 baud modem to my 8-bit (just for grins, no luck) and the pickings of Atari 8-bit software were very slim compared to the last time I was there (about 2 years ago). And no Atari hardware in sight. I'd bought a replacement 1050 drive from them when my Percom went out a few years ago - still works beautifully.

Comparatively tons of C64 and Amiga hardware for sale there.

John
jvogel@crl.com

3019. Re: Games for XL-IT

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-24 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <4o658a$dps@crl8.crl.com>
Source record: 83665

Lawrence Staveley (Lawrence@kwll.demon.co.uk) wrote:

: If *anyone* out there holds the (c) to a *released* Atari title can they please get in
: touch with me (especially, 'The English Software Comapny' and 'Synapse
: Software' authors!)

Refresh me, for curiosity's sake; What did the English Software Co. publish?

John
jvogel@crl.com

3020. Re: Games for XL-IT

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-24 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <4o65jc$dro@crl8.crl.com>
Source record: 83666

Anthony Maffia (maffia@fox.CS.Berkeley.EDU) wrote:

: Perhaps it would be wise to set up a central registry, some ftp site or
: elsewhere, where we could list all known games / venders, and the copyright
: status of the titles. I imagine building a file for each program, indexed
: into directories by vender, containing the email messages sent by the
: companies when they are contacted. Then a summary section could be
: maintained. I think it is imperitive that we are organized in our fight to
: release the titles from copyright obscurity, and that we don't rehash the
: same issues every 60 days. It would be wise, for instance, to quote the
: letter from Broderbund to this group so that people can take it from there.

I think that's an excellent and worthwhile idea. So many people seem to
be interested in the same goal but often go about it on their own; I think
that's a waste of effortm, seeing that the current copyright holders are
so hard to locate; information needs to be exchanged if we expect to be
able to do this efficiently. Plus, companies such as Lucasarts will be
more likely to respond if they see that lots of people have an interest
in it.

Just my .02

John
jvogel@crl.com

3021. NAS96.

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-24 00:00:00 UTC
From: bertil.jagard@straight.ct.se
Message-ID: <ftn_2.203.221$fidonet.org_a5279400_Bertil.Jagard@straight.ct.se>
Source record: 83667

```
------------------------------------------------------------------------
SWEDISH ATARI USERS' ASSOCIATION (Svenska Atariklubben)
IN COOPERATION WITH NoCrew PRESENTS

-* THE NORDIC ATARI SHOW AND CONVENTION 1996 *-

WITH CONVENTION, EXHIBITION, SEMINARS,
DEMONSTRATIONS, CONTESTS ... AND MORE!

AT KORTEDALA GYMNASIUM IN GOTHENBURG, SWEDEN
ON THE 14th, 15th and 16th OF JUNE
------------------------------------------------------------------------
NOTE: The information in this text is not complete! Updates will come.

PRESENTATION

NAS was first arranged in 1995. It's a special show with a hacker convent,
exhibition and different seminars - all in one place.

This time the Nordic Atari Show is held in a school building, Kortedala
Gymnasium, in Gothenburg. It offers several small rooms for the hacker
contests and seminars, a big lecture hall for showing demos and films and a
normal size restaurant for the exhibition. Showers and dressing rooms are
available, and there is free carparking in the school area.

Pizza restaurant, cafe and other shops are only a few steps away from the
school. If you want to stay at a hotel please contact us for information
or visit our Webpage for details (http://www.tripnet.se/sak/nas).

Kortedala Gymnasium is fifteen to twenty minutes away from the central part
of Gothenburg. There are good possibilities for communications by tram or
car.

The dates are the 14th, 15th and 16th of June. Gather with your friends and
join us at a very fun and exciting show for Atari users around the northern
and european part of the world!

This year the exhibition and seminars are arranged by the Swedish Atari
Users' Association (Svenska Atariklubben), and the hacker convent by
NoCrew.

Below are all the activities, and the low entrance prices. Last year they
were a little bit high, but this year we hope it's suitable for all
wallets!

THE ACTIVITIES

For more detailed information see below.
```

exhibition
retailers and different associations will be there

hacker convent
competitions for FALCON, STE, ST and 8-bit

demonstrations
Jaguar, Lynx, MiNT, MagiC, Linux, DTP, Internet etc

seminars
about programming, Internet, multitasking etc

others
competitions for the non-programming experienced
(lottery, MidiMaze-contest, harddisk throwing, CocaCola-drinking etc)

THE PRICES

type payment SAK-member non-member

3-day entry prepaid SEK 100 SEK 125
3-day entry at the door SEK 125 SEK 150
1-day entry at the door SEK 50 SEK 75

The T-shirt is gasping yellow with a fine black print. Highest quality.
Don't miss this fantastic offer. Limited quantity.

T-shirt prepaid SEK 75 SEK 90
T-shirt at the door SEK 100 SEK 120

A cafeteria with low prices on CocaCola, Jolt, sandwiches, buns and
other tasty products will of course be available.

If you live in Sweden, you can order your tickets to NAS96 via
our Webpage at http://www.tripnet.se/sak/nas

Otherwise, if you live outside Sweden or don't have WWW access, and want to
order tickets to a lower price, please pay the right amount of money to our
Swedish postal giro account

nr 73 69 10 - 1

before the 31st of May 1996. Don't forget to state your name, address,
country, telephone, fax, email address and SAK membership nr so that we
know who's paying.

THE EXHIBITION

The exhibition will be open on the following times:

Friday 14th 12:00 -- 21:00
Saturday 15th 09:00 -- 21:00
Sunday 16th 09:00 -- 16:00

If you and your company or organisation wants to join the exhibition, then
estimate the space you need and pay the fee to us. We offer you different
sizes (measurements in Swedish meters) depending on your needs.

4,5 m2 costs 500 SEK
9,0 m2 costs 1000 SEK
18,0 m2 costs 2000 SEK

If you want more space, then every extra m2 is 150 SEK. Please contact us first to get further information.

The retailer's fee includes full entrance for two persons.

Nonprofit organisations can join the exhibition for free (with a space of 4,5 m2). This includes full entrance for one person.

Please pay at our Swedish postal giro account,

nr 73 69 10 - 1

before the 31st of May 1996.

State your company/organisation name, address, country, telephone, fax, email address, contact person and space needed. If you'd like to speak at a seminar about something, then tell us about it.

THE DEMONSTRATIONS

More will be added as soon as we get to know about them.

BBS We'll be showing STraight BBS, with products as Semper, LED, Octopus etc. Sysop Bertil Jagard will be answering questions and demonstrate different situations, as well as speaking about ethics and problems with communicating.

MagiC What is MagiC? What is multitasking? Find out by using MagiC 4, and swapping between those programs. Learn about problems and get tips from experienced users.

Making How can magazines be made with Calamus SL? We'll be showing how magazines the Swedish Atari Users' Association (Svenska Atariklubbens) with SL magazine "AtariMagasinet" is made. Tips, problems, features and possibility to make yourself some visit cards or other things to take home.

THE SEMINARS

More will be added as soon as we get to know about them.

Internet What is Internet and how can I use it with my Atari? Experienced administrators will be talking about Internet - history, how it's made, the future and more. We'll put it in reality too, with products for Atari computers that all of us can use - easy!

THE CONVENTION

NOTE: This is preliminary information. Updates will come.

Which computer? Atari in all forms. We want the hackers and the democoders. The Linux freaks. The MiNT people. The Jaguar nuts and everyone else that uses Atari in some form.

Demo contests

BIG ONE
No limit at all. Should be able to run on a Atari compatible computer
present on NAS96.

SMALL ONE
The limit is the shoesize squared (european) of the deliverer in bytes.

World cup in alfabutton

We will try to break the world record in typing a to z on a standard
keyboard. So far, way below two seconds. Go practise...

Films and demos

We will alternate between showing films and old demos on our big
screen projectors. Of course newer ones as well.

Prices

They will most certainly show up and be of good quality.
More info to come.

More information is available from larkov@tripnet.se, or visit NoCrew's
homepage at http://www.dd.chalmers.se/~f93labr/nocrew/index.html

FURTHER INFORMATION ABOUT NAS96

The best way to get new information is to join our NAS96 mailing-list.
Write to nas-users-request@tripnet.se and include the following in the
message text:

subscribe nas-users <your email address>

Our homepage is also informative to visit. It is at
http://www.tripnet.se/sak/nas and is updated whenever it is needed.

If you want more information about NAS96, then use any of the addresses or
telephone numbers below. Email is always the fastest way to get answers.

Rolf Johansson
rojo@tripnet.se
Tel: +46-708-900441 (mobile)
+46-522-22216 (week)
+46-31-825073 (ends)

Lari Kovanen
(about the convent)
larkov@tripnet.se
Tel: +46-31-582059 (home)

Ulf Hogberg
ulftage@tripnet.se

Swedish Atari Users' Association
Svenska Atariklubben

sak@straight.ct.se
Box 11416
S-404 29 GOTEBORG
SWEDEN
Tel: +46-31-7060992
Fax: +46-31-363973
Webpage: http://www.pedserv.gu.se/janne/sak.html

NoCrew
lbrink@cd.chalmers.se
c/o CCW
Forsta Langgatan 20
S-41 28 GOTEBORG
SWEDEN
Webpage: http://www.dd.chalmers.se/~f93labr/nocrew/index.html

WELCOME TO GOTHENBURG AND NAS96! 960411RJ

==
= E-Mail: bertil.jagard@straight.ct.se STraight BBS, Sweden =
= Phone: +46-(0)31-3363973. FidoNet 2:203/221, NeST 90:1101/104 =
==

3022. Re: clock speed?

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-24 00:00:00 UTC
From: uglmiller@cc.memphis.edu
Message-ID: <1996May24.014421@msuvx2.memphis.edu>
Source record: 83668

In article <4nrp8s$lhn@nuke.csu.net>, kendrick@zippy.sonoma.edu (William Kendrick) writes:
> Ray Wilmott (rwilmott@mars.superlink.net) wrote:
> : were of slightly different speeds, and for some reason the number 1.59
>
> ~1.79Mhz. I forget what PAL is. I think it's faster (perhaps doubled?)
>
> -bill!
> kendrick@zippy.sonoma.edu ||| kendrick@vax.sonoma.edu
> ** New Breed Software ** / | \ ** William Kendrick **
> http://zippy.sonoma.edu/~kendrick/ http://sterba.com/

It's about 25% faster, although anything tied to the VBI is about 12% slower,
of course.
--
If Superman can fly, why can't super models?

Check out my home page (CCGs, classic computers, Revolution BBS):
http://www.people.memphis.edu/~uglmiller/home.htm (under construction)

3023. Re: Wanted: Alternate Reality City/Dungeon

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-24 00:00:00 UTC
From: uglmiller@cc.memphis.edu
Message-ID: <1996May24.014749@msuvx2.memphis.edu>
Source record: 83669

In article <69Jf-ZRXS7B@antic.cls.de>, ulf@antic.cls.de (Ulf Petersen) writes:
> On 20 May 96, smoore@chowgar.demon.co.uk wrote ...
>
>> On 20 May 1996 06:04:31 GMT, seaner@exo.com (Darth Vader) wrote:
>>
>> >>That's news to me! Both AR: THE CITY *AND* AR: THE DUNGEON work with
>> >>XL-IT! - the German ATARI 8-Bit emulator.
>> I've got The Dungeon to work (albeit slowly) but I can't get The City
>> to get past the opening sequence. I got the files from the AR site and
>> I remember reading somewhere that the City files were corrupt. Is
>> there anywhere alse I can get them from?
> I suppose you still have XL-IT! V0.12. That's why AR: THE CITY doesn't
> work. Get V0.13 from the author's WWW homepage and enjoy THE CITY - if you
> got a PENTIUM, that is ;).
>
> Ulf
>

Did 0.13 fix the problem with disk 3 side 1 of AR: The Dungeon? I haven't
gotten around to trying it...
--
If Superman can fly, why can't super models?

Check out my home page (CCGs, classic computers, Revolution BBS):
http://www.people.memphis.edu/~uglmiller/home.htm (under construction)

3024. RE: Reset key

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-24 00:00:00 UTC
From: uglmiller@cc.memphis.edu
Message-ID: <1996May24.014044@msuvx2.memphis.edu>
Source record: 83670

In article <19960518230919.aaaa005.F@babyblue.cs.yale.edu>, David Pochron
<chuckie@jadebbs.com> writes:
> uglmiller@cc.memphis.edu (Greg Miller) wrote:
>
>>What exactly happens when the user presses RESET? Mapping the Atari
>>claims that an NMI occurs, but my tests indicate otherwise.
>>Disassembling the NMI portion of the ROMs showed that no RESET NMI is
>>ever checked for, so it must be catching it some other way. Anyone
>>know?
>
> It depends on what system you are using. The 400 and 800 did use the
> NMI for the reset key. (That's why when the system locks up, pressing
> RESET doesn't do anything.) However, the XL and XE series have the
> reset button wired directly to the hardware reset line on all the
> important chips, and that's how resets are done on those systems.
>
> -----------------------------------
> David Pochron chuckie@jadebbs.com http://www.jadebbs.com/chuckie
>

I'm assuming that reactivates the ROMs in the process... That explains things
rather well. Is the vector at (12,13) the earliest opportunity to intercept
a RESET on XLs and XEs?
--
If Superman can fly, why can't super models?

Check out my home page (CCGs, classic computers, Revolution BBS):
http://www.people.memphis.edu/~uglmiller/home.htm (under construction)

3025. Re: Marble Madness

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-24 00:00:00 UTC
From: uglmiller@cc.memphis.edu
Message-ID: <1996May24.020244@msuvx2.memphis.edu>
Source record: 83671

In article <jimn8DrMoK4.6Iv@netcom.com>, jimn8@netcom.com (Jim Nitchals) writes:
> eplicon@aol.com (Eplicon) writes:
>
>>I suppose it was just as well. I tended to feel most of the stuff that EA
>>released for the Atari were substandard translations, when compared to the
>>C-64. It was like whatever programmers they hired only marginally knew
>>the Atari system, and this just gave us a flat or watered down version.
>
> I'm really surprised to read these comments, considering the wonderful
> original titles developed by EA for the 400/800: Archon and M.U.L.E.
> Seven Cities of Gold was exceptional as well. These titles were made
> *FIRST* for the Atari 400/800, and only later adapted to the C64.
>
> More than a few people I know still keep their Atari 800 around for
> doing M.U.L.E. playing at parties, although some of that's sentimental
> feelings rather than actual game playing motivating them to keep the
> system around.
>
> The failure of the 400/800 market had to do with the growing business
> in C64 products along with (in my opinion) Atari's abysmal failure to
> deal with that competition. If EA promised some 400/800 titles and
> failed to deliver, it has more to do with Atari than EA. Unfortunately,
> the same can be said for Commodore with the Amiga. EA sunk a lot of
> development money into the Amiga but hints about a sub-$500 computer
> didn't materialize until it was too late for the Amiga to make a full-on
> hit of the Amiga as a game machine.
>
> Game players are sensitive about not only features but price point.
> Atari got left in the dust by Commodore, then Commodore lost market
> share to PC clones. It's unfair to blame EA for abandoning failing
> markets after investing so much and delivering such great products.
>
> - Jim Nitchals
> Apple II port programmer for Archon, Archon II
>
> --
> Jim Nitchals <jimn8@netcom.com>
>

Atari's biggest problem may have been piracy... That's what the developers
usually complained about. I'd say what finished both the 8-bit Atari and
C64 was primarily the new generation of machines from Apple, Atari, and
Commodore. The PC didn't _really_ catch on until the late 80's, when VGA
and the clones came along.

--
If Superman can fly, why can't super models?

Check out my home page (CCGs, classic computers, Revolution BBS):
http://www.people.memphis.edu/~uglmiller/home.htm (under construction)

3026. Re: XL-it and Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-24 00:00:00 UTC
From: Markus Gietzen <iig05-1@htw.uni-sb.de>
Message-ID: <31A57806.41C6@htw.uni-sb.de>
Source record: 83672

Craig Lisowski wrote:

> Yes, many people have gotten a perfect copy of the dungeon,
> or should I say a perfectly good cracked copy of the dungeon. I beleive
> the copy I've seen was cracked by The Heist Network.

This is the copy which I use, as well. It seems to be a good crack.
The reason why the character disk isn't working yet:
I haven't added format-support. But I try to include this in one of the
next versions.

Bye,
Markus

--
Markus Gietzen Author of XL-it! Atari XL/XE-emulator

E-Mail: iig05-1@htw.uni-sb.de
WWW: http://www.htw.uni-sb.de/people/mgietzen.html

3027. Help with US Doubler install!

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-24 00:00:00 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <4o31iq$cgp@madeline.INS.CWRU.Edu>
Source record: 83738

Got lucky and a friend brought over a 1050 he found at a thrift store, the drive of course didnt work.

However, when I opened it to see whats wrong it looks like some little monster decided to have fun and rip out all the chips and connectors and ... we you know <sniff>. But the stuff under the shield was all intact and it looks like a good US doubler! <whee!>

Can someone send instructions for re-installing this in a good 1050? As I recall from the days when I purchased a few of these that it just requires jumpers to be moved/installed?

Help please! :)

Thanks!

Steve
--
-- Video game playing, adventure junkie, choclate craving, woman loving, Limbaugh hating, Trek watching, all around lazy computer fart.

!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

3028. Re: Games for XL-IT

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-24 00:00:00 UTC
From: chelm@ix.netcom.com
Message-ID: <4o32dl$5da@dfw-ixnews8.ix.netcom.com>
Source record: 83739

In article <4o0cac$l27@news1.t1.usa.pipeline.com>, dchea@nyc.pipeline.com(David Chea) wrote:
>Hi,
>
>Does anyone know where I can get games for the XL-IT emulator for PCs? The
>games I am specifically looking for are MULE, Alternate Reality, Mario
>Bros., and Ballblaster. Any help would be appreciated. Thanks.
>
>
>David

That's a very good question. There currently isn't a site to speak of where you can get them. Unfortunately a lot of people seem very tight assed about copyright infringement when it comes to the Atari 8-bit, but not about any of the other computers of the era, i.e. C64, Apple II, etc. So hopefully someone will put up a site for the 8-bits soon.

3029. Re: Pitall 2

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-24 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31a52374.5432360@news.superlink.net>
Source record: 83740

On 23 May 1996 02:38:21 -0400, eplicon@aol.com (Eplicon) wrote:

>> Actually, getting the diamond ring is not necessary.
>> You must have had the directions, Pitfall's Niece? Where
>> does it say that?
>
>The very first time I played "Pitfall 2," it was on my friend's 2600
>(before I got one for my 8-bit). He explained to me what the object of
>the game was, and referred to that character as "Pitfall Harry's niece."
>
Oh, to each his own. After all, I called the guy in the second level
"Fat Boy" after my best friend in grade school (who incidentaly, also
provided me with the name "Yogi". He was called Boo-Boo and the name
kind of gravitated over. Oh well.)
To the reply above this one, why do you have to get the white mouse
for anything? I never had to, the worst I had to deal with was playing
the comode 64 version and having it end at "Quick claw" (Where do you
people get these names? I always called that "The Pissing Monkey"!)

3030. Re: Games for XL-IT

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-24 00:00:00 UTC
From: DougF@gnn.com
Message-ID: <4o3cf8$h2f@news-e2d.gnn.com>
Source record: 83741

It seems ironic that during the years of peak popularity of 8bit Atari, there was rampant file swapping among owners. Yet, now that nearly all Atarians have moved on to bigger and better machines, the remaining users seem to be ever more protective about swapping these same old game titles. Most of those old software titles must be nearly impossible to buy from retail sources.

Is it possible that 8-bit users who have access to Web Home Pages could actually place some of these titles up for public consumption? Who would police this activity? Has anyone tried this or even thought about it? I know that here on the GNN service, we have 20 meg storage space to do whatever we want to do. Isn't there a similar capability on most of the competing internet service providers?

Any comments from internet gurus out there?

Happy Computing, from Doug Feldman in Ann Arbor, MI

3031. Latest SIO2PC directions?

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-24 00:00:00 UTC
From: jeffk914@groucho.roc.servtech.com
Message-ID: <31a53daa.2216825@news.servtech.com>
Source record: 83742

Well, I think it's about time to finally build the SIO2PC cable, copy my stuff over, and start running APE (registering it, of course. :)

I know there's a two-chip and a one-chip version, but most of the schematics and instructions I've seen have pointed to, well, more than one chip. The one at the end of the APE page looks the closest... One chip plus a diode. Is this the "one to build"?

Thanks!

| Jeff Kyle jeffk914@groucho.roc.servtech.com |
| http://www.servtech.com/public/jeffk914 |
| (auto photos, They Might Be Giants MIDI Archive, etc) |
| Reality is for people who can't handle the internet. |

3032. Re: FREE Catalog of Atari 2600/5200/7800/Lynx and 8-BIT Hardware/Software

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-24 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <4o3a8j$h6j@main.freenet.hamilton.on.ca>
Source record: 83743
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

```
Jay Tilton (jtilton@vt.edu) wrote:
: krieg@earth.execpc.com (Andrew krieg) writes:

: >And some of these carts are "obnoxiously common" (as Jay put it).

: "OC" is Crackers's creation. Credit where credit's due.

: ObClassic: Played Atari today. Had great fun.
: --
: Jay Tilton | jtilton@vt.edu

Video 61 has a great price on SuperChargers.....just ask Crackers, he
bought one yesterday.

Willy
```

3033. Re: Reset key

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-24 00:00:00 UTC
From: "J. F. Goodwin" <smrgoodw>
Message-ID: <4o3vq2$phv@susscsc1.rdg.ac.uk>
Source record: 83744

uglmiller@cc.memphis.edu (Greg Miller) wrote:
>
>What exactly happens when the user presses RESET? Mapping the Atari
>claims that an NMI occurs, but my tests indicate otherwise.
>Disassembling the NMI portion of the ROMs showed that no RESET NMI is
>ever checked for, so it must be catching it some other way. Anyone
>know?
>

I don't remember clearly but I recall that there are three addresses
at the end of the Atari memory; $FFFA-$FFFF. One is the IRQ line,
another is the NMI line and I'm *sure* another is the RESET one.
I believe RESET, although an NMI, does not vector through the normal
NMI service routine.

- Joel

3034. Re: C compilers

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-24 00:00:00 UTC
From: dja1@iscp.bellcore.com
Message-ID: <4o4a59$l0f@athos.cc.bellcore.com>
Source record: 83745

In article <31a1979d.1308862@news.bright.net>, tomhunt@bright.net (Tom Hunt) writes:
|> On Mon, 20 May 1996 11:29:39 +0200, Fabrice Frances
|> <frances@ensica.fr> wrote:
|> >but I dream of a real *eight* bits compiler (with 8-bits integers, 16-bits long
|> >integers and pointers), and LCC's front end won't allow this without a lot of
|> >modifications. So, instead of re-inventing the wheel, I was thinking
|> >Atari friends may already have such a nice thing 8-)
|> >
|> You might check into the cc65 compiler, by JRD. He published it under

I suppose you want a C compiler to write portable code to other machines?
Otherwise, I can't imagine why any veteran C coder would want to use anything
other than Action! for programming on an 8-bit machine. To me, Action! WAS
the C compiler for the Atari 8-bit. :) I tried LightSpeed C and CC65 but
I always ended up back with Action!

As far as portability goes, I never had anything (that didn't address
Atari hardware specific peculiarities) written in Action! I couldn't change
into C code in Emacs with minimal effort.

--

Dave Arlington
Bell Communications Research
ISCP Customer Contact, Gateway Solutions
RRC 4A-365, x4941
dja1@iscp.bellcore.com

3035. Re: Pitall 2

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-24 00:00:00 UTC
From: Tony Smolar <asmolar@fast.net>
Message-ID: <Pine.LNX.3.91.960524091102.11118C-100000@firewall.nscs.fast.net>
Source record: 83746

> >The very first time I played "Pitfall 2," it was on my friend's 2600
> >(before I got one for my 8-bit). He explained to me what the object of
> >the game was, and referred to that character as "Pitfall Harry's niece."
> >
> Oh, to each his own. After all, I called the guy in the second level
> "Fat Boy" after my best friend in grade school (who incidentaly, also
> provided me with the name "Yogi". He was called Boo-Boo and the name
> kind of gravitated over. Oh well.)
> To the reply above this one, why do you have to get the white mouse
> for anything? I never had to, the worst I had to deal with was playing
> the comode 64 version and having it end at "Quick claw" (Where do you
> people get these names? I always called that "The Pissing Monkey"!)

I think those are the names used in the manual.

3036. Re: Wanted: Miner 2049er

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-24 00:00:00 UTC
From: d_pike@Husky1.StMarys.CA
Message-ID: <4o4cmc$gp1@News.Dal.Ca>
Source record: 83747

In article <4nvchi$8me@gazette.loc3.tandem.com>, glenk@DSG.Tandem.COM (kimitsuka_glen) writes:
>
>Concerning Miner 2049er. There was a "secret" code that you could enter
> to jump to a specific level. Does anyone remember that code? I never
> reached the last two or so levels....
>
>Glenk
unfortunatly, you have to reach the final level for the secret codes to work. there are some shortcuts though.

BTW, this is for miner 2049er II. I don't think the original had any codes unless there were and I never found out about them.

The main one is from Level 2 to 22.
"Kill all the mutants and then get the pain roller. Press key 3 and then press "Start".

There are only 25 levels so you should be able to get to the end. When you do that you get unlimited access to any level you want. untill you turn off the computer.

randy.
800xl and the Internet. Why pay more.

3037. Re: Wanted: Miner 2049er

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-24 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <152190@cup.portal.com>
Source record: 83748

glenk@DSG.Tandem.COM (kimitsuka_glen) writes:
>
>Concerning Miner 2049er. There was a "secret" code that you could enter
> to jump to a specific level. Does anyone remember that code? I never
> reached the last two or so levels....

Sure! Just type in Big Five Software's phone number, as it's displayed
on the Miner 2049er title page. Just the numeric digits, no punctuation.
After that, you can hold down SHIFT-CTRL-1 through SHIFT-CTRL-0 to
instantly jump to level 1...10. (I find that if I die, if I press
any SHIFT-CTRL-# combination just before the final screen-reset of the
death sequence, the death isn't registered and I can thereby get
"infinite" lives!)

Enjoy...
Chris
Chris_F_Chiesa@cup.portal.com / xetwnk@shell.portal.com
... and now, also lvt-cfc@cyber1.servtech.com

3038. Re: FREE Catalog of Atari 2600/5200/7800/Lynx and 8-BIT Hardware/Software

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-24 00:00:00 UTC
From: jtilton@vt.edu
Message-ID: <jtilton.1070.000B5338@vt.edu>
Source record: 83749
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

af332@freenet.hamilton.on.ca (William Moeller) writes:

>Video 61 has a great price on SuperChargers.....just ask Crackers, he
>bought one yesterday.

I got mine from Dan Mowczan for a buck cheaper than V61. ;)
You're right, though. $15 isn't a bad price at all.

--
Jay Tilton | jtilton@vt.edu

3039. Re: Wanted: Miner 2049er

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-24 00:00:00 UTC
From: jduersto@kendall.mdcc.edu
Message-ID: <4o4lqh$ilo@kendall.mdcc.edu>
Source record: 83750

kimitsuka_glen (glenk@DSG.Tandem.COM) wrote:

: Concerning Miner 2049er. There was a "secret" code that you could enter
: to jump to a specific level. Does anyone remember that code? I never
: reached the last two or so levels....

Before the titles came up, you had to type 213-782-6861 (without the dashes)
and that would let you warp levels by pressing SHIFT 0-9 (0 meaning 10).

I'm not sure about the # but it is in the intro as the phone number for the
company (I forget the name). I can't believe I remember the damn phone
number after all these years.

Jason Duerstock
jduersto@kendall.mdcc.edu

3040. Re: Pitall 2

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-24 00:00:00 UTC
From: eplicon@aol.com
Message-ID: <4o4mq8$brl@newsbf02.news.aol.com>
Source record: 83751

> To the reply above this one, why do you have to get the white mouse
> for anything?

Extra points for one thing. And in the Atari 8-bit version, if you didn't obtain the mouse before going after Quick Claw, Pitfall Harry would jump for joy endlessly, and that's where the game stopped. So technically it was a "no-win" if you had intended to continue on in "The Adventurer's Edition" portion.

Jack H. Lee

rain@genie.geis.com
eplicon@aol.com
102337.2577@compuserve.com

3041. Re: Pitall 2

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-24 00:00:00 UTC
From: ryang@aurora.net
Message-ID: <4o4n5g$2sp@aurora.net>
Source record: 83752

Yogi (scharles@superlink.net) wrote:
: On 23 May 1996 02:38:21 -0400, eplicon@aol.com (Eplicon) wrote:
: the comode 64 version and having it end at "Quick claw" (Where do you
: people get these names? I always called that "The Pissing Monkey"!)

I always used to call it the Pink Panther before I ever got to se the manuals... I remember hearing from everyone else who played the commodore versions, 5200 versions, etc, and none of them included the second level... I remember playing the first level for 6 hours strait and finished it, and was TOTALLY suprised when I discovered the second level!! I left the computer on for a couple of days straight so I wouldnt loose my place, but I could NOT figure out the level at all... way too complex :)

You know what would be really cool? a map! a big map with ALL the screens on one (possible a large GIF) .. either drawn or screen captured would be awesome..

Ryan

3042. Re: The birth of Atari 400/800 & OSS

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-24 00:00:00 UTC
From: ryang@aurora.net
Message-ID: <4o4nl9$2us@aurora.net>
Source record: 83753

Paul Laughton (paul@laughton.com) wrote:
: For the story behind the birth of the Atari 400/800 and
: OSS, see...
: http://www.laughton.com/paul/abps/oss/oss.html

COOL!

3043. Re: Latest SIO2PC directions?

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-24 00:00:00 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <4o4smu$iiq@madeline.INS.CWRU.Edu>
Source record: 83754

In a previous article, jeffk914@groucho.roc.servtech.com (Jeff Kyle) says:

>Well, I think it's about time to finally build the SIO2PC cable, copy my stuff
>over, and start running APE (registering it, of course. :)
>
>I know there's a two-chip and a one-chip version, but most of the schematics and
>instructions I've seen have pointed to, well, more than one chip. The one at the
>end of the APE page looks the closest... One chip plus a diode. Is this the "one
>to build"?

Definatly build the 1489 version. :) It has 2 great advantages:

1) Its _really_ cheap to build yourself.
2) Its more reliable than the Max232 version by the fact that it has less
complex parts to fail.

On this point has anyone else had Max232 cables fail? I've heard from at
least 3 people who had overheating problems w/ Max cables (both
APE and PRO setups), but never with a 1489.

Steve
--
-- Video game playing, adventure junkie, choclate craving, woman loving,
Limbaugh hating, Trek watching, all around lazy computer fart.

!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

3044. Re: Wanted: Miner 2049er

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-24 00:00:00 UTC
From: johny@central.susx.ac.uk
Message-ID: <4o4evn$fr1@infa.central.susx.ac.uk>
Source record: 83755

In article <4nvchi$8me@gazette.loc3.tandem.com>,
kimitsuka_glen <glenk@DSG.Tandem.COM> wrote:
>Concerning Miner 2049er. There was a "secret" code that you could enter
> to jump to a specific level. Does anyone remember that code? I never
> reached the last two or so levels....

2137826861 - Big Five's phone number.

I can't remember when you're supposed to type it in, though :(

-- John Yeates (J.Yeates@susx.ac.uk) ------- http://www.susx.ac.uk/~johny/ --
PGP Public Key available, send mail with subject "send pgp key".
Volcanoes are just the Earth's way of dumping core.

3045. Re: Help with US Doubler install!

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-24 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <4o541r$ee2@blackice.winternet.com>
Source record: 83756

> dh395@cleveland.Freenet.Edu (Steven J Tucker) writes:
>
> and it looks like a good US doubler! <whee!>
>
> Can someone send instructions for re-installing this in a good 1050? As
> I recall from the days when I purchased a few of these that it just
> requires jumpers to be moved/installed?
>>>>
If it is a EPROM, use jumpers J2 and J4 (move J1 and J3). If it
is a straight PROM, use J1 and J3 (nothing in J2 or J4). Leave J5-7 alone.
Most early 1050's had EPROM's in them so you don't have to change them.
Later models use straight PROM's. (EPROM's have the little 'window' on
top, usually covered with a sticker.)
The 'Module' replaces the U8, a 6810 RAM and the EPROM
replaces U10. Most USD's came as PROM's but some of the first where
EPROM's.

Hope this helps; Rich Mier

3046. Re: Games for XL-IT

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-25 00:00:00 UTC
From: maffia@fox.CS.Berkeley.EDU
Message-ID: <4o60mc$9oj@agate.berkeley.edu>
Source record: 83673

In article <679432457wnr@kwll.demon.co.uk>,
Lawrence Staveley <Lawrence@kwll.demon.co.uk> wrote:
(snip snip snip)
> If *anyone* out there holds the (c) to a *released* Atari title can they
> please get in
> touch with me (especially, 'The English Software Comapny' and 'Synapse
> Software' authors!)

Perhaps it would be wise to set up a central registry, some ftp site or elsewhere, where we could list all known games / venders, and the copyright status of the titles. I imagine building a file for each program, indexed into directories by vender, containing the email messages sent by the companies when they are contacted. Then a summary section could be maintained. I think it is imperitive that we are organized in our fight to release the titles from copyright obscurity, and that we don't rehash the same issues every 60 days. It would be wise, for instance, to quote the letter from Broderbund to this group so that people can take it from there.

- Anthony

3047. Re: Dimond OS

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-25 00:00:00 UTC
From: fu511@cleveland.Freenet.Edu
Message-ID: <4o66s6$b3c@madeline.INS.CWRU.Edu>
Source record: 83674

In a previous article, tdrake1@umbc.edu (drake thomas phd posi)) says:

>Kevin S. Moore (fu511@cleveland.Freenet.Edu) wrote:
>
>: Does anyone know how to get the Diamond OS, by Alan Reeve to work
>: friendly with Sparta Dos. I have be experimenting with it and
>: find that it can't load .COM programs easly. Does anyone know
>: how much more developement went into this package? Do you know if
>: Alan Reeve developed this OS any futher? Inquireing minds want to
>: know...
>
>Kevin,
>
>Which version of the Diamond Super-Cart do you have?
>
>Tom
>
>--
>-=-
>Thomas Drake |From an 80-column Atari 8-bit Home Computer...
>tdrake1@umbc.edu | Through the telephone, off of the server,
>Test First! Then Code! | over the T-1 backbone, nothing but 'Net!
>

I have one of the very first versions...I find that it is very
funny under Sparta DOS. I have played with the Object File
that came with a Disket suited for DOS 2.5. Put that under
Sparta, found that it won't boot without hitting the reset
key once the Graphics Handler is loaded. I have to use the Sparta
prompt to get the desktop to install. Then it won't load and
run any .COM or OBJ. files at all. Keep in mind this the DISK
provide under 2.5 as a DEMO. The problem it has with a
Sparta formated disk, with version I have, is that it only runs
files with .OBJ extenederes. Not .COM as so easly used with Sparta
DOS prompt. So I must have and early version..

Kevin

--

3048. FREE Catalog of Atari 2600/5200/7800/Lynx and 8-BIT Hardware/Software

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-25 00:00:00 UTC
From: ice@skypoint.com
Message-ID: <4o686j$o49@stratus.skypoint.net>
Source record: 83675
Cross-posted to: alt.atari,alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,comp.sys.atari.8bit

```
**************************************************************************
* *
* Looking for something for your good old 8-bit or game machine? *
* *
* Have you thought that you'd never find Atari 2600/5200/7800/Lynx *
* and 8-BIT items ever again? *
* *
* WELL LOOK NO FURTHER!!! *
* *
* *
* To receive a FREE catalog of all Atari 8-bit and game machine products, *
* email your full name and postal mailing address to: ice@skypoint.com *
* *
**************************************************************************
```

3049. Re: Pitall 2

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-25 00:00:00 UTC
From: jlodoen@mega.megamed.com
Message-ID: <4o67cl$ecc@news.wco.com>
Source record: 83676

In article <4o4n5g$2sp@aurora.net>, ryang@aurora.net (Ryan Goolevitch) wrote:
>You know what would be really cool? a map! a big map with ALL the
>screens on one (possible a large GIF) .. either drawn or screen
>captured would be awesome..

Maps of both levels are at http://www.clark.net/pub/vgr/pitfall2.html

3050. Re: Dimond OS

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-25 00:00:00 UTC
From: fu511@cleveland.Freenet.Edu
Message-ID: <4o68bq$bt7@madeline.INS.CWRU.Edu>
Source record: 83677

In a previous article, areeve@avana.net (Alan Reeve) says:

>
>Later versions of Diamond GOS auto-detected the DOS being used while
>earlier versions used a configuration file created with one of the
>included utilities.
> - Alan
>

I have an earlyer version then. Did you develope later versions to be
more friendly with Sparta DOS? How do I get the later version? Your
old buisness number has been disconnected of course. I can't get the
old cart to load .com files. Only .obj code files under Sparta. Then,
when I hit RESET it drops me into Basic and the GOS is gone. The 8-bit
really needs a DESKTOP badly in today's Point and Click habits. Have
you seen ICET..the modem program? It is fantastic. In 80 colomns
and easy to use to view ANSI graphics. I would like to set up my
system to run in a graphics environment without having to reboot,
and hit the reset key so much..
Oh, by the way, nice to meet you..

Kevin..
--

3051. PRO

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-25 00:00:00 UTC
From: dchea@nyc.pipeline.com
Message-ID: <4o66i4$shn@news1.t1.usa.pipeline.com>
Source record: 83678

Does anyone know how to convert PRO files? Do they convert to ATR or XFD?

While we're at it, what is the difference between ATR and XFD?

-David

3052. Re: Games for XL-IT

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-25 00:00:00 UTC
From: Victor Chang <morbid@best.com>
Message-ID: <31A6BA4B.1DAC@best.com>
Source record: 83679

John M. Vogel wrote:
>
> Anthony Maffia (maffia@fox.CS.Berkeley.EDU) wrote:
>
> : Perhaps it would be wise to set up a central registry, some ftp site or
> : elsewhere, where we could list all known games / venders, and the copyright
> : status of the titles. I imagine building a file for each program, indexed
> : into directories by vender, containing the email messages sent by the
> : companies when they are contacted. Then a summary section could be
> : maintained. I think it is imperitive that we are organized in our fight to
> : release the titles from copyright obscurity, and that we don't rehash the
> : same issues every 60 days. It would be wise, for instance, to quote the
> : letter from Broderbund to this group so that people can take it from there.
>
> I think that's an excellent and worthwhile idea. So many people seem to
> be interested in the same goal but often go about it on their own; I think
> that's a waste of effortm, seeing that the current copyright holders are
> so hard to locate; information needs to be exchanged if we expect to be
> able to do this efficiently. Plus, companies such as Lucasarts will be
> more likely to respond if they see that lots of people have an interest
> in it.
>
> Just my .02
>
> John
> jvogel@crl.com

Enough talk, someone please just make the website!!!

3053. Re: Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-25 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <4o6ldb$2b6@dfw-ixnews8.ix.netcom.com>
Source record: 83680

In <4o00ua$1af4@usenetp1.news.prodigy.com> UASZ40A@prodigy.com (Robert Stone) writes:
>
>Yes, we might be a little crazy to stay with 8 bits, but it's fun...
>
>
I couldn't have said it better myself. That's the only reason I stay with the 8-bit. I own 3 working and a few dead ones (parts ya know).

rely@ix.netcom.com

3054. Re: Wanted: 1200 or better modem for 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-25 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <4o6ltr$ide@sjx-ixn6.ix.netcom.com>
Source record: 83681

In <4o02h2$9tq@cronkite.polaristel.net> kevins@hutch.cfa.org (Kevin Steinhaus) writes:
>
>I'm looking for a 1200 baud or better modem that I can directly
>connect to my 1200xl.
>
>Thanks
>
>Kevin Steinhaus
>kevins@hutchtel.net
>
If you have an 850 interface or some other SIO to RS232C interface, you can use up to 9600bps modems. I believe, at one time, there was a patch for the ICD P:R: Connection that would allow up to 19200. I don't recall if that worked correctly or not. Anyway, these interfaces units would allow you to use ANY standard external modem. Unfortunately, the 1200XL doesn't have an ECI port built in or I'd recommend the CSS Black Box or similar. These would give you real connecting power.

rely@ix.netcom.com

3055. BlackBox for sale/trade

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-25 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <4o73lv$9vt@news.xmission.com>
Source record: 83682

I have a mint condition black box that I'd like to sell or trade. Will
consider trading for an MIO (1meg preferred), plus cash or other items..

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

3056. Several 16meg ATR images

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-25 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <4o73k3$9vt@news.xmission.com>
Source record: 83683

I have several 16meg ATR images crammed full of downloadable files from my now defunct BBS. Is there a good spot that these can be uploaded to? I really hate seeing that many years worth of files go to waste on just me.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

3057. Re: Games for XL-IT

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-25 00:00:00 UTC
From: eyvind@pvv.unit.no
Message-ID: <jpb91eg3k7h.fsf@apollo.orakel.unit.no>
Source record: 83684

In article <4o658a$dps@crl8.crl.com> jvogel@crl.com (John M. Vogel) writes:

> Lawrence Staveley (Lawrence@kwll.demon.co.uk) wrote:
>
> : If *anyone* out there holds the (c) to a *released* Atari title can they please get in
> : touch with me (especially, 'The English Software Comapny' and 'Synapse
> : Software' authors!)
>
> Refresh me, for curiosity's sake; What did the English Software Co. publish?

Jet Boot Jack was probably (?) their most famous title. Also
Elektraglide, Diamonds!, Dan Strikes Back... I got one of their
collections, with JBJ, DSB, Fire(something), Captain Sticky's Gold and
one more game (Galaxians-like shoot-em-up). That reminds me, if
anyone has Dan Strikes Back, I'd REALLY appreciate a copy, since my
original stopped working.
--
Eyvind Bernhardsen

3058. Atari computer items for

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-25 00:00:00 UTC
From: gene.ehrich@compudata.com
Message-ID: <8C1424C.10C1000163.uuout@compudata.com>
Source record: 83685

```
Saturday, April 27, 1996 - 10:15 am EDT

Atari Items for Sale plus shipping

Cable & TV Connector for Atari 130XE.............. $ 6
Atari 1050 Disk Drive with power supply.......... $44
Atari 1050 Disk Driver owners guide.............. $ 6
Atari 1050 Disk Drive - intro to Atari DOS........ $10
Peripheral Cable for Atari computer.............. $ 9
WICO Boss Joy Sticks (2)......................... $10 each
Slik Stix Joy Sticks (2)......................... $ 9 each
U-Print Model A printer interface for Atari Comp.... $10
Nintendo DMG-04 Cable............................ $ 6
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 5 each
printers. Black and some colors. (8)
16 single sided double density disks.............. $ 7
10 Nashua single sided double density disks........ $ 7
NEC Color monitor model JC-1215MA................... $44
MPS801 Printer for Commodore...(two).............. $15 each
Okimate 20 Color Printer for Commodore.............. $39
Okidata 120 Printer Manual for Commodore Computers.. $ 2
................................................
Apple Green Monochrome Monitor..................... $29

19 Single sided single density disks for $5
14 Double side double density disks for $5

Shipping $3 each, add $1 for each additional.
Except disk drives/computers/monitors $9 each
Diskettes $2 total first 10 diskettes then $1 each 10

Gene Ehrich P.O. Box 209 Marlton NJ 08053-0209
```

gene.ehrich@compudata.com
Gene_Ehrich@compuserve.com Gene_Ehrich@prodigy.com
GeneEhrich@AOL.COM Gene_Ehrich@MSN.COM

• OLXWin 1.00b • Do vegetarians eat Animal Crackers?

3059. XEP, SDX, and PAL

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-25 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <31a79e94@pianosa.demon.co.uk>
Source record: 83686

Hello everybody,

Other than the handler supplied with my XEP80, does anybody know of the
whereabouts of one that works under SpartaDOS?

I'm using a PAL 130XE, with SDX, and wish to use the XEP80 module.
Unfortunately, the driver included is NTSC only.

There is one in the umich (well, the sunsite.doc.ic.ac.uk mirror) archive,
called xep80han.arc, but that appears to be NTSC only, too.

Any help greatfully received.

_
Regards, /_) 2:251/50.75 39:134/50.70
/ _)rad brad@pianosa.demon.co.uk

... Don't believe your elders, and don't believe your eyes.
(And) Don't Believe Your Eyes - Eddie And The Hot Rods

3060. Re: Games for XL-IT

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-25 00:00:00 UTC
From: Markus Gietzen <iig05-1@htw.uni-sb.de>
Message-ID: <31A6C898.7DE1@htw.uni-sb.de>
Source record: 83687

John M. Vogel wrote:

> Only for "works for hire", AFAIK. Otherwise, the copyright is usually
> owned by the author.

As I sold my commercial games I gave away my copyrights !
This depends on the contract but it was usual to do this because
the companies needed the copyright to make ports to other platforms.
They were also afraid that the author could make a similar game
and sell it again etc. etc.

Copyrights are a complicated matter. The more you think about it
the more you get confused. Needless to mention that different countries
have different laws. But this can be an advantage:
There are states without a copyright-law like we know it. If we could
find someone who lives in such a state ...
(but I forgot the names of these states ;-)
Of course it would still be illegal to download the software from there.

Bye,
Markus

--
Markus Gietzen Author of XL-it! Atari XL/XE-emulator

E-Mail: iig05-1@htw.uni-sb.de
WWW: http://www.htw.uni-sb.de/people/mgietzen.html

3061. Re: XL-it and Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-26 00:00:00 UTC
From: ryang@aurora.net
Message-ID: <4obip1$7nd@aurora.net>
Source record: 83607

Kilgore Trout (Insert@Funny.address.here) wrote:

: How do you create a character disk so you can actually play The Dungeon??

I would be VERY curious to know if anyone got a perfect copy of the dungeon. That game used phantom sectoring, and even my Happy drive would make a copy that when booted would change the (C) copyright logo in the startup to (P) and an FBI guy would kill you in the first few seconds of the game... QUITE sneaky..

Albeit, I belive to make a character disk, you have to format a single density disk with Dos 2.x and then 'format' it with AR:D . (That could be for AR:C, can't remember))

Ryan.

3062. Re: Games for XL-IT

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-26 00:00:00 UTC
From: chelm@ix.netcom.com
Message-ID: <4o874d$gn6@dfw-ixnews9.ix.netcom.com>
Source record: 83688

In article <4o3cf8$h2f@news-e2d.gnn.com>, DougF@gnn.com (Douglas Feldman) wrote:
>It seems ironic that during the years of peak popularity of 8bit Atari,
>there was rampant file swapping among owners. Yet, now that nearly all
>Atarians have moved on to bigger and better machines, the remaining users
>seem to be ever more protective about swapping these same old game titles.
>Most of those old software titles must be nearly impossible to buy from
>retail sources.

Yes, oddly enough during the height of popularity for these machines, when it
was very obviously illegal to copy games, but lots of people did it anyway.
Now for some strange reason, people are worried about copyrights that while
they may still be in effect, it appears that the companies that produced the
titles are really not concerned about what people do with 12 year old games.

>Is it possible that 8-bit users who have access to Web Home Pages could
>actually place some of these titles up for public consumption? Who would
>police this activity? Has anyone tried this or even thought about it? I
>know that here on the GNN service, we have 20 meg storage space to do
>whatever we want to do. Isn't there a similar capability on most of the
>competing internet service providers?
>

It is possible, I just wish someone would do it so those of us who want to
see all those good old games could have a place to go to.

3063. Re: Games for XL-IT

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-26 00:00:00 UTC
From: chelm@ix.netcom.com
Message-ID: <4o87di$gn6@dfw-ixnews9.ix.netcom.com>
Source record: 83689

In article <4o60mc$9oj@agate.berkeley.edu>, maffia@fox.CS.Berkeley.EDU (Anthony Maffia) wrote:
>Perhaps it would be wise to set up a central registry, some ftp site or
>elsewhere, where we could list all known games / venders, and the copyright
>status of the titles. I imagine building a file for each program, indexed
>into directories by vender, containing the email messages sent by the
>companies when they are contacted. Then a summary section could be
>maintained. I think it is imperitive that we are organized in our fight to
>release the titles from copyright obscurity, and that we don't rehash the
>same issues every 60 days. It would be wise, for instance, to quote the
>letter from Broderbund to this group so that people can take it from there.
>
Here's an idea. Why not put all the files up with a welcome message like, "If anyone sees something here that they feel should be removed for legal reasons, please leave email" Then see how many companies respond. I have a feeling that nobody will.

3064. Re: Pitall 2

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-26 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31a7b2cf.838440@news.superlink.net>
Source record: 83690

On 24 May 1996 12:06:32 -0400, eplicon@aol.com (Eplicon) wrote:

>> To the reply above this one, why do you have to get the white mouse
>> for anything?
>
>Extra points for one thing. And in the Atari 8-bit version, if you didn't
>obtain the mouse before going after Quick Claw, Pitfall Harry would jump
>for joy endlessly, and that's where the game stopped. So technically it
>was a "no-win" if you had intended to continue on in "The Adventurer's
>Edition" portion.
>
Don't know what version you're playing, but thats not required to get
the mouse in the one I play. All you have to get is pitfall harry's
niece and quick claw, and it puts you into the next screen. pitfall
harry does jump up and down after you touch quickclaw, but after the
whole bonus song plays he runs through the gate.

3065. Re: PRO

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-26 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <DrznBq.Mx@iglou.com>
Source record: 83691

In article <4o66i4$shn@news1.t1.usa.pipeline.com>,
David Chea <dchea@nyc.pipeline.com> wrote:
>Does anyone know how to convert PRO files? Do they convert to ATR or XFD?
>
>While we're at it, what is the difference between ATR and XFD?
>
The difference between ATR and XFD is that ATR files have a 16 byte
header. If you remove that, you have an XFD file.

--
Bill Marcum bmarcum@iglou.com
On 22 July, 1996, at 6:00 pm GMT, everyone in the world
just START HUMMING. Those who don't know will freak.

3066. WTB: Archiver chip for 810

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-26 00:00:00 UTC
From: mgorelick@mich.com
Message-ID: <4o8lg3$3ag@server3.mich.com>
Source record: 83692

I have been trying to get an archiver chip for my 810 ever since I first bought the thing back in the early '80s. Now that I have all my 800 stuff back (long story...someone else had it from '85 to '96), I'd like to renew the effort. I can burn the chip myself if someone has the 16K code sitting around and would like to send it to me, or I can buy a completed chip, or whatever. If you can help me, please email me at marcg@mich.com. Thanks!

3067. Re: Games for XL-IT

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-26 00:00:00 UTC
From: mcmahon@inil.com
Message-ID: <51a7cc$03216.324@NEWS>
Source record: 83693

chelm@ix.netcom.com (Chris) wrote:

>In article <4o60mc$9oj@agate.berkeley.edu>, maffia@fox.CS.Berkeley.EDU (Anthony Maffia)
wrote:
>>Perhaps it would be wise to set up a central registry, some ftp site or
>>elsewhere, where we could list all known games / venders, and the copyright
>>status of the titles. I imagine building a file for each program, indexed
>>into directories by vender, containing the email messages sent by the
>>companies when they are contacted. Then a summary section could be
>>maintained. I think it is imperitive that we are organized in our fight to
>>release the titles from copyright obscurity, and that we don't rehash the
>>same issues every 60 days. It would be wise, for instance, to quote the
>>letter from Broderbund to this group so that people can take it from there.
>>
In theory this is good...

>Here's an idea. Why not put all the files up with a welcome message like, "If
>anyone sees something here that they feel should be removed for legal reasons,
>please leave email" Then see how many companies respond. I have a feeling
>that nobody will.

Uhh... those companies in question do not have an obligation to do
so... I would have to agree (in most part) you would have very few
(mostly unfavorable) responses to such welcome message...

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,
* Rory McMahon Atari Fanatic by CHOICE! Falcon030/4/85/SyQuest EZ135 *
# mcmahon@inil.com 8 bits and above! Pentium 90 Xformer! #
'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'

3068. Why isn't anyone posting in ALT.WAREZ.ATARI

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-26 00:00:00 UTC
From: redeye@soreass.net
Message-ID: <31a82809.1756391@news.servtech.com>
Source record: 83694

It Seems to me, a great place to share files. C'mon people .

3069. ASM multiplication subroutine

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-26 00:00:00 UTC
From: cp32207@pinus.cc.etf.hr
Message-ID: <4o9cgq$79k@bagan.srce.hr>
Source record: 83695
Cross-posted to:
comp.sys.m6809,comp.lang.asm,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.apple2.programmer

```
Hi!
I need a assembler source for multiplying two 8 bit unsigned
numbers on a 6800 motorola, but any source for any 8-bit
processor would help. It has to work by shifting and adding,
not simply by adding. The result should be a 16-bit unsigned.
Tnx in advance,
Christian
```

3070. Re: Several 16meg ATR images

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-26 00:00:00 UTC
From: eyvind@pvv.unit.no
Message-ID: <jpbloif1u5k.fsf@apollo.orakel.unit.no>
Source record: 83696

In article <4o73k3$9vt@news.xmission.com> jeking@xmission.com (James King) writes:

> I have several 16meg ATR images crammed full of downloadable files from
> my now defunct BBS. Is there a good spot that these can be uploaded to?
> I really hate seeing that many years worth of files go to waste on just
> me.

You could do worse than to upload them to the PVV archive,

ftp://ftp.pvv.unit.no/incoming/atari/8bit/

Unfortunately, we only have about 70megs free right now, so depending
on the value of "several", there may not be enough room.
--
Eyvind Bernhardsen

3071. Re: Why isn't anyone posting in ALT.WAREZ.ATARI

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-26 00:00:00 UTC
From: chelm@ix.netcom.com
Message-ID: <4o9r2u$btv@dfw-ixnews8.ix.netcom.com>
Source record: 83697

In article <31a82809.1756391@news.servtech.com>, redeye@soreass.net wrote:
>
>
>It Seems to me, a great place to share files. C'mon people .

I would, but it doesn't even appear in my newsgroup list.

3072. Re: Games for XL-IT

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-26 00:00:00 UTC
From: jduersto@kendall.mdcc.edu
Message-ID: <4o9u9e$802@kendall.mdcc.edu>
Source record: 83698

Victor Chang (morbid@best.com) wrote:
: John M. Vogel wrote:

: Enough talk, someone please just make the website!!!

Check out http://cow.pasture.com/~annatar/8bit/

Jason Duerstock
jduersto@kendall.mdcc.edu

3073. Re: Why isn't anyone posting in ALT.WAREZ.ATARI

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-26 00:00:00 UTC
From: redeye@soreass.net
Message-ID: <31a8c81f.998426@news.servtech.com>
Source record: 83699

On Sun, 26 May 96 14:50:10 GMT, chelm@ix.netcom.com (Chris) wrote:

>In article <31a82809.1756391@news.servtech.com>, redeye@soreass.net wrote:
>>
>>
>>It Seems to me, a great place to share files. C'mon people .
>
>I would, but it doesn't even appear in my newsgroup list.
>
That BITES. Say, could it be because you configured your Newsreader
to filter out "empty" groups? if not, I'll post to whatever newsgroup
everybody does have.

3074. Re: Why isn't anyone posting in ALT.WAREZ.ATARI

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-26 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <4oafo0$dm1@blackice.winternet.com>
Source record: 83700

> redeye@soreass.net writes:
> On Sun, 26 May 96 14:50:10 GMT, chelm@ix.netcom.com (Chris) wrote:
>
> >In article <31a82809.1756391@news.servtech.com>, redeye@soreass.net wrote:
> >>
> >>
> >>It Seems to me, a great place to share files. C'mon people .
> >>
> >I would, but it doesn't even appear in my newsgroup list.
> >>
> That BITES. Say, could it be because you configured your Newsreader
> to filter out "empty" groups? if not, I'll post to whatever newsgroup
> everybody does have.
>
>
>>>>
Use "alt.binaries.comp.atari8bit". The INTERNIC people or whatever
you call them, are trying to kill the 'Werz' groups. My ISP has them but they have
a 6 hour expire time on the files.

Rich Mier

3075. Re: Games for XL-IT

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-26 00:00:00 UTC
From: mldcs@anet-dfw.com
Message-ID: <4oajfl$rap@news.anet-dfw.com>
Source record: 83701

In article <4o9u9e$802@kendall.mdcc.edu>,
jduersto@kendall.mdcc.edu (Jason Duerstock) wrote:
>Victor Chang (morbid@best.com) wrote:
>: John M. Vogel wrote:
>
>: Enough talk, someone please just make the website!!!
>
>Check out http://cow.pasture.com/~annatar/8bit/
>
>Jason Duerstock
>jduersto@kendall.mdcc.edu

Whose site is this? I downloaded everything there and not a single one works
with either XL-IT OR XF25!

What's the deal??

```
;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.
; ;.
; Mark C. Lowe mldcs@anet-dfw.com ;.
; ARS KB5III ;.
; Dallas, TX ;.
; ;.
;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.
```

3076. Re: Games for XL-IT

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-26 00:00:00 UTC
From: David Firth <david@signus.demon.co.uk>
Message-ID: <1996May26.163948.1118@signus.demon.co.uk>
Source record: 83702

Eyvind Bernhardsen (eyvind@pvv.unit.no) wrote:
: > Refresh me, for curiosity's sake; What did the English Software Co.
: > publish?

: Jet Boot Jack was probably (?) their most famous title. Also
: Elektraglide, Diamonds!, Dan Strikes Back... I got one of their
: collections, with JBJ, DSB, Fire(something), Captain Sticky's Gold and

Airstrike and Airstrike II

--
David Firth <david@signus.demon.co.uk>

3077. Re: Pitall 2

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-26 00:00:00 UTC
From: Ryan Goolevitch <ryang@computerhelp.ca>
Message-ID: <Pine.SV4.3.91.960526151938.3682A-100000@aurora.net>
Source record: 83703

> There is an ASCII map of the first level on http://videogames.org
> It's for the 2600 version, so it doesn't have the map for the 'secret'
> level. There's also an ASCII map for Pitfall! ("one") there.

Yes... But Level 1 is too simple, you dont really need a ma... but MAN,
if I had a map for Level 2, that would be AWESOME AWESOME AWESOME ! :)

Ryan

3078. Re: Pitall 2

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-26 00:00:00 UTC
From: Ryan Goolevitch <ryang@computerhelp.ca>
Message-ID: <Pine.SV4.3.91.960526152200.3682B-100000@aurora.net>
Source record: 83704

> Maps of both levels are at http://www.clark.net/pub/vgr/pitfall2.html

COOL! Gotta check that out :)

3079. WANTED: Docs for Spider Eater by Koala Technologies.

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-26 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <4oarct$pee@kelly.teleport.com>
Source record: 83705

I have an Original Disk for Spider Eater, with Yellow Label & Red
Letter/Graphics by Koala Technologies to be used with a Koala Pad. But I don't
have Documentation for it including The Template you lay on the Koala Pad that
you need to enter the Game. Could someone Respond, In E-Mail, who can help
me get this Documentation & Template! If you can Help me, please E-Mail me at:
bensmith@teleport.com
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. Mon - Thurs 3
PM - Midnight. Friday 3 PM - 6 PM PST Call above # these Hours.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Catalogs are FREE & updated monthly. Reply in E-Mail to bensmith@teleport.com
http://www.teleport.com/~bensmith/bscomputers.shtml Bravo Sierra Atari Store

3080. Re: Games for XL-IT

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-26 00:00:00 UTC
From: Chet Chudasama <CChudasama@sc9.intel.com>
Message-ID: <31A90297.203@sc9.intel.com>
Source record: 83706

```
Jason Duerstock wrote:
>
> Victor Chang (morbid@best.com) wrote:
> : John M. Vogel wrote:
>
> : Enough talk, someone please just make the website!!!
>
> Check out http://cow.pasture.com/~annatar/8bit/
>
> Jason Duerstock
> jduersto@kendall.mdcc.edu

Also Check out:

http://mars.superlink.net/scharles/

Clue: 'Follow the links'

--
Disclaimers:
'Any typos that may occur are intentional and may not be reproduced
without prior approval'
"My views/opinions are my own and in no way reflect those of my employer"
```

3081. Atari 8bit Hard Drive Backup Software.

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-27 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <4ob0jc$2ue@news.tcd.net>
Source record: 83608

Hard Back & Restore is still available..Price change!!

$13.00 including shipping, comes with disks and documentation.

If interested send M/O, Check to

K-Products
P.O. Box 22122 A.M.F.
Salt Lake City, Ut 84122

phone 801-967-7400 aft 3:30pm mdst..Voice or Fax..

3082. Atari 8Bit Hard Drive System

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-27 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <4ob0t6$2ue@news.tcd.net>
Source record: 83609

What is a Hard Drive system worth for the Atari 8Bit?

Components used..

Interface New..

SCSI Hard Drive, can either be new or used

Scsi Card converting MFM drive to Scsi, can either be new or used
Adaptec 4000a?

Capasity, from 20 mgs to 112mgs depending upon the drive selected
and card for the interface..

Power supply? You furnish, I furnish new/used? Shoe box types
new are still going for arround $85.00..?

If your interested get back to me e-mail..with what you want for
a system new/used and what you are willing to invest into the
system..

3083. Re: Atari Documentation Archive

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-27 00:00:00 UTC
From: Jeff Potter <74030.2020@CompuServe.COM>
Message-ID: <4ob2cf$bt2$1@mhadg.production.compuserve.com>
Source record: 83610

Chris, all:

Like I mentioned before, I have written a reader/viewer to display
and print out TIFF bilevel images produced by scanners. I never
released it because it only supports a tiny subset of TIFF, which
is a huge, extensible format. Anyone wishing to help me test it,
contact me and/or email me a uuencoded .TIF file (either no
compression or packbits).

Jeff

--
Jeff Potter
74030.2020@compuserve.com
potter@escmail.orl.mmc.com
jdpotter@genie.geis.com

3084. XL-it and Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-27 00:00:00 UTC
From: Insert@Funny.address.here
Message-ID: <4ob453$gch@news2.widomaker.com>
Source record: 83611

OK so I have an inept question -

XL-it v 0.13 seems to work pretty well, and I'm itching to play AR:Dungeon.

Problem is, it needs a character disk, which I can't seem to create.
Now, I know people have been talking about how AR works fine on XL-it, so
maybe some of you can help me out....?

How do you create a character disk so you can actually play The Dungeon??

Thanks in advance...

3085. WTB 850 interface

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-27 00:00:00 UTC
From: summers.61@osu.edu
Message-ID: <summers.61-2604962326530001@ts23-16.homenet.ohio-state.edu>
Source record: 83612

Anybody have an extra 850 for sale or know where i can get one (or
equivalent)? Also i would appreciate a non-biased party to tell me what a
fair price is - thanks a lot.
andy
summers.61@osu.edu

3086. Re: Pitall 2

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-27 00:00:00 UTC
From: eplicon@aol.com
Message-ID: <4ob9sh$2qf@newsbf02.news.aol.com>
Source record: 83613

>Don't know what version you're playing, but thats not required to get
>the mouse in the one I play...

Oops, you're right. It's been a long time since I played the game. I must've confused it with the diamond (and don't tell me I'm wrong again <g>). But in any event, if you forget one vital element, you don't get to play the second half is what I'm basically saying.

Jack H. Lee

rain@genie.geis.com
eplicon@aol.com
102337.2577@compuserve.com

3087. Re: BlackBox for sale/trade

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-27 00:00:00 UTC
From: Josh Spatz <mjkv57c@prodigy.com>
Message-ID: <31A94D57.381A@prodigy.com>
Source record: 83614

A black box?!?!!? Shouldn't this post be in alt.hacking or something?

3088. hard drive problems

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-27 00:00:00 UTC
From: cooley@nevada.edu
Message-ID: <4oboi0$rn9@news.nevada.edu>
Source record: 83615

hello. at the begining of the year, i posted a problem i was having with a hard drive i am using with an MIO board. It crashed, and the subdirectories got garbled really bad. Someone replied and told me how to repair the directories. I forgot who it was, but was wondering if anyone else knows how to do this? i'Ve used the file HDRECVR.COM, which has worked for me in the past, but it just doesn't want to work in this case. anyone have any ideas? please reply..thank you!

3089. hard drive problems AGAIN

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-27 00:00:00 UTC
From: cooley@nevada.edu
Message-ID: <4oboa8$nu0@pioneer.nevada.edu>
Source record: 83616

hello. a few months ago, or maybe even further, i had a hard drive crash on me. i'm using an MIO hard drive setup with 2 seagate 20 meg drives. One person on here sent me email telling me how to repair those sectors that got screwed up. I'm not sure who it was, but i was wondering if anyone else knows how to fix a garbled directory with a bunch of subdirectories that are garbled too. I tried the file HDRECVR.COM, which has worked for me in the past, but sometimes it just doesn't want to work for some strange reason. anyone have any ideas how to do this? please reply. thank you

3090. [UK]400/800XL PSUs, compatible alternatives?

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-27 00:00:00 UTC
From: psampson@nortel.ca
Message-ID: <4obpts$akv@bmdhh222.bnr.ca>
Source record: 83617

Having obtained an Atari 400 and a 800XL, without PSUs, I'm looking for suitable alternatives so that I can get these machines back to life.

Having recently read about one chap who (possibly) fried his 130XE with a CBM PSU, I'm cautious about slapping any old supply into the 400/800XL.

I have the following Atari PSUs, and wondered if any of them are suitable condidates for powering either of the above. Obviously I don't want to zap the PSU and/or the 400/800XL and be left with yet another machine to find a PSU for!

- 65XE
- XEGS ... These are 800s in nice cases, aren't they?
- Jaguar

I also have a vast range of regular gender-bender PSUs, delivering 300mA -> 1200 mA (3v->12V) DC.

For some reason I've been unlucky with getting working Atari PSUs with most of my 2nd hand Atari machines. None of my 4 2600s came with ones that worked. Fortunately both 7800s have the original PSUs, because I'd have no idea where to get another of those stupid connectors Atari added.

Could someone give me the details on the PSU voltage and current rating, or alternatively anyone who sells PSUs (in the UK only) for either of the above.

--
|Binatone TV Master/ZX81/Spectrum 48K/128K/+2/+2a/+3/QL/2600|
|2600Jr/XEGS/65XE/7800/400/800XL/Jaguar/MZ700/CPC464/TI99 4a|
|MSX/BBC B/Dragon32/VIC20/C=16/C=+4/C=64/Amiga/Intellivision|
|Colecovision/Saturn/3DO/PSX/G7000/NewBrain AD/Atmos/Genesis|
|Z88/Electron/ADAM/Vectrex. WANTED Dragon64, ZX80, Atom, ACE|
|Paul Sampson, Nortel (Northern Telecom), Just my own views.|

3091. Re: hard drive problems AGAIN

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-27 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <4oc60n$c7o@sjx-ixn2.ix.netcom.com>
Source record: 83618

In <4oboa8$nu0@pioneer.nevada.edu> cooley@nevada.edu (DEBORAH COOLEY) writes:
>
>
>hello. a few months ago, or maybe even further, i had a hard drive crash
>on me. i'm using an MIO hard drive setup with 2 seagate 20 meg drives.
>One person on here sent me email telling me how to repair those sectors
>that got screwed up. I'm not sure who it was, but i was wondering if
>anyone else knows how to fix a garbled directory with a bunch of
>subdirectories that are garbled too. I tried the file HDRECVR.COM, which
>has worked for me in the past, but sometimes it just doesn't want to work
>for some strange reason. anyone have any ideas how to do this? please
>reply. thank you
>
>
What are you using for DOS? I hope SpartaDOS. SD has, in the tool box, a great sector editor. I've used it for data recovery loads of times. I don't know much about MyDOS file format, bu SD format is very easy to follow and fix. I've even rebuilt sector maps to get files back. Tediuos, but worth the work.

rely@ix.netcom.com

3092. Re: [UK]400/800XL PSUs, compatible alternatives?

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-27 00:00:00 UTC
From: Nathan Page <nmp20@hermes.cam.ac.uk>
Message-ID: <Pine.PCW.3.91.960527130417.3598E-100000@Algo>
Source record: 83619

> For some reason I've been unlucky with getting working Atari
> PSUs with most of my 2nd hand Atari machines. None of my 4
> 2600s came with ones that worked. Fortunately both 7800s have
> the original PSUs, because I'd have no idea where to get another
> of those stupid connectors Atari added.

A local shop sells 7800 power supplies for the fantastic sum of 25 quid!

> Could someone give me the details on the PSU voltage and
> current rating, or alternatively anyone who sells PSUs (in the UK
> only) for either of the above.

My UK 800XL has a 5V 7.5VA power supply, whereas my 65EX has a 5V 5.0VA
supply. Both work fine on the 800XL.

Cheerio,

Nathan

- -
- Nathan Page- Economics Student (so why do I use computers so much?) -
- -
- Main hobby- collecting video games (mostly on the classic machines) -
- -
- email: nmp20@cai.cam.ac.uk http://www-gcsu.cai.cam.ac.uk/~nmp20 -
- -

3093. Re: [UK]400/800XL PSUs, compatible alternatives?

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-27 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <4oc6m9$8rf@dfw-ixnews3.ix.netcom.com>
Source record: 83620

In <4obpts$akv@bmdhh222.bnr.ca> psampson@nortel.ca (Paul Sampson)
writes:
>
>Having obtained an Atari 400 and a 800XL, without PSUs, I'm
>looking for suitable alternatives so that I can get these
>machines back to life.
>
>Having recently read about one chap who (possibly) fried his
>130XE with a CBM PSU, I'm cautious about slapping any old supply
>into the 400/800XL.
>
>I have the following Atari PSUs, and wondered if any of them are
>suitable condidates for powering either of the above. Obviously I
>don't want to zap the PSU and/or the 400/800XL and be left with
>yet another machine to find a PSU for!
>
> - 65XE
> - XEGS ... These are 800s in nice cases, aren't they?
> - Jaguar
>
>I also have a vast range of regular gender-bender PSUs,
>delivering 300mA -> 1200 mA (3v->12V) DC.
>
>For some reason I've been unlucky with getting working Atari
>PSUs with most of my 2nd hand Atari machines. None of my 4
>2600s came with ones that worked. Fortunately both 7800s have
>the original PSUs, because I'd have no idea where to get another
>of those stupid connectors Atari added.
>
>Could someone give me the details on the PSU voltage and
>current rating, or alternatively anyone who sells PSUs (in the UK
>only) for either of the above.
>
>--
>|Binatone TV Master/ZX81/Spectrum 48K/128K/+2/+2a/+3/QL/2600|
>|2600Jr/XEGS/65XE/7800/400/800XL/Jaguar/MZ700/CPC464/TI99 4a|
>|MSX/BBC B/Dragon32/VIC20/C=16/C=+4/C=64/Amiga/Intellivision|
>|Colecovision/Saturn/3DO/PSX/G7000/NewBrain AD/Atmos/Genesis|
>|Z88/Electron/ADAM/Vectrex. WANTED Dragon64, ZX80, Atom, ACE|
>|Paul Sampson, Nortel (Northern Telecom), Just my own views.|
>
The Atari 800XL and 130XE power supplies are the same. They output
5VDC @1.5A. The following pinout of the PS is as follows:

Looking at the connector on the PS cable, pins facing you.

```
/-o7 6o-\
0VDC Return <--o 3 1o--> +5VDC
\--o 5 4o--/
o
2---Hardware ground also includes the shell of the
connector.
```

rely@ix.nectom.com

3094. Re: XL-it and Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-27 00:00:00 UTC
From: clisowsk@condor.mcs.kent.edu
Message-ID: <4oce1u$hj6@ns.mcs.kent.edu>
Source record: 83621

Ryan Goolevitch (ryang@aurora.net) wrote:
: I would be VERY curious to know if anyone got a perfect copy of the
: dungeon. That game used phantom sectoring, and even my Happy drive would
: make a copy that when booted would change the (C) copyright logo in the
: startup to (P) and an FBI guy would kill you in the first few seconds of
: the game... QUITE sneaky..

Yes, many people have gotten a perfect copy of the dungeon,
or should I say a perfectly good cracked copy of the dungeon. I beleive
the copy I've seen was cracked by The Heist Network.

--Craig "Wonder if my floppies from the early 80's (83/84) still work..."

3095. Re: XL-it and Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-27 00:00:00 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <4ochcp$4l1@madeline.INS.CWRU.Edu>
Source record: 83622

In a previous article, ryang@aurora.net (Ryan Goolevitch) says:

>Kilgore Trout (Insert@Funny.address.here) wrote:
>
>: How do you create a character disk so you can actually play The Dungeon??
>
>I would be VERY curious to know if anyone got a perfect copy of the
>dungeon. That game used phantom sectoring, and even my Happy drive would
>make a copy that when booted would change the (C) copyright logo in the
>startup to (P) and an FBI guy would kill you in the first few seconds of
>the game... QUITE sneaky..

The new prosystem makes easy work of AR: The Dungeon, w/ all protection
in tact so it works perfectly.

I'm not sure how well the cracked XFD's from the AR page work, but they seem
to be able to bypass the 'killed by the long arm of the law' check.

Steve
--
-- Video game playing, adventure junkie, choclate craving, woman loving,
Limbaugh hating, Trek watching, all around lazy computer fart.

!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

3096. HELP !! modem problems

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-27 00:00:00 UTC
From: Mariano Dominguez Molina <mariano@ce.fciencias.unam.mx>
Message-ID: <31A9FB92.41C6@ce.fciencias.unam.mx>
Source record: 83623

Hello, can anybody help me tu access internet with my atari ??

My problem is :

I have a 65XE and a XM301 (300 baud modem), I bougth an account an
dialup service from an unix server, and downloaded BOBterm, Icet, and
all vt100 emulators i found. But my modem doesn't detect the carrier; I
can hear it when the server answers.

The modem's LED lights only vey dim, and the term send me a NO CARRIER
message, I can receive the header data (the "welcome to the ..."
message), but when i try to enter my password, the connection breaks .

What can i do ???

Greetings
M.

3097. WANTED: ATARI

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-27 00:00:00 UTC
From: myemail@www.internet.com
Message-ID: <4ocksn$47m@prometheus.localnet.com>
Source record: 83624

I'm looking for a working atari with 2 joysticks and 2 paddles. Also looking for, PONG, JOUST, SPACE INVADERS, GALGA (if its out there), PAC MAN, and DIG DUG. Looking for some one who will sell for a price between 3 dollars a game and Atari with Joysticks (no exceptions) for 20 dollars. If you have what I'm looking for e-mail me ay randco@localnet.com

3098. Re: BlackBox for sale/trade

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-27 00:00:00 UTC
From: wweiss2@norfolk.infi.net
Message-ID: <31a9a614.6380252@allnews.norfolk.infi.net>
Source record: 83625

In comp.sys.atari.8bit Josh Spatz <mjkv57c@prodigy.com> wrote:

:>A black box?!?!!? Shouldn't this post be in alt.hacking or something?

Wrong black box. This is a SCSI and HD floppy interface for the Atari.

Warren W. Weiss
[WWeiss2@norfolk.infi.net]

---- lovin' music - kids - computers - a really dry red ----

3099. 8 bit internet software

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-27 00:00:00 UTC
From: greywolf@Traveller.com
Message-ID: <4ocoou$k0a@tsunami.traveller.com>
Source record: 83626

Is there any Atari 8-bit internet software? Seems like it could at least be used to read news groups or browse the web in text mode.
...greywolf

3100. Atari 800XL for Sale with Lots of Games

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-27 00:00:00 UTC
From: atoth@worldweb.net
Message-ID: <atoth-2705960258340001@dec1-port05.worldweb.net>
Source record: 83627
Cross-posted to: comp.sys.atari.8bit,rec.games.video.marketplace

I've got an 800XL that I want to unload. Why? For one my room is a mess. Two, I've decided to focus on my TI 99 instead, and three I was using it only as a gaming console and its pretty bulky for that. So I decided to get rid of it (already selling my VIC-20, probably going to dump my Coleco stuff). Heres what I got:

-800 XL Computer plus Power Supply - works great, looks pretty good
-Possibly an Atari book or two, a few flyers and warranty cards
-Atari 410 Program Recorder
-The following games (all cartridges):

Alien Ambush (DANA) - with box and docs
MIner 2049'er (Big FIve)
Fast Eddie (20th Century Fox)
River Raid (Activision) - best version I've played
Star Raiders (Atari) - with manual, two cartridges
Galaxian (Atari)
Basic (Atari)
Cloudburst (DANA) - with box and docs
Jumbo Jet Pilot (Thorn/EMI) - made in UK
Gateway to Asphai (EPYX) - with photocopied docs, fun
Defender (Atari)
Millipede (Atari)
Pac-Mac (Atari)
Asteroids (Atari)
Qix (Atari)

I might be able to scrounge up a joystick for you if you request it. I have a good reputation in rec.games.video.classic and I've trade and sold for over a year. I WILL NOT SELL ITEMS SEPERATELY!! I'm looking for the best offer over $30. I'll wait about 1 - 2 weeks before going ahead and selling. You pay shipping by any method you want. I will consider the following TI items in part or full trade:

-Monitor
-Disk Software, particularly a terminal emulator (NOT Term. Emulator II, that program is crap!) as well as commercial games
-Cartridges: I've got most of the common ones, looking for the rarer ones
-Catridges compatible with the MSX expansion unit

also,

-Buster Brothers for NES

Please email me at: atoth@worldweb.net

Other addresses you can reach me at: atoth@black.clarku.edu,
atoth@vax.clarku.edu

--
-alex atoth@worldweb.net
---
http://black.clarku.edu/~atoth/index.html -thrills and chills beyond your wildest
imagination!!

3101. Re: Wanted: Miner 2049er

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-27 00:00:00 UTC
From: Jeremy Larsen <JEREMY@MUSIC.CC.UGA.EDU>
Message-ID: <27MAY96.15393304.0064@UGA.CC.UGA.EDU>
Source record: 83628

In article <4o1q0k$cf3@kralle.zdv.Uni-Mainz.DE> (Claudia) writes:
>Jeremy Larsen <JEREMY@MUSIC.CC.UGA.EDU> wrote:
>
>>The way to do this is to get the phone number from the title screen
>
>I never knew THAT!
>Do you know any secrets from other great games?
>
>CU Claudia
>
Well, let's see... not as many as I'd like! I do know that in one of
my all-time favorites, Pharaoh's Curse, the secret code word (at least
on my game) is SYNISTOPS. Typing in SYN gets you to level 1, SYNIST
to level 2, and SYNISTOPS to level 3. I found this out by solving
each level, although when you solve level 3, there is no more code
word. THe different levels are all the same, but harder (more ubiquitous
bird, more pestering bad guys).

Jeremy

3102. Re: Games for XL-IT

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-27 00:00:00 UTC
From: Edward Detre <e.detre@worldnet.att.net>
Message-ID: <31A929FF.668B@worldnet.att.net>
Source record: 83629

David Chea wrote:
>
> Hi,
>
> Does anyone know where I can get games for the XL-IT emulator for PCs? The
> games I am specifically looking for are MULE, Alternate Reality, Mario
> Bros., and Ballblaster. Any help would be appreciated. Thanks.
>
>
> DavidI have a TON of atari games but don't know how to convert them to IBM. if
anyone can help E-mail me at 00205650@ysub.ysu.edu

thanks,
Tod Detre

3103. Atari 400/800 serial port

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-27 00:00:00 UTC
From: bob@kunk.n0qbj.ampr.org
Message-ID: <4od074$b3h@kunk.n0qbj.ampr.org>
Source record: 83630

Can someone post a pinout of the Atari SIO port please?

Bob
--
Robert E. Brose II / N0QBJ /

Email: bob@kunk.jriver.com
WWW: http://www.jriver.com/~bob/

3104. Re: Marble Madness

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-27 00:00:00 UTC
From: ziggy29@netgate.net
Message-ID: <ziggy29-2705961310180001@d35.netgate.net>
Source record: 83631

In article <1996May24.020244@msuvx2.memphis.edu>, uglmiller@cc.memphis.edu wrote:

> In article <jimn8DrMoK4.6Iv@netcom.com>, jimn8@netcom.com (Jim Nitchals) writes:
> > eplicon@aol.com (Eplicon) writes:

> > I'm really surprised to read these comments, considering the wonderful
> > original titles developed by EA for the 400/800: Archon and M.U.L.E.
> > Seven Cities of Gold was exceptional as well. These titles were made
> > *FIRST* for the Atari 400/800, and only later adapted to the C64.

The old EA classics are one of the primary reasons to hold on to the ol' 800. In fact, of these older games, I've seen the Atari version, the Apple II version and (when available) the IBM PC version. In almost all cases, the Atari version was far superior in sound, and generally superior in graphics.

I had an Apple IIe along side a 1200XL for several years ('84-86). I only purchased the Apple when Atari games were becoming harder to find and everything was primarily Apple II. (The same thing would happen to the Apple II in a couple of years.) When I wanted a game which was available on both platforms, I always chose the Atari version.

> > More than a few people I know still keep their Atari 800 around for
> > doing M.U.L.E. playing at parties, although some of that's sentimental
> > feelings rather than actual game playing motivating them to keep the
> > system around.

Oh? M.U.L.E. may not have great graphics by 1996 standards, or even by 1988 standards, but in terms of playability it is *still* an all-time classic. It never gets old; I can say that about very few games--most of which were made a decade or more ago, and most of them had Atari versions. Remember, this is when 48K was a ceiling; there were no add-on memory modules or video cards. As a result, the designers and programmers did some *incredible* work getting everything to fit. These days, if an ambitious project doesn't work with a typical configuration, they rarely bother to tweak the code. Instead, they just make the "requirements" higher. Open systems are nice in some ways, but this isn't one of them.

It was always nice with the Atari 8-bit and the Apple IIe--knowing that if you buy something for that machine, it *would* work on that machine. Period.

With other games, it may be purely sentimental. There are a handful of games I keep coming back to--I've been a computer gamer since about

1980 (since about 1977 if you include the old VCS), and if I had to
list my top ten games of all time, I'd say that there would be at
least four or five with which I fell in love originally on the old
800 or 1200XL.

> > The failure of the 400/800 market had to do with the growing business
> > in C64 products along with (in my opinion) Atari's abysmal failure to
> > deal with that competition. If EA promised some 400/800 titles and
> > failed to deliver, it has more to do with Atari than EA.

Could be. EA made a lot of great games for the Atari up until
around 1985, and by that time the platform was showing its age. I
do think Atari dropped the ball a bit. If you compare the Atari 800XL
with the early IBM PC, the PC had a faster CPU (in terms of clock
speed) and more RAM--but I'm sure the 6502 could have also been
stretched beyond 1 MHz. Or perhaps there could have '202 and '302
chips which were faster but retained 6502 compatibility. Who knows?
Atari, Apple and Commodore didn't expand into the future well--which
was both a blessing and a curse; ultimately, it was mostly a kiss of
death for the platforms as the '286 and '386 took hold, and as VGA
graphics and sound cards stole the last advantages the other platforms
held. (The early IBM PCs had *abysmal* graphics and sound.)

What if Atari had provided a mass-market 20-40 megabyte hard drive
early on? What if it speeded up its disk drives so that a game wouldn't
take two minutes to load? Or improved its graphics chips and perhaps
had memory on the graphics module? (Remember that the Atari uses
regular RAM for its graphics.) Could the Atari (or the Commodore; the
introduction of the Mac showed that Apple at least saw something
coming) have made it into the 1990s--or even the 21st century--if the
engineers at Atari were determined to make their computers something
which could grow with the future? Would there now be a 32-bit
derivative of the good ol' 6502 which was still backward compatible
with the 6502? What if Atari quickly released an expansion module--
like today's Black Box or MIO--for its older machines and made their
features standard in later versions (running the same general
architecture and operating system)?

The speculation is entertaining, even if useless. :)

> > Unfortunately,
> > the same can be said for Commodore with the Amiga. EA sunk a lot of
> > development money into the Amiga but hints about a sub-$500 computer
> > didn't materialize until it was too late for the Amiga to make a full-on
> > hit of the Amiga as a game machine.

True. I think one thing, however, is that the Amiga was a completely
separate product from the 64 (and the Vic-20 before that), much like
the Macintosh was completely separate from the Apple II. It was not
designed to run any of the old software. And maybe this was a part
of its downfall--as we can see today, the most successful platforms are
now extensible and expandable, still retaining most of its compatibility

with the "ancient" programs of its earlier days. If you market a
completely new system, with a completely new operating system with
no backward compatibility, people will give up on you. They may be
willing to make new hardware investments every 2-3 years, but they
are generally *not* ready to abandon all of their old favorite software.

> > Game players are sensitive about not only features but price point.
> > Atari got left in the dust by Commodore, then Commodore lost market
> > share to PC clones. It's unfair to blame EA for abandoning failing
> > markets after investing so much and delivering such great products.

Actually, Apple and Commodore both put the squeeze on Atari. And Atari
just didn't seem to adapt.

> > - Jim Nitchals
> > Apple II port programmer for Archon, Archon II

Cool! I was just playing Archon yesterday.

>
> Atari's biggest problem may have been piracy... That's what the developers
> usually complained about. I'd say what finished both the 8-bit Atari and
> C64 was primarily the new generation of machines from Apple, Atari, and
> Commodore. The PC didn't _really_ catch on until the late 80's, when VGA
> and the clones came along.

VGA and sound cards are what *finally* made the PC a credible gaming
platform, and clones made them affordable. And perhaps above all
else, IMO, as IBM (and the clonemakers) released more powerful systems,
the older ones didn't immediately become obsolete. For the most part,
the new IBM releases were just faster and more powerful versions of their
previous hardware versions. The Atari ST never really caught on with
most Atari 8-bit fans. The Amiga fared a bit better, and Apple has hung on
as a significant niche market.

Even when Atari was "revamping" its 8-bit product line, the "innards" of
the XL and XE machines were essentially the same as those of the old
400. Imagine if IBM released an 8088-based computer as its "new
product" in 1988. Yes, it may have four times the memory as the
original bottom-of-the-line IBM PC, but it still has the 8088. And
no hard drive. And still no VGA. That's the path Atari seemed to
choose for the 8-bit line, and that sealed its doom in my opinion.

--
Tim Irvin, ziggy29@netgate.net :: Softball '96: 9G / 6-3 / .630
WWW: http://www.netgate.net/~ziggy29/
"Someone who wears a tie to WWDC (the major Mac developers show)...
needs to rebuild his desktop file and zap his parameter RAM."
-- Guy Kawasaki

3105. Listserver problems

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-27 00:00:00 UTC
From: ernest@pi.net
Message-ID: <31aa0692.481783@news.pi.net>
Source record: 83632

A couple of friends of mine are reading this newgroup using a
listserver. Appearantly this listserver no longer sends them the news
from this newsgroup. Does anyone know about any problems with this?
Has the service been cancelled or is this just a local problem?

3106. FOR SALE: Almost complete set of _Atari Classics_ issues

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-27 00:00:00 UTC
From: junkster@coho.halcyon.com
Message-ID: <4od796$h6g@news1.halcyon.com>
Source record: 83633

I have an almost complete set of _Atari Classics_ magazines for sale, everything from the December 1992 premiere (with the subscription form cut out of the back), straight through the most recent January/February 1996 issue. One issue from 1995 is missing. There are 13 issues in all.

Asking price: $20, which includes shipping. Everything is in great condition, except for the subscription form I noted earlier.

James Hague
junkster@halcyon.com

3107. Re: ASM multiplication subroutine

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-27 00:00:00 UTC
From: dbryant@netcom.com
Message-ID: <dbryantDs1r97.GGJ@netcom.com>
Source record: 83634
Cross-posted to:
comp.sys.m6809,comp.lang.asm,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.apple2.programmer

cp32207@pinus.cc.etf.hr (christian pluym) writes:

> I need a assembler source for multiplying two 8 bit unsigned
> numbers on a 6800 motorola, but any source for any 8-bit
> processor would help. It has to work by shifting and adding,
> not simply by adding. The result should be a 16-bit unsigned.

FTP from 6800 User Group library at Motorola: freeware.aus.sps.mot.com

3108. SSS

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-27 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <4oddcv$mqu@main.freenet.hamilton.on.ca>
Source record: 83635

```
DIGITAL PRESS RELEASE:
======================
^^ ^^^ ^^
^^ ^^^ ^^
^^ ^^^ ^^
^^ ^^^ ^^
^^^ ^^^ ^^
^^^ ^^^ ^^^
^^^^^ ^^^ ^^^^^
^^^^^^^ ^^^ ^^^^^^^
^^^^^ ^^^ ^^^^^^
Triple SSS Shareware
====================
```

Triple SSS Shareware is a new Public Domain/Shareware service, specializing in the Atari 8-bit computer. The Atari 8-bit line includes such models as the Atari 400/800/1200XL/600XL/800XL/65XE/130XE/800XE/XEGS. All of our disks will work with a "stock" 1050 disk drive. We endevour to use high quality 5.25 inch disks which are new out of the box. However, we reserve the right to use previously formated disks when necessary. Whatever brand disk we use, you can be assured that your disk will arrive with a clean new disk jacket.

With the departure of "Bellcom" from the 8-bit Atari market, a void was created. Triple SSS has been created to not only meet, but EXCEED Bellcom's high standard of service. Bellcom was considered one of the best Public Domain Shareware services ever to enter the Atari 8-bit market. How is Triple SSS better?

We are glad you asked!

Triple SSS feels that the major strength of the Bellcom library was reliablity. Each program was tested and documented well. However we also feel that the quality of the offerings in the Bellcom library was much lower than the Triple SSS library. Only the highest quality programs make it into the Triple SSS library. Most, if not all of the offerings in our library could be considered "commercial quality".

Triple SSS is operated on a part time basis by two Atari 8-bit enthusiasts. Therefore, you can be assured that Triple SSS will be around, regardless of the level of sales. Bellcom on the other hand, was a "one man show" who required a certain level of sales to continue. Our costs are lower with the advent of Internet technology. We do not print up catalogues on paper at this time. We hope to spread by word of mouth and the Internet.

Triple SSS has always felt that the reason people use a Shareware service is convenience. They do not want the hassles of downloading and copying disks.

We hope to fill a need with only the highest quality Shareware/Public Domain software.

Triple SSS means: Shareware, Software, Support!

For an Email Catalogue, send your request to af332@freenet.hamilton.on.ca

3109. Re: Games for XL-IT

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-27 00:00:00 UTC
From: nickb@Primenet.Com
Message-ID: <4odv19$i1i@nnrp1.news.primenet.com>
Source record: 83636

In article <4o60mc$9oj@agate.berkeley.edu>,
Anthony Maffia <maffia@fox.CS.Berkeley.EDU> wrote:
>In article <679432457wnr@kwll.demon.co.uk>,
>Lawrence Staveley <Lawrence@kwll.demon.co.uk> wrote:
>(snip snip snip)
>> If *anyone* out there holds the (c) to a *released* Atari title can they
>> please get in
>> touch with me (especially, 'The English Software Comapny' and 'Synapse
>> Software' authors!)
>
>Perhaps it would be wise to set up a central registry, some ftp site or
>elsewhere, where we could list all known games / venders, and the copyright
>status of the titles. I imagine building a file for each program, indexed
>into directories by vender, containing the email messages sent by the
>companies when they are contacted. Then a summary section could be
>maintained. I think it is imperitive that we are organized in our fight to
>release the titles from copyright obscurity, and that we don't rehash the
>same issues every 60 days. It would be wise, for instance, to quote the
>letter from Broderbund to this group so that people can take it from there.

Wait, I missed a step. What did Broderbund say?

I agree that this must be done, but you'd be hard pressed to find volunteers.

--
N i c k B e n s e m a <nickb@primenet.com> KUPD Red Card #710563 ,-._|\
" " " " " " " " " " """""""""""""""""""""" '''''''''''''''''''''''' / \
On 22 July, 1996, at 6:00 pm GMT, everyone in the world Phoenix-->*_,--._/
just START HUMMING. Those who don't know will freak. Tucson-->v

3110. Re: Latest SIO2PC directions?

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-27 00:00:00 UTC
From: nickb@Primenet.Com
Message-ID: <4oe04v$jv7@nnrp1.news.primenet.com>
Source record: 83637

In article <4o4smu$iiq@madeline.ins.cwru.edu>,
Steven J Tucker <dh395@cleveland.Freenet.Edu> wrote:
>
>In a previous article, jeffk914@groucho.roc.servtech.com (Jeff Kyle) says:
>
>>Well, I think it's about time to finally build the SIO2PC cable, copy my stuff
>>over, and start running APE (registering it, of course. :)
>>
>>I know there's a two-chip and a one-chip version, but most of the schematics and
>>instructions I've seen have pointed to, well, more than one chip. The one at the
>>end of the APE page looks the closest... One chip plus a diode. Is this the "one
>>to build"?
>
>_Definatly_ build the 1489 version. :) It has 2 great advantages:
>
>1) Its _really_ cheap to build yourself.
>2) Its more reliable than the Max232 version by the fact that it has less
> complex parts to fail.

You forgot to include an URL....

I've been trying to get my friend to build a SIO2PC cable for a long
while and he says there's this one diode he just can't find.

--
N i c k B e n s e m a <nickb@primenet.com> KUPD Red Card #710563 ,-._|\
" " " " " " " " " " """""""""""""""""""" '''''''''''''''''''''' / \
On 22 July, 1996, at 6:00 pm GMT, everyone in the world Phoenix-->*_,--._/
just START HUMMING. Those who don't know will freak. Tucson-->v

3111. hard drive problems

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-27 00:00:00 UTC
From: cooley@nevada.edu
Message-ID: <4oe7sl$a0d@pioneer.nevada.edu>
Source record: 83638

hello. at the beginning of this year, i had problems with my hard drive. it crashed and the subdirectories got garbled. someone, i cant remember who, sent me email explaning a way to use a sector editor to repair the garbled directories. well a 2nd drive of mine just recently had a problem and the subdirectories on that one are screwed. if anyone knows how to go about repairing a hard drive's bitmap then please let me know. thanks!

3112. Re: WANTED: ATARI

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-27 00:00:00 UTC
From: "Doug S." <dougs@inlink.com>
Message-ID: <31AA995D.64F7@inlink.com>
Source record: 83639

Frank wrote:
>
> I'm looking for a working atari with 2 joysticks and 2 paddles.
> Also looking for, PONG, JOUST, SPACE INVADERS, GALGA (if its out
> there), PAC MAN, and DIG DUG. Looking for some one who will sell
> for a price between 3 dollars a game and Atari with Joysticks
> (no exceptions) for 20 dollars. If you have what I'm looking for
> e-mail me ay randco@localnet.com

Check out your local thrift shops (Goodwill, Salvation Army, etc.). You can probably find the machine for 5-10 dollars, and the carts for a buck apiece.

Doug (dougs@inlink.com)

3113. BlackBox for sale/trade

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-27 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <31aa0840@pianosa.demon.co.uk>
Source record: 83640

Whilst reading the usual rubbish I find here, Josh Spatz wrote something
interesting to All about BlackBox for sale/trade:

Hello Josh,

JS> A black box?!?!!? Shouldn't this post be in alt.hacking or something?

:-))

In fact, no. A Black Box in the context in which James meant it, is a hardware
adaptor for the Atari XL/XE range used to add extra RAM, hard drives, etc.

Nothing nefarious about it.

_
Regards, /_) 2:251/50.75 39:134/50.70
/ _)rad brad@pianosa.demon.co.uk

... I'll be the rubbish, you'll be the bin. I'll be the paint on the side,
if you'll be the tin. - Love Song; The Damned

3114. [UK]400/800XL PSUs, compatible alternatives?

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-27 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <31aa0a3b@pianosa.demon.co.uk>
Source record: 83641

Whilst reading the usual rubbish I find here, Paul Sampson wrote something
interesting to All about [UK]400/800XL PSUs, compatible alternatives?:

Hello Paul,

PS> Having recently read about one chap who (possibly) fried his 130XE with
PS> a CBM PSU, I'm cautious about slapping any old supply into the
PS> 400/800XL.

Having ascertained the correct voltage and current requirements, slaping "any
old" PSU on the end shouldn't be a problem. I can't help you with the
requirement of the 400 or the 800XL, though.

PS> - XEGS ... These are 800s in nice cases, aren't they?

Not really. More akin to the 65XE, but had Missile Command built in, and a
removeable keyboard.

PS> most of my 2nd hand Atari machines. None of my 4 2600s came with ones
PS> that worked. Fortunately both 7800s have the original PSUs, because I'd

That's because the PSU's Atari supplied were rubbish. They simply weren't up
to being "man-handled". Electrically they were okay, but often constant
plugging and unplugging resulted in broken wiring.

PS> have no idea where to get another of those stupid connectors Atari

I'm not sure what they look like, but you could do worse than try a branch of
Maplins. The staff there are very helpful. They'd probalby have what you're
after.

PS> |Binatone TV Master/ZX81/Spectrum 48K/128K/+2/+2a/+3/QL/2600|
PS> |2600Jr/XEGS/65XE/7800/400/800XL/Jaguar/MZ700/CPC464/TI99 4a|
PS> |MSX/BBC B/Dragon32/VIC20/C=16/C=+4/C=64/Amiga/Intellivision|
PS> |Colecovision/Saturn/3DO/PSX/G7000/NewBrain AD/Atmos/Genesis|
PS> |Z88/Electron/ADAM/Vectrex. WANTED Dragon64, ZX80, Atom, ACE|

Hmmm, quite a collection, there.

_
Regards, /_) 2:251/50.75 39:134/50.70
/ _)rad brad@pianosa.demon.co.uk

... Blessed are the warmongers. - Peacemaker Die; Extreme

3115. Red screen on 800

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-27 00:00:00 UTC
From: alexc@3rdplanet.com
Message-ID: <alexc-2705960029510001@news.3rdplanet.com>
Source record: 83642

OK, I know this has been discussed before, but I wasn't paying attention...

I just picked up an old 800 at Goodwill, and it gives a blank red screen on power-on. I have a few extra 16K RAM boards lying around, and I tried swapping those around with no result. I don't have an extra OS board handy, so I can't try swapping that--I did clean the contacts. (Though maybe not as well as I could have. 8-)

Any suggestions?

--
Alex Chamberlain --- alexc@3rdplanet.com

3116. Re: Other emulators

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-28 00:00:00 UTC
From: Tony Smolar <asmolar@fast.net>
Message-ID: <Pine.LNX.3.91.960528092030.19804A-100000@firewall.nscs.fast.net>
Source record: 83507

> Are there are any other emulators other than XL-it and XFormer?

Yes, but they require Linux or other Unix OS.

> Can someone also give me a quick rundown of the pros and cons between XL-it
> and the full 3.3 version of XFormer? Thanks in advance.

I've have a WWW page for such comparisons. It's at
http://www.users.fast.net/~smol/8bitemu.html

Right now it compares 4 8-bit emulators, and provides links to download them.
It will soon offer compatibility lists, and links for software.

3117. Lynx programming

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-28 00:00:00 UTC
From: Fredrik Axtelius <frax@publ.ica.se>
Message-ID: <31AB1523.61D@publ.ica.se>
Source record: 83508

Desperarly seeking Lynx programming info..
Can anyone help me??

I have successfully coded other Game consoles and would
like to code a Lynx emulator..

-->Fredrik Axtelius

3118. Re: 850 interface cables, HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-28 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <4of2cr$opo@usenetp1.news.prodigy.com>
Source record: 83509

B&C Computervisions at 408-986-9960 sells cables for the 850 interface.

3119. WTB: Old Infocom games

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-28 00:00:00 UTC
From: a00121@alumni.laurentian.ca
Message-ID: <1996May28.095801@alumni.laurentian.ca>
Source record: 83510

Hi,

I'm looking for some of the old Infocom text adventure games in
their original game packages circa 1982-1984. The titles I'm looking for
in particular are the ones that often came in a fairly large folder
(sometimes contained within a box). Two of the games were released in
unusual "boxes" which featured a recessed white face mask on one and the
other in the shape of a flying saucer

The games I'm looking for:

Deadline (folder)
Starcross (flying saucer box
Suspended (recessed white face mask box
The Witness (folder
Planetfall (folder)
Infidel (folder)
Enchanter (folder)
Sorcerer (folder)
Seastalker (folder)

I'd prefer if the games' contents were complete but will still
purchase if incomplete so long as you still possess the folder or box.
Software for any computer system will do whether it still works or not. :)

Thanks,
Dave
a00121@alumni.laurentian.ca

3120. Re: ASM multiplication subroutine

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-28 00:00:00 UTC
From: alstrup@diku.dk
Message-ID: <4odhtg$6ri@vidar.diku.dk>
Source record: 83511
Cross-posted to:
comp.sys.m6809,comp.lang.asm,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.apple2.programmer

cp32207@pinus.cc.etf.hr (christian pluym) writes:

> Hi!
> I need a assembler source for multiplying two 8 bit unsigned
> numbers on a 6800 motorola, but any source for any 8-bit
> processor would help. It has to work by shifting and adding,
> not simply by adding. The result should be a 16-bit unsigned.
> Tnx in advance,
> Christian

This sounds a lot like a job you have to do for school. I'll hint
you. This is ANSI C-code for a shift+add multiplication:

```
int mul(int x, int y)
{
int i, res; /* Reserve two variables */

res = 0; /* Temporary result */
for (i=0; i<8; i++) { /* Loop 8 times */
if (x & 128) /* Is bit 7 set? */
res = res + y; /* Yep, add */
res = res << 1; /* Shift left (multiply by 2) */
x = x << 1; /* Shift left */
}

return res; /* Here we have the result */
}
```

What remains is to convert this to assembly, and if you know anything
about that, it should be easy.

If you want the routine because you need a fast multiply, I can only
recommend doing a tablebased implementation. Some base themselves on
the fact that log(a*b)=log(a)+log(b), while others split the operands
into chunks of say 4 bits to reduce the size of the table.

Greets,

Asger Alstrup

3121. Re: 850 interface cables, HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-28 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <4ofko3$2o3@blackice.winternet.com>
Source record: 83512

> redeye@soreass.net writes:
>
> I just picked up an 850 interface with just a power supply. No cables
> or manual.
>
> Does anyone have pinouts for building an 850 (15 pin) parallel to
> standard printer cable, or where I might be able to find it?
>
> Also, information on the 9 pin serial, as well as, required/recommened
> software.
>
>
> Any and all info would Greatly be appreciated. Thanks
>
>>>>
American Techna-Vision has the cables you want.
Phone: 1-800-551-9995 for orders. Info: (510).352.3787.
They also have and EMAIL address but I don't have it handy.

Rich Mier

3122. Re: Bob Puff's XF551 enchancement

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-28 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <4ofjqo$2o3@blackice.winternet.com>
Source record: 83513

> cooley@nevada.edu (DEBORAH COOLEY) writes:
> hello. I've heard of Bob puff's enhancement to the XF551 that will let
> you use high density disks. Does anyone know where i'd get in contact
> with him to have my XF551 modified for this enhancement? please reply
> a.s.a.p.!! thank you..
>
>
>
>>>>
Computer Software Services
PO Box 17660
Rochester, NY 14617

Phone: (716) 429.5639
FAX: " 247.7158
BBS: " 247.7157

They work Great; Rich Mier

3123. Re: XF551 modification

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-28 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <4ofk6k$2o3@blackice.winternet.com>
Source record: 83514

> cooley@nevada.edu (DEBORAH COOLEY) writes:
> hello. I understand Bob Puff has an enhancement for the XF551 drive
> that will allow you to read and write to high density disks, IN high
> density. can anyone lemme know where i would get this modification done
> to my XF551? please reply..thanks
>
>
>>>>
Sorry, not to High Density disks, only DSDD, 720K Diskettes. For
the BlackBox, he has a Floppy Add-on that will read and write a 1.44meg
floppy. Don't know much about this but you can inquire. I left the CSS
address and phone numbers on your previous post here.

Rich Mier

3124. Re: Games for XL-IT

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-28 00:00:00 UTC
From: Lawrence Staveley <Lawrence@kwll.demon.co.uk>
Message-ID: <666015404wnr@kwll.demon.co.uk>
Source record: 83515

> Wait, I missed a step. What did Broderbund say?

.....Re: Whistler's Bros, karateka, etc, etc.........

> Hello Lawrence,
>
> In those cases, we did not "author" them. Therefore, we do not have any
> further information for you regarding them and do not have the ability to
> give you any rights to them. Sorry, but I cannot assist you further.
>
> Kindest regards,
> I. Pedersen

They were the only company (Microprose, LucasArts and Gremlin) who even bothered to mail me back.....

"I can't see the solution - Through this state of confusion....."

Lawrence@kwll.demon.co.uk

3125. Re: Wanted: Miner 2049er

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-28 00:00:00 UTC
From: eplicon@aol.com
Message-ID: <4oftnt$566@newsbf02.news.aol.com>
Source record: 83516

Speaking of secret codes, if I remember correctly, if you typed "booga" in Donkey Kong, Jr., you could become invincible and hop levels. Pause the game first, and type it in. I forgot which key was what (been a long time since I played), but one lets you go to the next screen, and one lets you become an immortal, unless you fell. However, the neat thing was if you jumped the level before you actually died, you wouldn't lose a guy. It was a great way to earn a lot of points, but it made it too repetitious all the same.

In Ghostbusters, there was a way to get a lot of money (and therefore buy the best equipment). For the account number, type 1111111 (I forgot how many ones, but type them all in until you can't anymore) and for the password, I think it was "goob." (without the period).

(I'm doing all this from memory, so I might be wrong on the words.)

Jack H. Lee

rain@genie.geis.com
eplicon@aol.com
102337.2577@compuserve.com

3126. Re: Games for XL-IT

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-28 00:00:00 UTC
From: asmolar@smol.fast.net
Message-ID: <slrn4q37mp.3v.asmolar@smol.fast.net>
Source record: 83517

On Tue, 28 May 1996 16:55:45 GMT, Lawrence Staveley <Lawrence@kwll.demon.co.uk> wrote:
>> Wait, I missed a step. What did Broderbund say?
>
>.....Re: Whistler's Bros, karateka, etc, etc.........
>
>> Hello Lawrence,
>>
>> In those cases, we did not "author" them. Therefore, we do not have any
>> further information for you regarding them and do not have the ability to
>> give you any rights to them. Sorry, but I cannot assist you further.
>>
>> Kindest regards,
>> I. Pedersen

Odd, I thought most companies would require the author to surrender the
copyright to the company who published the work.

3127. Re: Several 16meg ATR images

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-28 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31ab7b4b.548637@news.superlink.net>
Source record: 83518

On 25 May 1996 13:57:23 GMT, jeking@xmission.com (James King) wrote:

>I have several 16meg ATR images crammed full of downloadable files from
>my now defunct BBS. Is there a good spot that these can be uploaded to?
>I really hate seeing that many years worth of files go to waste on just
>me.
>
>--
> @ @ @ ------------------------------------ @ @ @
> @ @ @ James King - jeking@xmission.com @ @ @
> @ @ @ ------------------------------------ @ @ @
> Atari 8bit hobbyist by choice, MIS Professional by accident!
>

Send to: ftp://ftp.valleynet.com/pub/users/j/justin/atari8/

He's got an atari archive there. As soon as mine is up it will mirror
that one.

3128. Re: Marble Madness

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-28 00:00:00 UTC
From: ziggy29@netgate.net
Message-ID: <ziggy29-2805961631410001@d56.netgate.net>
Source record: 83519

In article <4odqlb$m9@news1.halcyon.com>, junkster@chinook.halcyon.com (James Hague) wrote:

> This is an interesting thread. I used to love those old EA games for the
> 800--M.U.L.E., PCS, Seven Cities, One-on-One, etc; and now through some
> twisted turn of events I ended up working for EA. But that has nothing to
> do with what I want to say.

I've always wanted to work at a game company. Instead, I'm stuck doing system/network administration and database stuff for a commercial satellite project. Oh well....it beats the COBOL-based MIS work I was doing a year ago...

> I've somewhat different thoughts on what Atari should have done to
> "upgrade" the 8-bit machines over the years. I'm actually pretty happy
> with the basic hardware. It's certainly dated in many ways, but it's
> still possible to do things on a circa 1979 800 that would be tricky on a
> mid-range 486.

In some ways, yes. DLIs made graphics wizardry easy to understand. It would be years before "graphics modes" would be again so easily tweaked and customized.

> I always thought, though, that an actual Atari 8-bit *system* never felt
> as tight as an Apple IIe, with its dual floppy drives that sat on top of
> the case and a monitor on top of those. And 80 columns of text without a
> whole extra peripheral. I would have been very happy if Atari switched to
> a similar set-up.

True. Cables everywhere, some components on the desk and others on the shelves above it, et cetera. On my IIe I had the CPU right under the Duodisk, and the RGB monitor resting above the Duodisk, which made it feel like a compact, *singular* unit, much like some of Apple's Performa models (and the early Macs, for that matter).

I have the 800XL, 1025 and Commodore 1902 monitor on the desktop. Above the monitor on a shelf are two 1050s, and above that (on the "top" of the desk) are the 850 and modem. To the right of the monitor shelf, above the printer, is a rarely-used 1010 recorder. And, of course, SIO cables *everywhere*. It's "electronic spaghetti," but I still love it.

--
Tim Irvin, ziggy29@netgate.net :: Softball '96: 9G / 6-3 / .630
WWW: http://www.netgate.net/~ziggy29/
"Someone who wears a tie to WWDC (the major Mac developers show)...
needs to rebuild his desktop file and zap his parameter RAM."

-- Guy Kawasaki

3129. Re: Other emulators

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-28 00:00:00 UTC
From: jx91@cityscape.co.uk
Message-ID: <jx91-2805962346290001@cisjx91.demon.co.uk>
Source record: 83520

In article <4odstk$4b0@news1.t1.usa.pipeline.com>,
dchea@nyc.pipeline.com(David Chea) wrote:

> Are there are any other emulators other than XL-it and XFormer?
>

Of course! See

http://www.cityscape.co.uk/users/jx91/emulators.html

to find out about Rainbow for the Apple Mac.

Chris Lam,
Rainbow Keeper.

3130. List of Atari games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-28 00:00:00 UTC
From: Jeremy Larsen <JEREMY@MUSIC.CC.UGA.EDU>
Message-ID: <28MAY96.22661515.0254@UGA.CC.UGA.EDU>
Source record: 83521

Is there any sort of list of Atari 8-bit games released? I know there is a cart list or two around (where??), but I also want some idea of what was released, NOT on cartridge. Can anybody help? Thanks!

And for those of you wondering what number to type in on Miner 2049er to skip levels, it's listed on the title screen as well as the front of the cartridge.

Jeremy

PS To everyone who helped with Crush Crumble & Chomp -- thanks! It now works, thanks to FOR I=U1 to MT :)

3131. Re: Wanted: Miner 2049er

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-28 00:00:00 UTC
From: asl00@eng.amdahl.com
Message-ID: <Ds4s82.8oD@ccc.amdahl.com>
Source record: 83522

Just noticed in rec.games.video.marketplace:

> From: atoth@worldweb.net (Alex Toth)
> Newsgroups: comp.sys.atari.8bit,rec.games.video.marketplace
> Subject: Atari 800XL for Sale with Lots of Games
> Date: Mon, 27 May 1996 02:58:34 -0400
> Organization: The Chaz Crazies
> Lines: 54
> Message-ID: <atoth-2705960258340001@dec1-port05.worldweb.net>
> NNTP-Posting-Host: dec1-port05.worldweb.net
> X-Newsreader: Yet Another NewsWatcher 2.1.8
>
> I've got an 800XL that I want to unload. Why? For one my room is a
> mess. Two, I've decided to focus on my TI 99 instead, and three I was
> using it only as a gaming console and its pretty bulky for that. So I
> decided to get rid of it (already selling my VIC-20, probably going to
> dump my Coleco stuff). Heres what I got:

> -800 XL Computer plus Power Supply - works great, looks pretty good
> -Possibly an Atari book or two, a few flyers and warranty cards
> -Atari 410 Program Recorder
> -The following games (all cartridges):
>
> Alien Ambush (DANA) - with box and docs
> MIner 2049'er (Big FIve)
^^^^^^^^^^^^^^^^^^^^^^^^^^^

Good luck.

--

Andrew Lee
<asl00@eng.amdahl.com>

3132. Re: Yours For The Shipping!

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-28 00:00:00 UTC
From: sgwallace@delphi.com
Message-ID: <h3HPaNR.sgwallace@delphi.com>
Source record: 83523

Thanks to those who responded to the "Yours For The Shipping!" messages. The item in question has already been sent to its new owner.

Steve

3133. Atari 800XL, 1050 DD, 301 Modem, more...

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-28 00:00:00 UTC
From: mankman@enter.net
Message-ID: <4og45n$aoa@news.enter.net>
Source record: 83524

For Sale:

Atari 800XL, 1050 Disk drive, 301 Modem.

Lots of games/applications including:
Letter Wizard
Atari Lab kits
Print Shop
Lots of Public Domain software.
Bobterm

Over 100 programs in all

$50 or Best offer plus shipping takes it.

It's Gotta Go! Make an offer!

****
Mankman

E-mail to mankman@enter.net
Visit my Homepage at http://www.enter.net/~mankman
****
GO RAIDERS! GO EARNHARDT!
REAL MEN WEAR BLACK!
****
"Hey You, don't help them to bury the light,
Dont give in, without a fight."
--Pink Floyd "Hey You"
****

3134. Re: Games for XL-IT

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-28 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <4og76b$ecs@crl6.crl.com>
Source record: 83525

Tony Smolar (asmolar@smol.fast.net) wrote:

: Odd, I thought most companies would require the author to surrender the
: copyright to the company who published the work.

Only for "works for hire", AFAIK. Otherwise, the copyright is usually
owned by the author.

John
jvogel@crl.com

3135. Re: List of Atari games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-28 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <4ogo7t$l1i@crl12.crl.com>
Source record: 83526

Jeremy Larsen (JEREMY@MUSIC.CC.UGA.EDU) wrote:
: Is there any sort of list of Atari 8-bit games released? I know
: there is a cart list or two around (where??), but I also want some
: idea of what was released, NOT on cartridge. Can anybody help? Thanks!

I'd like to see this too :)
Would be interesting.

John
jvogel@crl.com

3136. XEGS, 8-bit stuff for sale/trade

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-28 00:00:00 UTC
From: jasonbar@nut.ucsb.edu
Message-ID: <4ogmnp$d79@nut.ucsb.edu>
Source record: 83527

Howdy

I picked up some XEGS games, thinking they'd work in my 130XE (it does,
after all have the letters "XE" in its name!), but no, so I want to
sell/trade (preferrably trade) them off, plus some other Atari 8-bit
goodies below.

I have more booty for other systems--e-mail me if interested, or check
my web page listed in my .sig.

Thanks
-Jason

Pointmaster joystick (pistol grip w/ thumb fire button, cannot do diagonals)
Pointmaster joystick (pistol grip w/ thumb fire button, cannot do diagonals)
Pointmaster joystick (pistol grip w/ thumb fire button, cannot do diagonals)
Wico Bat-Handle Command Control (base and stick buttons, does not go left or up)

Atari 810 Disk Drive (flip door type, motor spins, but has trouble
reading disks--head alignment problem?)
Atari 8-bit computer I/O Cable

Atariwriter (Atari, cartridge, box + manual, works)
Juno First (DataSoft, tape, untested)
Polycalc (APX, tape, untested)

Atari 400/800 Disk Guide [book]

----------ATARI XEGS STUFF----------
carts: all clean and assumed working (silly me...I thought these would
work in my 130XE...nope!)
Ace of Aces (Atari/Accolade)
Battlezone (Atari)
Bug Hunt (Atari)
Flight Simulator II (Atari/subLOGIC)

--
Jason Bardis(jasonbar@nut.ucsb.edu www.engineering.ucsb.edu/~jasonbar)
The Simpsons.3DO.cycling.AbFab.PWEI.LEGO.Duckman.Tit Wrench.G-Force
autocrosses/rallyes.Atari.mechanical engineering.Ministry.Tempest.NIN
The Jitterbug.Bill Gibson.Robotics.Tim Burton.The Cult.fried cheese

3137. Re: 8 bit internet software

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-28 00:00:00 UTC
From: d_pike@Husky1.StMarys.CA
Message-ID: <4odfto$f7d@News.Dal.Ca>
Source record: 83643

In article <4ocoou$k0a@tsunami.traveller.com>, greywolf@Traveller.com (Larry Mears) writes:
> Is there any Atari 8-bit internet software? Seems like it could at least be
>used to read news groups or browse the web in text mode.
>....greywolf
>
I'm using vterm or vt100 right now with an 800xl and 1200 baud sx212 modem. kinda slow but beats the xm301(300 baud) that I was using. works with usenet news just fine. some web access but nothing great, kinda garbled at times. use it with gopher/vern/jug etc.

hey, does anybody know how I can change the screen colour with this term program(vt-100)? its bright white with blue characters. I'm used to it but it does suck. I can change the colours but not the brightness

randy

3138. Re: Pitall 2

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-28 00:00:00 UTC
From: uanrbza@grove.iup.edu
Message-ID: <1996May27.205601.7388@news.iup.edu>
Source record: 83644

>>Extra points for one thing. And in the Atari 8-bit version, if you didn't
>>obtain the mouse before going after Quick Claw, Pitfall Harry would jump
>>for joy endlessly, and that's where the game stopped. So technically it
>>was a "no-win" if you had intended to continue on in "The Adventurer's
>>Edition" portion.
>>
>Don't know what version you're playing, but thats not required to get
>the mouse in the one I play. All you have to get is pitfall harry's
>niece and quick claw, and it puts you into the next screen. pitfall
>harry does jump up and down after you touch quickclaw, but after the
>whole bonus song plays he runs through the gate.
>
The version I own gets "STUCK" in the wall at some point in the game.
Any1 know where I can swap someone a gmae to get a better copy of this
game. I always wanted to solve this one, was real close, but then the
bats do screwy things/scroll up through the bottom of the screenes

anyone wanna swap a working copy of pitfall II??
I have several goodies 8)

^ ^
DISK DOCTOR
()
__/

3139. xlit initialization disk question

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-28 00:00:00 UTC
From: jrm4227@tam2000.tamu.edu
Message-ID: <4odnk9$k9d@news.tamu.edu>
Source record: 83645

I've been trying to get mail order monsters to work in the
tournement mode and it requires a initilization disk in order to work.
I've figured out how to simulate a disk swap using the monitor, however
when I tried to format a atr file using mydos thinking I could then use
that files with MOM it didn't work? does anyone know how you can do this
is it even possible to inilizates an image files? will it save? hmm
well that is all thanks for any help :)
--
** A! JW2 WAR+++ PI++ BR+++ SL+++ SK+
Yakko: "Well it's been fun friend, R&R++ GDF++ GP+++++ B&M++ HIP- SN+
but we've got to get back to HN+++! MS+ ME+ CB~ MM++! KK-- CO++
planet reality now" (Baloney and Friends) GLF-- P++ $+++ Vrm E26 Ee10 TDot A19
Justin McElhanon----------thorin@tamu.edu
****

3140. 400/800 ROM image wanted!

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-28 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <4odo8m$f6i@news.xmission.com>
Source record: 83646

Looking to acquire an Atari 400/800 ROM image. Anybody having such for download, please email me for a location.

Thanks.

3141. Re: Marble Madness

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-28 00:00:00 UTC
From: junkster@chinook.halcyon.com
Message-ID: <4odqlb$m9@news1.halcyon.com>
Source record: 83647

This is an interesting thread. I used to love those old EA games for the 800--M.U.L.E., PCS, Seven Cities, One-on-One, etc; and now through some twisted turn of events I ended up working for EA. But that has nothing to do with what I want to say.

I've somewhat different thoughts on what Atari should have done to "upgrade" the 8-bit machines over the years. I'm actually pretty happy with the basic hardware. It's certainly dated in many ways, but it's still possible to do things on a circa 1979 800 that would be tricky on a mid-range 486.

I always thought, though, that an actual Atari 8-bit *system* never felt as tight as an Apple IIe, with its dual floppy drives that sat on top of the case and a monitor on top of those. And 80 columns of text without a whole extra peripheral. I would have been very happy if Atari switched to a similar set-up.

James Hague
junkster@halcyon.com
(or jhague@ea.com to reach me during the day)

3142. Other emulators

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-28 00:00:00 UTC
From: dchea@nyc.pipeline.com
Message-ID: <4odstk$4b0@news1.t1.usa.pipeline.com>
Source record: 83648

Are there are any other emulators other than XL-it and XFormer?

Can someone also give me a quick rundown of the pros and cons between XL-it and the full 3.3 version of XFormer? Thanks in advance.

Regards,
David

3143. Re: Free 800XL, anyone?

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-28 00:00:00 UTC
From: icestorm@shell.portal.com
Message-ID: <4oe3qd$64p@news1.shell>
Source record: 83649

If you're giving it away, I'll take it. I haven't toyed with an 8-bit in years.

I'm over in Newark, NJ, at New Jersey Institute of Technology. Manhattan's
at most an hour away via mass transit.

Perry Dean Kettler

--
Perry Dean Kettler 180 Bleeker St. #709A
Junior Computer Engineering major Campus Extension: x2246
Honors Center Computer Network Manager Outside Line: 201 624 9157
Secretary, WJTB 550am WJTB Extension: x3666

"If you don't want your service provider to read it, don't put it in your email"

3144. Bob Puff's XF551 enchancement

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-28 00:00:00 UTC
From: cooley@nevada.edu
Message-ID: <4oeb8r$ore@pioneer.nevada.edu>
Source record: 83650

hello. I've heard of Bob puff's enhancement to the XF551 that will let you use high density disks. Does anyone know where i'd get in contact with him to have my XF551 modified for this enhancement? please reply a.s.a.p.!! thank you..

3145. 850 interface cables, HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-28 00:00:00 UTC
From: redeye@soreass.net
Message-ID: <31aaee3a.85737@news.servtech.com>
Source record: 83651

I just picked up an 850 interface with just a power supply. No cables or manual.

Does anyone have pinouts for building an 850 (15 pin) parallel to standard printer cable, or where I might be able to find it?

Also, information on the 9 pin serial, as well as, required/recommened software.

Any and all info would Greatly be appreciated. Thanks

3146. XF551 modification

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-28 00:00:00 UTC
From: cooley@nevada.edu
Message-ID: <4oenmj$293@news.nevada.edu>
Source record: 83652

hello. I understand Bob Puff has an enhancement for the XF551 drive
that will allow you to read and write to high density disks, IN high
density. can anyone lemme know where i would get this modification done
to my XF551? please reply..thanks

3147. Telnet etc

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-28 00:00:00 UTC
From: John Haines <john_haines@pointless.gen.nz>
Message-ID: <60528192611$6FC8@pointless.gen.nz>
Source record: 83653

Tom Hunt <tomhunt@brutus.bright.net> wrote:
>
>I am currently using term80 1.9 to surf the net on my 8bit.<
>I could email it to you.<

Hi Tom, well as you will probably know by now the E-Mail problem seems to have been fixed now as I got your test E-mail.. - I would be very interested in having a nose at term80 1.9 if you want to try sending it this way...

>
>isp's which only provide slip/ppp accounts.<

I presume the 'slip/ppp' is the accounts that people reckon we can't use cause of only having 8-bits?? - I'm lucky at the moment not having to worry about that, as the Sysop of the BBS where I do my Internet Mail is allowing me to make use of his Shell account on the Provider he uses..

>
>Ukans doesn't seem to support the "g"oto command anymore<
>Panda still does<

Ahhh so that's why I couldn't seem to be able to get anywhere using Ukans - O'well, once I figure out where I put the Telnet address for Panda I'll be sure to give that a go and see if I can find my way onto your home page.. :-)

>
>Please observe the rules about accessing irc's<

Silly question.. - What is an 'irc'??? is it similar to Web sites??

Anyway better go and get this uploaded to Pointless so it can make it's way over to you...

---
* SIMPQWK80 * #1 * for Atari8's

3148. Delete Character

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-28 00:00:00 UTC
From: John Haines <john_haines@pointless.gen.nz>
Message-ID: <60528192610$6FC8@pointless.gen.nz>
Source record: 83654

Bill Marcum <bmarcum@iglou.com> wrote:

>126 is the Ascii tilde character; in URL's /(tilde)username<
>refers to "username"'s home directory.< >You can also type it as %7E if I remember<

Thanks for explaining about the #126 ($7E) character appearing in Home Page addresses.. - Makes things a lot clearer when you know what things mean <grin>..
What would happen if the 'tilde' character was left out by accident, would you still get through??

---
* SIMPQWK80 * #1 * for Atari8's

3149. Re: C compilers

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-28 00:00:00 UTC
From: Fabrice Frances <frances@ensica.fr>
Message-ID: <31AAEFD2.165342EA@ensica.fr>
Source record: 83655

Tom Hunt wrote:
> You might check into the cc65 compiler, by JRD. He published it under
> the Free Software Foundataion copyright. It seems to offer what you
> are looking for. Personally, I think it would be a snap to get it
> assembled for your system. Just change the zero page equates and the
> o.s. equates, and it should assemble o.k.
>
> Cc65 is available on umich, wustl, and the merit archive. Comes with
> complete source code, too!

Thanks for the hint, I've just got it, but it seems it implements Small-C,
a C subset. And the code produced may be quite slow too, all the operands
are pushed onto a stack (apart from the top of stack in A and X pair of reg).

In the same place, I've found Ace C, CC8 and DVC. Does someone know how good
they are ? (how fast the generated code is...)

--
```
main(){int i,j,k,l,m,n,p;char
*s="@_DO@AJQ@AQQ@OQO@A_Q@AQQ@AQO@@@@ONN_QDQAQDAAODAOEDAAIDQAQNN_@@@@";for(j=0
;j<16;j++)for(l=0;p=j%8,m=l-7+p,i=m/6,n=j*4+i,k=1<<m%6,l<32-p;l++)putchar(l<7-
p?' ':l==31-p?'\n':s[n]&k?(j==6||!(s[n+4]&k)?'_':' '):k/2&&s[n]&k/2?'/':' ');}
```

3150. Re: Wanted: Miner 2049er

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-28 00:00:00 UTC
From: tpp@cbnews.cb.att.com
Message-ID: <4oesja$3i0@nntpa.cb.att.com>
Source record: 83656

In article <4o4cmc$gp1@News.Dal.Ca>,
RANDY&TRACY <d_pike@Husky1.StMarys.CA> wrote:
>In article <4nvchi$8me@gazette.loc3.tandem.com>, glenk@DSG.Tandem.COM (kimitsuka_glen)
writes:
>>
>>Concerning Miner 2049er. There was a "secret" code that you could enter
>> to jump to a specific level. Does anyone remember that code? I never
>> reached the last two or so levels....
>>
>>Glenk
>unfortunatly, you have to reach the final level for the secret codes to work.
>there are some shortcuts though.
>
>BTW, this is for miner 2049er II. I don't think the original had any codes
>unless there were and I never found out about them.

At the title screen, you could type in a phone number to activate a level
select. Not in a hundred years could I ever remember the number. I don't
know it I have it written anywhere...

Tom

--
Tom Pschar | Hi there. I am an Apteryx, a wingless bird with hairy feathers.
* Hong Kong Phooey lives! * White Dragon whacks Oozing Stenchbeast *
*>LOOK *
*It is pitch black. You are likely to be eaten by a grue. *

3151. Re: Why isn't anyone posting in ALT.WAREZ.ATARI

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-29 00:00:00 UTC
From: jeffk914@groucho.roc.servtech.com
Message-ID: <31ab96c5.834221@news.servtech.com>
Source record: 83528

On 26 May 1996 20:42:40 GMT, rbmier@winternet.com (Rich Mier) wrote:

>> >>It Seems to me, a great place to share files. C'mon people .
>> >
>> >I would, but it doesn't even appear in my newsgroup list.
>> >
>> That BITES. Say, could it be because you configured your Newsreader
>> to filter out "empty" groups? if not, I'll post to whatever newsgroup
>> everybody does have.
>>
> Use "alt.binaries.comp.atari8bit". The INTERNIC people or whatever
>you call them, are trying to kill the 'Werz' groups. My ISP has them but they have
>a 6 hour expire time on the files.

Time for them to upgrade their HD, mine's been whining about disk space but
still has a 24 hour expire, and is adding four gigs in the next month or two to
extend that. :)

Anyways, that's neither here nor there - the point is, my ISP picks up a
newsfeed from both Sprint and MCI, and neither one shows the existance of any
alt.binaries.comp.* groups, much less .atari8bit. There ARE alt.warez.atari,
comp.binaries.atari.warez, and comp.sys.atari.warez, but all (with the few
recently posted to alt.warez.atari) are empty. There is also an
alt.binaries.warez.atari-st, but no corresponding 8bit (or just plain Atari)
group.

It'd be nice to have somewhere to go to get this stuff, but with these choices,
it might be worthwhile to take a little survey, decide who gets what groups, and
then decide on an "official" group to post in.

The REALLY depressing thing, is those are the only binary groups for general
Atari or 8bit... There are none without the word "warez" in them.

| Jeff Kyle jeffk914@groucho.roc.servtech.com |
| http://www.servtech.com/public/jeffk914 |
| (auto photos, They Might Be Giants MIDI Archive, etc) |
| Reality is for people who can't handle the internet. |

3152. Ape 1.09 w/ ProSystem 1.50 available _NOW_!

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-29 00:00:00 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <4ogfv5$820@madeline.INS.CWRU.Edu>
Source record: 83529

APE, The Atari Peripheral Emulator w/ the amazing ProSystem copy protection
emulation system in now available in version 1.09 and is better than ever!

Go APE today and download it at http://www.nacs.net/~classics

While you are there, check out the new Ape 1.09 and ProSystem 1.50
online HTML documentation!

All registered users may contact me for an update to versions 1.09 of Ape
and 1.50 of the ProSystem. This update is _free_ for all currently
registered users.

New features in Ape 1.09, from the APE109D.ZIP file README.NOW, and a
complete system update :)

Thanks everyone for making the 11th public revision of APE possible!

Steven Tucker

Author of APE: The Atari Peripheral Emulator 1.09 w/ ProSystem
Imagic: The Windows 95/NT Universal Disk Image Generator/Converter
APE ProSystem: The Amazing copy protected disk imager/emulator.
Home Page : http://www.nacs.net/~classics
E-mail : classics@nacs.net

FTED32G.ATR contains the Shareware version of Spartados 3.2f. Spartados
is an advanced _high speed_ DOS system from Fine Tooned Engineering.

WARP_453.ATR contains: MyDos 4.53 System
3x Sio APE+ OS Patch for any Atari DOS
2x Sio Patch for any Atari DOS
MyCopier High Speed (upto 3x sio) sector copier

The .PRO images in this distribution are example PRO System images to
showcase APE's ability to emulation complex copy protection.

Changes Since 1.07

Ape 1.09 and ProSystem 1.50 now support images of
enhanced density and a extension of the .PRO format was
changed to help this along.

You _must_ convert your old v2 .PRO images to v3 .PRO
images or they cannot be used with Ape 1.09. A fast and
automated program, PRO2TO3.EXE is included to convert all
your old images. You can give it a wildcard filespec so

you should be able to convert all your .PRO images in one
pass :)

There have been a ton of internal and visible changes to
the ProSystem. These changes will be documented in the first
version of the ProSystem documentation.

Changes from Ape 1.07 -> 1.09 BETA (As of 5/18/96)

Executable file now smaller because of internal changes in
allocation of dynamic memory vs. the old static method.

Executable now uses overlays for routines that are not time
critical, freeing page space for more features in the main
program.

850 Emulation Fixed - A problem in 1.07 caused a 6502 vector in the
stage 3 handler to point to a BRK instruction (OOPS!).

850 Emulation Fixed - Problem with concurrent I/O dropping out the
instant it starts cured.

Fixed DCM code to allow decompression of double density images, bug
has been in the DCM code since its was written.

PC Mirror: Files written to the PC mirror would fail with a DISK FULL
message after about 400 sectors, fixed. Mirror now supports
capture of files upto 8 Megs.

Writing to a file that already existed in the PC Mirror drive
would cause the program to fail with a device timeout. Mirror
now supports writes to any file, even if it exists.

Files written to the PC Mirror would on rare occasions be
truncated to 125 byte intervals, or have an extra 125 bytes
appended. Fixed.

Files written to the PC Mirror would appear in the default
DOS path instead of the current PC Mirror path. Fixed.

Ape and ProSystem now be more monochrome friendly. If MDA adapters are
detected all screens are displayed in white on black _only_.

Ape 1.07 could be crashed about 10 ways with runtime error 203. This
sloppy memory problem has been fixed and wont happen anymore.

Spartados 3.2x (XF551 version) is now fully supported. Thanks to the user
who sent 3.2x for testing. Problems included failure to format any disk
(floppy or HD). Unknown if this will effect the X cart situation.

When ATR images were created, they could then be mounted on the same
drive as the PC Mirror, caused some interesting effects but is fixed.

When creating ATR images they would appear in the default DOS path if
no path was specified, they now appear in the default ATR/PRO path.

APE ProSystem emulation code rewritten and streamlined, added 5 extra
emulation modes (more coming). ProSystem now _requires_ version 3
format images. See the above instructions for converting your
existing .PRO images.

Many improvments to file selector including better path handling, type
highlighting, drive change entries, visible marker (mono friendly) and
internal changes.

Changes from Ape 1.09 BETA --> Ape 1.09 Full Release (5/24/96)

Ape now includes an XFD conversion utility in addition to an improved
and hopefully now complete DCM conversion utility. Image conversion
is available to all users and is invoked with the 'A' keystroke.

Many users asked for APE to handle commands sent by the Sio2PC program
REMOTE.OBJ. Ape now handles these requests, but obviously you must
use APE keystrokes. Keystrokes accepted for registered users only.

REMOTE.OBJ was created by and is the property of another software author and
is therefore not included in this software package. I'm not aware of
any restrictions on its use, but if it requires some type of payment
for use of course please register it.

You can now select a new ProSystem emulation mode for any image
directly from within APE as of 1.09. This _greatly_ speeds up the
PRO image testing process. Registered users only.

Sometimes the screen was left 'dirty' from previous menus, little dots
at the right edge, etc. Fixed.

The shareware version of APE could crash in the Atascii/Ascii viewer. Fixed.

The file selector has again changed and you should note a signifigant
change to the usage of the 'Additional Extension' option of
configuration menu 3. This option used to specify the extension of
the files to be displayed in the file browser.

This setting _no longer_ perfoms this function. It now specified an _extra_
extension to be displayed in the file browser. ATR and PRO extensions
are now automatically displayed at the proper times. If you have this
option set to '*' I suggest you clear it so you dont have to wade
through tons of usless files to get to your disk images.

Thanks to everyone who sent images, bugs, raves, etc.

Of course a teriffic thanks to all that have registered since 1.07. Most
all the above enhancments are only for you, and I hope they make APE
a better and easier to use product for _you_.
-
--
-- Video game playing, adventure junkie, choclate craving, woman loving,

Limbaugh hating, Trek watching, all around lazy computer fart.

!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

3153. New Alternate Reality Home Page

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-29 00:00:00 UTC
From: kirk.webb@m.cc.utah.edu
Message-ID: <4ogri2$jb7@tiger.utw.com>
Source record: 83530

Drop by my new page, it is very new, so sign the guestbook, and drop some mail with ideas, or any information you have about AR.

http://www.cc.utah.edu/~krw8466

3154. free free free

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-29 00:00:00 UTC
From: bobfrye@ix.netcom.com
Message-ID: <4ogpo1$qda@dfw-ixnews10.ix.netcom.com>
Source record: 83531

FREE FREE FREE

Atari systems lots of stuff. Books, computers, interfaces ,modems,850 disk drives, tape drives, 80 column boards, touch tablet , much more too much to ship. You come and pick up in Alameda Calif. and it is all free to a good home!!! Now here is the deal or the catch you must come and pick it all up.

E-mail--- bobfrye@ix.netcom.com

3155. Re: Other emulators

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-29 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <4ohd6h$7k@sjx-ixn2.ix.netcom.com>
Source record: 83532

In <4odstk$4b0@news1.t1.usa.pipeline.com> dchea@nyc.pipeline.com(David Chea) writes:
>
>Are there are any other emulators other than XL-it and XFormer?
>
>Can someone also give me a quick rundown of the pros and cons between XL-it
>and the full 3.3 version of XFormer? Thanks in advance.
>
>Regards,
>David

David, I don't know about XL-It, but XFormer (PCXf3.x) is a full 130XE/800XL/800 emulator with graphics,sound,i/o, game controller port access, but no cart port access. It works pretty much like a real 130XE. I have 3.0 and really like it. BTW, it has Atari BASIC too. I comes with AtariDOS 2.5 and MyDOS 4.5 disk images (.ATR and .XFD) to start you off. There are other products like the SIO2PC interface, XF cable and such that make it really useful when running on a PC.
If you owne an Amiga, there is a similar emulator floating around for that too. There is a guy that lives near me that is trying to increase its performance and seems to be succeeding. If anyone is interested, e-mail me and I can send you a copy. He also has a nice utility to move files into/out of .ATR/.XFD images from the PC drive(s). I can send that as well.

rely@ix.netcom.com

3156. Re: BlackBox for sale/trade

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-29 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <4ohcdi$b2r@sjx-ixn4.ix.netcom.com>
Source record: 83533

In <31A94D57.381A@prodigy.com> Josh Spatz <mjkv57c@prodigy.com> writes:

>
>A black box?!?!!? Shouldn't this post be in alt.hacking or something?

Josh, I hope you're just kidding here. If not, the Black Box is a PBI/ECI interface unit from CSS (Computer Software Services) that allows XL/XE users to add Hard Drives, Parallel floppie drives, high speed serial and parallel interfaces and much more to their machines. It is pretty mucha a must have for any serious Atari 8-bit user (provided your machine has a PBI or ECI port). I currently use a similar device from ICD called the MI/O or multi input/output box. I couldn't live without it.

rely@ix.netcom.com

3157. Re: 850 interface cables, HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-29 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <4ohda4$9u@sjx-ixn2.ix.netcom.com>
Source record: 83534

In <31aaee3a.85737@news.servtech.com> redeye@soreass.net writes:
>
>
>I just picked up an 850 interface with just a power supply. No cables
>or manual.
>
> Does anyone have pinouts for building an 850 (15 pin) parallel to
>standard printer cable, or where I might be able to find it?
>
>Also, information on the 9 pin serial, as well as, required/recommened
>software.
>
>
>Any and all info would Greatly be appreciated. Thanks

If they are still around, American Technivision or B&C Computervisions.

rely@ix.netcom.com

3158. .dcm. format ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-29 00:00:00 UTC
From: shitshoes@makj.demon.co.uk
Message-ID: <31ac42d8.4275349@news.demon.co.uk>
Source record: 83535

I'm looking for a pc prog to convert '.dcm' to '.atr' or '.xfd'

any help appreciated
Luv Ya's

-- Go on touch it - it won't hurt you!!!

3159. Player Missile Priorities

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-29 00:00:00 UTC
From: Ivan Mackintosh <ivan@rcp.co.uk>
Message-ID: <31AC0933.346A@rcp.co.uk>
Source record: 83536

Hi,

Can anyone sent me a breakdown of player/missile priorities
($26f) not taken from the Atari System Reference Manual
by Bob Duhamel (I think these are incorrect)

Thanks
Ivan

3160. Re: .dcm. format ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-29 00:00:00 UTC
From: Tony Smolar <asmolar@fast.net>
Message-ID: <Pine.LNX.3.91.960529094059.32204A-100000@firewall.nscs.fast.net>
Source record: 83537

> I'm looking for a pc prog to convert '.dcm' to '.atr' or '.xfd'

I'm trying to write one, but the docs on the .dcm format that I have
appear to be incorrect. Specifically, RLE encoded blocks don't decompress
properly.
If anyone can explain how the RLE blocks are actually encoded, let me
know.

Tony Smolar

3161. Re: XEGS, 8-bit stuff for sale/trade

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-29 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.284.001FDC61@mindspring.com>
Source record: 83538

In article <4ogmnp$d79@nut.ucsb.edu> jasonbar@nut.ucsb.edu (Jason D. Bardis) writes:

>I picked up some XEGS games, thinking they'd work in my 130XE (it does,
>after all have the letters "XE" in its name!), but no, so I want to
>sell/trade (preferrably trade) them off, plus some other Atari 8-bit
>goodies below.

>-----------------------ATARI XEGS STUFF-----------------------------
>carts: all clean and assumed working (silly me...I thought these would
> work in my 130XE...nope!)
>Ace of Aces (Atari/Accolade)
>Battlezone (Atari)
>Bug Hunt (Atari)
>Flight Simulator II (Atari/subLOGIC)
>--

Not so silly. If they don't work in your 130XE, then they don't work. To the
best of my knowledge, any cart for the XEGS will work in a 130XE.

Bruce Willard bwillard@mindspring.com

3162. Re: Wanted: Alternate Reality City/Dungeon

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-29 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <152244@cup.portal.com>
Source record: 83539

I'm _still_ waiting, here on Portal anyway, for the pointer to XL-It!
I haven't seen the actual URL of "the author's web page" or whatever
y'all are talkin' about...

Chris

3163. Re: 8 bit internet software

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-29 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <152245@cup.portal.com>
Source record: 83540

Lary Mears asks:

> Is there any Atari 8-bit internet software? Seems like it could at least
> be used to read news groups or browse the web in text mode.

Depends what you mean by "internet software." If you mean, "run the newsreader or web browser ON THE ATARI," then no, there is no such animal. The big obstacle is that those utilities generally require that the computer running them BE an Internet node in its own right. That's what actually happens when you use PPP or SLIP to connect to an Internet Service Provider, and run e.g. Netscape Navigator, on a PC. The real problem is that the Atari doesn't have the capability -- or at least, no one has managed to provide it with the capability -- to run the PPP or SLIP connection in the first place. I strongly suspect the software to do this would be so large that either it wouldn't fit into the Atari 8-bit's memory, or, if it did, it wouldn't leave room for the newsreader or web-browser. A PPP or SLIP transport isn't very useful if it doesn't leave any memory for applications which want to USE the transport!

If, instead, you mean, "use my Atari as a text-only terminal and use my Internet Service Provider's onboard text-only newsreader and web-browser (such as Lynx)," then you're in luck. There are NUMEROUS "terminal emulator" software packages for the Atari. For best results with standard Unix-based newsreaders and text-only Web browsers such as Lynx, you'll need a fairly decent VT100 emulator. The best seems to be Ice-T, which requires 128K RAM, therefore an Atari 130XE; next best (IMHO) is Kermit65. There are others of fair-to-middling compatibility. I don't know the specific directory to refer you to, but you can try anonymous FTP to atari.archive.umich.edu. It's generally too busy to let you in, BUT, its "try again later" screen refers you to the archive's Web server, which is generally MUCH more accessible. Give 'em a try. Good luck!

Chris Chiesa
Chris_F_Chiesa@cup.portal.com / xetwnk@shell.portal.com
... and now, also lvt-cfc@cyber1.servtech.com

3164. Re: Latest SIO2PC directions?

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-29 00:00:00 UTC
From: u9405228@muss.cis.McMaster.CA
Message-ID: <4ohmqv$j07@muss.CIS.McMaster.CA>
Source record: 83541

where would i be able to get the siopc intructions and software??please leave me this info..

Thanks..

3165. Re: Delete Character

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-29 00:00:00 UTC
From: romer@access.digex.net
Message-ID: <4ohvo5$d4s_001@news.digex.net>
Source record: 83542

In article <60528192610$6FC8@pointless.gen.nz>,
John Haines <john_haines@pointless.gen.nz> wrote:
>
>Bill Marcum <bmarcum@iglou.com> wrote:
>
>>126 is the Ascii tilde character; in URL's /(tilde)username<
>>refers to "username"'s home directory.< >You can also type it as %7E if I
remember<
>
>Thanks for explaining about the #126 ($7E) character appearing in Home Page
addresses.. - Makes things a lot clearer when you know what things mean
<grin>..
>What would happen if the 'tilde' character was left out by accident, would
you still get through??

Nope... the tilde under Unix means "home directory of user X"... when Unix
hits that, it then goes to its user table and says "OK, the real directory for
~jsmith is /usr/j/jsmith" and sends you there. If the address just said
/jsmith, you'd be pointed to a directory off of the root, so you'd be in the
wrong place...

3166. FS: 800XL n stuff

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-29 00:00:00 UTC
From: ebrunne@orion.it.luc.edu
Message-ID: <4oi599$gc0@artemis.it.luc.edu>
Source record: 83543

Time to clean out the basement. All of this 'stuff' has to go, you can
make me an offer on the whole lot or part of it. I will be inclined to
give a much better deal to the person who offers to take it all...

the stuff:

800xl without power supply (works fine, tested with my XE power supply)
1050 disk drive (unmodified) with powersupply/SIO cable works fine
1050 disk drive (not working/fixable?)
Joystick-connect 300 baud modem with manual
SIO-Parallel port (RS-232) cable
Joystick-Parallel port cable

Books:

Compute's Second Book of Atari
Machine Language for Beginners
Atari Sound and Graphics
Mapping the Atari
Atari Basic (thick manual)

I'm will to part with it all for $30 plus shipping.

Ted B

3167. Re: Marble Madness

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-29 00:00:00 UTC
From: jimn8@netcom.com
Message-ID: <jimn8Ds6Ho2.FHs@netcom.com>
Source record: 83544

In article <ziggy29-2705961310180001@d35.netgate.net>,
Tim Irvin <ziggy29@netgate.net> wrote:
>
>> > More than a few people I know still keep their Atari 800 around for
>> > doing M.U.L.E. playing at parties, although some of that's sentimental
>> > feelings rather than actual game playing motivating them to keep the
>> > system around.
>
>Oh? M.U.L.E. may not have great graphics by 1996 standards, or even
>by 1988 standards, but in terms of playability it is *still* an
>all-time classic.

Don't get me wrong: M.U.L.E. and Atari 800's still adorn the living
rooms of my friends *BECAUSE* the playability was so outstanding.
Unfortunately, fewer and fewer people choose to play it instead of
watching the latest video release.

>What if Atari had provided a mass-market 20-40 megabyte hard drive
>early on? What if it speeded up its disk drives so that a game wouldn't
>take two minutes to load?

It could've been done if they'd changed the serial bus design, and/or
been using LZ style compression to cut the load times (no matter what
format they were using!)

We just weren't smart enough back then.

>Actually, Apple and Commodore both put the squeeze on Atari. And Atari
>just didn't seem to adapt.

They were too busy squeezing Atari to notice the PC market sneaking up
behind them.

>Cool! I was just playing Archon yesterday.

Apple II version? ;)

>"Someone who wears a tie to WWDC (the major Mac developers show)...
>needs to rebuild his desktop file and zap his parameter RAM."
> -- Guy Kawasaki

Nice .signature!

- Jim

--
Jim Nitchals <jimn8@netcom.com>

3168. converting ATR to .DCM

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-29 00:00:00 UTC
From: summers.61@osu.edu
Message-ID: <summers.61-2904961702010001@ts31-4.homenet.ohio-state.edu>
Source record: 83545

Is there any way to convert an atr back to a dcm for transfer to an atari?
Or else, is there any easy way to make an exact disk copy of an atr?

please help!
thanks, andy.

3169. Re: Atari Documentation Archive

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-29 00:00:00 UTC
From: slackey@slackey-sun.lightstream.com
Message-ID: <SLACKEY.96May29173536@slackey-sun.lightstream.com>
Source record: 83546

>If the images are stuff like circuit schematics or other line
>diagrams, though, I suggest bilevel TIFF using packbits or FAX
>compression. Even _I_ could write a viewer for bilevel TIFF display.

Hmm, so could I, as long as I had access to the public-domain TIFF
library -- but TIFF seems like almost "overkill" for saving bilevel
information... The overhead is going to be larger than the data...
On the other hand, it's PORTABLE... though whether the TIFF library
will be portable enough (read: small enough) to fit on the Atari,
is at present an open question. :-)

I suppose I could pick through the TIFF spec and cobble up a limited
TIFF reader that could handle bilevel and nothing else... :-)

Chris Chiesa
Chris_F_Chiesa@cup.portal.com / lvt-cfc@cyber1.servtech.com

I think the whole TIFF library would be heavy overkill. You'd just
have to get the width, and maybe check #bits per pixel and compression
type; and just throw out the rest of the tags. If you use packbits
compression, decompression is cake.
-Stan

3170. 3.5" Floppy for 8Bits??

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-29 00:00:00 UTC
From: malay@reston.unisysgsg.com
Message-ID: <Ds68H2.pt@ftp.reston.unisysgsg.com>
Source record: 83547

I'm remember seeing/hearing about a mod that could be
made to one of the Atari drives that would make it a
3.5" floppy. Who may sell one of these as a kit or already
modified??

Bob Malay

--
//
/ /
/ Robert M. Malay Lockheed Martin TDS /
/ 9255 Wellington Road /
/ Manassas, VA 22110-4121 /
/ /
/ malay@reston.unisysgsg.com /
/ 703.367.2403 /
/ /
//

3171. Polar Pierre (was Re: XL-it and Alternate Reality)

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-29 00:00:00 UTC
From: clisowsk@condor.mcs.kent.edu
Message-ID: <4oik7d$lsm@ns.mcs.kent.edu>
Source record: 83548

Dr Grieve (davidg@rivendell.otago.ac.nz) wrote:
: On a side note, does anyone remember polar perrie? I had the origanal on
: tape, I can't remember the author, but it was a two player ski theme -
: platform game, and you could make your own levels! This game was awesome,
: but I haven't noticed anyone talking about it.

I remember Polar Pierre. Matter of fact, I have it booted up
on my 8bit system right now. It is a sweet game. It's (c)Copyrighted
1984 Datamost, programmed by Ron Rosen, graphics by Art Huff. The
disk version is double sided.

--Craig

3172. Re: Marble Madness

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-29 00:00:00 UTC
From: Joe Walsh <ransom@connect.iconnect.net>
Message-ID: <Pine.BSD/.3.91.960529161243.22930A-100000@connect.iconnect.net>
Source record: 83549

On 28 May 1996, James Hague wrote:

> I always thought, though, that an actual Atari 8-bit *system* never felt
> as tight as an Apple IIe, with its dual floppy drives that sat on top of
> the case and a monitor on top of those. And 80 columns of text without a
> whole extra peripheral. I would have been very happy if Atari switched to
> a similar set-up.

If I remember correctly, the Apple][line needed an 80-column card to do 80 columns, until the //c came out. Or perhaps my memory has grown foggy over the years.

At any rate, I, too, think Atari would have done well to pursue integration of 80-column text capability as opposed to integrating voice synthesis and a modem. If they'd released the 1450XLD with the disk drive enclosures integrated, and with the 80-column capability replacing the voice synthesizer and modem, I think it would have done a lot for the Atari line.

Ah, well. Just another Atari "might have been."

-Joe

Joseph E. Walsh | Atari 8-Bit User and Programmer Since 1982
ransom@iconnect.net | Classic Traveller Referee Since 1983
Stuck in the '80s | Microsoft-Free and Loving It! :)

3173. Re: .dcm. format ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-29 00:00:00 UTC
From: clisowsk@condor.mcs.kent.edu
Message-ID: <4oik08$lsm@ns.mcs.kent.edu>
Source record: 83550

shitshoes@makj.demon.co.uk wrote:
: I'm looking for a pc prog to convert '.dcm' to '.atr' or '.xfd'
:
: any help appreciated
: Luv Ya's

Check out the APE homepage. Steven J Tucker wrote a program for the PC which can convert between .dcm .atr and .xfd. If my memory serves me right, the url is http://seka.nacs.net/~classics. It's also available as a link from my 8bit page, http://nimitz.mcs.kent.edu/~clisowsk/8bit.html.

--Craig

3174. Re: Why isn't anyone posting in ALT.WAREZ.ATARI

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-29 00:00:00 UTC
From: ba930@FreeNet.Carleton.CA
Message-ID: <4oidce$ash@freenet-news.carleton.ca>
Source record: 83551

(redeye@soreass.net) writes:
> It Seems to me, a great place to share files. C'mon people .

Probably cause everyone thinks it's for the /<-l33t \/\//-|r3z />00/>z

--
JESS | slave screams he has his own identity
TODD'S| slave screams he spends his life learning conformity
SPACE | slave screams he's going to cause the system to fall
------+ slave screams but he'd rather be chained to that wall

3175. Re: .dcm. format ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-29 00:00:00 UTC
From: chelm@ix.netcom.com
Message-ID: <4oighc$3f3@dfw-ixnews7.ix.netcom.com>
Source record: 83552

In article <31ac42d8.4275349@news.demon.co.uk>, shitshoes@makj.demon.co.uk wrote:
>I'm looking for a pc prog to convert '.dcm' to '.atr' or '.xfd'
>
>any help appreciated
>Luv Ya's
>
>
>
>-- Go on touch it - it won't hurt you!!!

If you're using '95 then get Imagic by Steven Tucker. His programs kick ass,
and Imagic is quick and painless. Check it out at:

http://www.nacs.net/~classics

3176. Re: Games for XL-IT

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-29 00:00:00 UTC
From: chelm@ix.netcom.com
Message-ID: <4oigs7$3f3@dfw-ixnews7.ix.netcom.com>
Source record: 83553

In article <666015404wnr@kwll.demon.co.uk>, Lawrence@kwll.demon.co.uk wrote:
>
>They were the only company (Microprose, LucasArts and Gremlin) who even
> bothered to mail
>me back.....
>

That's probably because none of them care, or even know what you're talking about. I think if any of them cared, they'd have said something about there software being at the Apple II or C64 sites.

3177. Re: Other emulators

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-29 00:00:00 UTC
From: chelm@ix.netcom.com
Message-ID: <4oihdo$3f3@dfw-ixnews7.ix.netcom.com>
Source record: 83554

I>David, I don't know about XL-It, but XFormer (PCXf3.x) is a full
>130XE/800XL/800 emulator with graphics,sound,i/o, game controller port
>access, but no cart port access. It works pretty much like a real
>130XE. I have 3.0 and really like it. BTW, it has Atari BASIC too. I

Good lord if that's what my 130XE actually worked like I think it would be time to ship it to the repair shop. I think it would be safe to say that it works like a badly beaten 130XE or one submerged in water, then turned on. And I wouldn't exactly call whatever noises Xformer makes as sound emulation.

3178. atari emulator for linux

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-29 00:00:00 UTC
From: jchan@co.iup.edu
Message-ID: <1996May29.225126.7399@news.iup.edu>
Source record: 83555

anybody know where I can get the Atari emulator for linux. Any help
you could give me would be greatly appreciated. Thanks.

Cliff Friedel
jchan@helicon.co.iup.edu

3179. Re: XL-it and Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-29 00:00:00 UTC
From: uglmiller@cc.memphis.edu
Message-ID: <1996May29.035313@msuvx2.memphis.edu>
Source record: 83556

In article <4obip1$7nd@aurora.net>, ryang@aurora.net (Ryan Goolevitch) writes:
> Kilgore Trout (Insert@Funny.address.here) wrote:
>
> : How do you create a character disk so you can actually play The Dungeon??
>
> I would be VERY curious to know if anyone got a perfect copy of the
> dungeon. That game used phantom sectoring, and even my Happy drive would
> make a copy that when booted would change the (C) copyright logo in the
> startup to (P) and an FBI guy would kill you in the first few seconds of
> the game... QUITE sneaky..
>
> Albeit, I belive to make a character disk, you have to format a single
> density disk with Dos 2.x and then 'format' it with AR:D . (That could
> be for AR:C, can't remember))
>
> Ryan.
>

That was AR:C... AR:D tries to do a real format, which the emulator doesn't
support... As I recall, the 1050 duplicator could handle phantom sectoring,
but I don't know of any others... Super Archiver might.
--
If Superman can fly, why can't super models?

Check out my home page (CCGs, classic computers, Revolution BBS):
http://www.people.memphis.edu/~uglmiller/home.htm (under construction)

3180. Re: XL-it and Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-29 00:00:00 UTC
From: uglmiller@cc.memphis.edu
Message-ID: <1996May29.035836@msuvx2.memphis.edu>
Source record: 83557

In article <31A57806.41C6@htw.uni-sb.de>, Markus Gietzen <iig05-1@htw.uni-sb.de> writes:
> Craig Lisowski wrote:
>
>> Yes, many people have gotten a perfect copy of the dungeon,
>> or should I say a perfectly good cracked copy of the dungeon. I beleive
>> the copy I've seen was cracked by The Heist Network.
>
> This is the copy which I use, as well. It seems to be a good crack.
> The reason why the character disk isn't working yet:
> I haven't added format-support. But I try to include this in one of the
> next versions.
>
> Bye,
> Markus
>
> --
> Markus Gietzen Author of XL-it! Atari XL/XE-emulator
>
> E-Mail: iig05-1@htw.uni-sb.de
> WWW: http://www.htw.uni-sb.de/people/mgietzen.html

The only problem is it's an older version ;) If anybody has 2.2, I'd appreciate
a copy, cracked or not.
--
If Superman can fly, why can't super models?

Check out my home page (CCGs, classic computers, Revolution BBS):
http://www.people.memphis.edu/~uglmiller/home.htm (under construction)

3181. Re: Wanted: Alternate Reality City/Dungeon

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-29 00:00:00 UTC
From: uglmiller@cc.memphis.edu
Message-ID: <1996May29.040301@msuvx2.memphis.edu>
Source record: 83558

In article <4ogruh$gor@nyx.cs.du.edu>, thester@nyx.cs.du.edu (Uncle Fester) writes:
> In article <1996May24.014749@msuvx2.memphis.edu>,
> <uglmiller@cc.memphis.edu> wrote:
>>In article <69Jf-ZRXS7B@antic.cls.de>, ulf@antic.cls.de (Oaf Penishead)
>>writes:
>>> On 20 May 96, smoore@chowgar.demon.co.uk wrote ...
>>>
>>>> On 20 May 1996 06:04:31 GMT, seaner@exo.com (Darth Vader) wrote:
>>>>
>>>> >>That's news to me! Both AR: THE CITY *AND* AR: THE DUNGEON work wit
>>>> >>XL-IT! - the German ATARI 8-Bit emulator.
>>>> I've got The Dungeon to work (albeit slowly) but I can't get The City
>>>> to get past the opening sequence. I got the files from the AR site an
>>>> I remember reading somewhere that the City files were corrupt. Is
>>>> there anywhere alse I can get them from?
>>> I suppose you still have XL-IT! V0.12. That's why AR: THE CITY doesn't
>>> work. Get V0.13 from the author's WWW homepage and enjoy THE CITY - if
>>>you got a PENTIUM, that is ;).
>>>
>>> Oaf
>>>
>>
>>Did 0.13 fix the problem with disk 3 side 1 of AR: The Dungeon? I haven'
>>gotten around to trying it...
>
> It doesn't matter what you use to run AR: The City.
> At least regarding the version from the Alternate Reality
> Web Page. The version located there is corrupt as someone
> already pointed out. You can't run it on XL-IT! because it
> won't even run on a REAL Atari in its current state; it gets
> just past the title screen and then forever asks you to insert
> a particular side of AR. It doesn't matter what side you insert,
> it is hung there forever. I've tried it several times on my
> own machines and other XL/XE's to no avail. I downloaded the
> files from the Web site again with the same results.
>
> So get yourself a PENTIUM (why all caps? I dunno) and be
> disappointed anyway when you try to run it on the latest
> version of XL-IT! Unless they've replaced the files there
> since late last week, it's just not going to work.
>
> The Dungeon works fine though.
>
>

> Uncle Fester
> * Yeah - that "loser" who knows whereof he speaks --
> unlike a certain Oaf who just likes to toot his horn.
>
> --
> | SOCIOPATH n. - an aggressively antisocial psychopath taking |
> | no responsibility for his/her actions. See "INTERNET" for |
> | a collective of distinguishing characteristics - e.g., viz EFF. |
> | : *thester@nyx.cs.du.edu* : |

Actually, no. It may well be corrupt, but it runs fine until it needs part
of the data on disk 3, side 1. PC Xformer doesn't emulate SIO, and that causes
it to die after the intro.
--
If Superman can fly, why can't super models?

Check out my home page (CCGs, classic computers, Revolution BBS):
http://www.people.memphis.edu/~uglmiller/home.htm (under construction)

3182. Re: XEGS, 8-bit stuff for sale/trade

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-29 00:00:00 UTC
From: jasonbar@nut.ucsb.edu
Message-ID: <4oj00u$qfl@nut.ucsb.edu>
Source record: 83559

bwillard@mindspring.com (Bruce Willard) writes:

>In article <4ogmnp$d79@nut.ucsb.edu> jasonbar@nut.ucsb.edu (Jason D. Bardis) writes:

>>I picked up some XEGS games, thinking they'd work in my 130XE (it does,
>>after all have the letters "XE" in its name!), but no, so I want to
>>sell/trade (preferrably trade) them off, plus some other Atari 8-bit
>>goodies below.

>Not so silly. If they don't work in your 130XE, then they don't work. To the
>best of my knowledge, any cart for the XEGS will work in a 130XE.

Are you SURE...? I've never had a problem w/ _any_ 8-bit Atari cart in
any of my computers. The odds are just too far off that these 4 XEGS
carts are the only 4 bad ones I've ever seen out of dozens...

Can anybody confirm this? (not that I'm calling you a liar or anything,
but they just aren't workin'!)

Thanks
-Jason
--
Jason Bardis(jasonbar@nut.ucsb.edu www.engineering.ucsb.edu/~jasonbar)
The Simpsons.3DO.cycling.AbFab.PWEI.LEGO.Duckman.Tit Wrench.G-Force
autocrosses/rallyes.Atari.mechanical engineering.Ministry.Tempest.NIN
The Jitterbug.Bill Gibson.Robotics.Tim Burton.The Cult.fried cheese

3183. Re: What is an Atari 1450XLD and whos selling one??

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-29 00:00:00 UTC
From: Christopher Brett Strong <strong@cadesm44.eng.utah.edu>
Message-ID: <Pine.SUN.3.91.960529085452.12127A-100000@cadesm44.eng.utah.edu>
Source record: 83560

> koutsos@students.uiuc.edu (koutsos angelo john) wrote:
> >I am an Atari Newbie.
> >as I was looking through the manuals to a 1050 disk drive I have it
> >mentions an Atari 1450XLD which is a system with a built in drive
> >
> >WOW!!
> >
> >How do I get one, and is this a 8-bit computer or is it a European model?
>
> The 1450XLD is a really cool computer that old Atari almost released. It never actually
> made it to market. I think everyone that reads this group would like to have one, but
> prototype models are few and far between.
>

The prototypes also vary quite a bit. There are two different
motherboard revisions (totally different, one with a floppy disk daughter
board), as well as two versions of the sound chip.

\ oo Christopher B. Strong InterNet strong@ee.utah.edu
____|\mm decRAD: CSTRONG CADE: strong@eng.utah.edu
//_//\ _\
/K-9/ \/_/ ||| "Speak 'Friend' and enter"
/___/_____\ / | \ --- Have You Played Atari Today? ---

"If the mean don't get you, the variance will." -- James 1. Rieger

3184. Re: SSS

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-29 00:00:00 UTC
From: tomhunt@bright.net
Message-ID: <31aaf660.2642002@news.bright.net>
Source record: 83561

I captured your message, and will post it in the Atari Talk message
base on my bbs for all to see. Good luck with your endevors!

Tom Hunt, Closer To Home Enterprises. | PGP key available on keyservers, or
Developer of CTH Shareware. | Finger tomhunt@brutus.bright.net
Sysop of The Closer To Home BBS, 419-368-4413, 3-14.4, USR.
Key Fingerprint = 98 43 51 AD AA 85 69 07 42 51 A9 A0 65 4F 21 44

3185. Re: C compilers

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-29 00:00:00 UTC
From: tomhunt@bright.net
Message-ID: <31aaf6d9.2763221@news.bright.net>
Source record: 83562

On Tue, 28 May 1996 14:21:38 +0200, Fabrice Frances
<frances@ensica.fr> wrote:

>In the same place, I've found Ace C, CC8 and DVC. Does someone know how good
>they are ? (how fast the generated code is...)
>
>--

Those versions of c produce p-code. Cc65 produces real machine
language. You should experiment with some home made benchmarks. I
did so a few years ago, and wrote an article about the results. I'll
post it here, if I can find it.

Tom Hunt, Closer To Home Enterprises. | PGP key available on keyservers, or
Developer of CTH Shareware. | Finger tomhunt@brutus.bright.net
Sysop of The Closer To Home BBS, 419-368-4413, 3-14.4, USR.
Key Fingerprint = 98 43 51 AD AA 85 69 07 42 51 A9 A0 65 4F 21 44

3186. Re: ASM multiplication subroutine

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-29 00:00:00 UTC
From: Victor Sperry <vsperry@eng.paradyne.com>
Message-ID: <31AC7C67.15FB7483@eng.paradyne.com>
Source record: 83563
Cross-posted to:
comp.sys.m6809,comp.lang.asm,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.apple2.programmer

```
Asger K. Alstrup Nielsen wrote:
>
> cp32207@pinus.cc.etf.hr (christian pluym) writes:
>
> > Hi!
> > I need a assembler source for multiplying two 8 bit unsigned
> > numbers on a 6800 motorola, but any source for any 8-bit
> > processor would help. It has to work by shifting and adding,
> > not simply by adding. The result should be a 16-bit unsigned.
> > Tnx in advance,
> > Christian
>
> This sounds a lot like a job you have to do for school. I'll hint
> you. This is ANSI C-code for a shift+add multiplication:
>
> int mul(int x, int y)
> {
> int i, res; /* Reserve two variables */
>
> res = 0; /* Temporary result */
> for (i=0; i<8; i++) { /* Loop 8 times */
> if (x & 128) /* Is bit 7 set? */
> res = res + y; /* Yep, add */
> res = res << 1; /* Shift left (multiply by 2) */
> x = x << 1; /* Shift left */
> }
>
> return res; /* Here we have the result */

.................^^^ (res >> 1)

> }

(or move "res = res << 1" ahead of the if)

--
Vic Sperry (813) 530-2640
Firmware Engineer vsperry@eng.paradyne.com (W)
AT&T Paradyne vic@intnet.net (H)
Largo, FL
```

3187. Re: XL-it and Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-30 00:00:00 UTC
From: davidg@rivendell.otago.ac.nz
Message-ID: <davidg-3005960925160001@ou076082.otago.ac.nz>
Source record: 83564

In article <31A57806.41C6@htw.uni-sb.de>, Markus Gietzen
<iig05-1@htw.uni-sb.de> wrote:

>
> This is the copy which I use, as well. It seems to be a good crack.
> The reason why the character disk isn't working yet:
> I haven't added format-support. But I try to include this in one of the
> next versions.
>
> Bye,
> Markus
>
> --
> Markus Gietzen Author of XL-it! Atari XL/XE-emulator
>

Could someone post an atr or a xfd of a blank dungeon disk. So that while
Markus is busy working on the next release, we can play the dungeon on
XL-It (0.13).

On a side note, does anyone remember polar perrie? I had the origanal on
tape, I can't remember the author, but it was a two player ski theme -
platform game, and you could make your own levels! This game was awesome,
but I haven't noticed anyone talking about it.

i want to ride snowballs again, David.

Thanks, David

Otago University
Dunedin, New Zealand

3188. Re: Why isn't anyone posting in ALT.WAREZ.ATARI

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-30 00:00:00 UTC
From: davidg@rivendell.otago.ac.nz
Message-ID: <davidg-3005960930360001@ou076082.otago.ac.nz>
Source record: 83565

In article <31a82809.1756391@news.servtech.com>, redeye@soreass.net wrote:

> It Seems to me, a great place to share files. C'mon people .

Why don't you send the files to websites which cater for this function:

They are: ftp://sierra.valleynet.com/pub/users/j/justin/atari8/games
http://mars.superlink.net/scharles/
http://cow.pasture.com/~annatar/

David.

Thanks, David

Otago University
Dunedin, New Zealand

3189. FS: 800XL (not working) and power supply (does work): FREE!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-30 00:00:00 UTC
From: pchelp@gil.net
Message-ID: <4oj1oj$ftt@newsfeed.gil.net>
Source record: 83566

I have the above. All I want in return is the cost for the shipping.

It should cost about $ 10.00 to ship via U.S. mail.

If interested e-mail me at: pchelp@gil.net

3190. Re: 850 interface cables, HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-30 00:00:00 UTC
From: redeye@soreass.net
Message-ID: <31ad3555.1966754@news.servtech.com>
Source record: 83567

My Thanks to Robert Stone and Rich Mier for infomation concerning my "850 cable dilema".

Acually, I'm shocked that you can still buy these cables.

As a return favor, When I do order (it/them) I'll make up a file of these pinouts and post them for future reference, should there be a time when they can't be found.

Thanks again, Dave

3191. Re: Other emulators

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-30 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <4oiqhc$6ih@dfw-ixnews4.ix.netcom.com>
Source record: 83568

In <4oihdo$3f3@dfw-ixnews7.ix.netcom.com> chelm@ix.netcom.com (Chris)
writes:
>
(stuff deleted)
>> It works pretty much like a real
>>130XE. I have 3.0 and really like it.
>
>Good lord if that's what my 130XE actually worked like I think it
would be
>time to ship it to the repair shop. I think it would be safe to say
that
>it works like a badly beaten 130XE or one submerged in water, then
turned
>on. And I wouldn't exactly call whatever noises Xformer makes as
sound
>emulation.
>
>
Let's just say it does function and you can run BASIC programs. You can
play games, and it does do sound and graphics. I haven't heard the
sound part as my copy is running on a machine with no sound card. If
you can get the programs and data files into .ATR/.XFD image format, it
will run them pretty much like a real 130XF (albeit, not perfect, but
close enough for gov't work.)

rely@ix.netcom.com

3192. Re: converting ATR to .DCM

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-30 00:00:00 UTC
From: RCAD40A@prodigy.com
Message-ID: <4oj3md$23ng@usenetp1.news.prodigy.com>
Source record: 83569

You can convert an .ATR image to a .DCM file by
1) Run the DISKCOM3 program using XFormer on your source .ATR.
2) Then put the new .DCM file into an empty TEMP.ATR image.
3) Then you can use Ivan's IMAGEMAN to extract the .DCM file out of the
TEMP.ATR.
4) Send the .DCM file back to your Atari and just reverse this process.

3193. Re: converting ATR to .DCM

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-30 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <4oiq6h$9gl@dfw-ixnews9.ix.netcom.com>
Source record: 83570

In <summers.61-2904961702010001@ts31-4.homenet.ohio-state.edu>
summers.61@osu.edu (Andrew Summers) writes:
>
>Is there any way to convert an atr back to a dcm for transfer to an
atari?
>Or else, is there any easy way to make an exact disk copy of an atr?
>
>please help!
>thanks, andy.

Although, I haven't done this, you should be able to run DCM from
one .ATR/.XFD image compressing the one you have as your source onto a
third .ATR/.XFD image file then export the .DCM file to where ever. In
other words it SHOULD work the same as if you were working with a real
computer and disk drives.

rely@ix.netcom.com

3194. Re: Other emulators

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-30 00:00:00 UTC
From: chelm@ix.netcom.com
Message-ID: <4oj1ra$fiv@dfw-ixnews9.ix.netcom.com>
Source record: 83571

>Let's just say it does function and you can run BASIC programs. You can
>play games, and it does do sound and graphics. I haven't heard the
>sound part as my copy is running on a machine with no sound card. If
>you can get the programs and data files into .ATR/.XFD image format, it
>will run them pretty much like a real 130XF (albeit, not perfect, but
>close enough for gov't work.)
>

I still think you're being a bit kind to it. It does run most basic programs,
but that is of very little interest to me. Most games do not work properly
with Xformer [despite the advertising of a near god-like emulation for it].
I can tell you that you're not missing much in the sound department. It's
not emulation of the 8-bit sound, but some crappy translation sound that comes
out of it. Again if it was free, maybe I wouldn't be so hard on it. XL-it's
better already, and that guy hasn't been developing it for 8 years.

3195. Re: converting ATR to .DCM

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-30 00:00:00 UTC
From: ba930@FreeNet.Carleton.CA
Message-ID: <4oj0gv$goo@freenet-news.carleton.ca>
Source record: 83572

Andrew Summers (summers.61@osu.edu) writes:
> Is there any way to convert an atr back to a dcm for transfer to an atari?
> Or else, is there any easy way to make an exact disk copy of an atr?

If there is one, could someone send me a copy, too? (PGP Radix-64 or
UUEncoded)

--
JESS | slave screams he has his own identity
TODD'S| slave screams he spends his life learning conformity
SPACE | slave screams he's going to cause the system to fall
------+ slave screams but he'd rather be chained to that wall

3196. WANTED: Docs for Spider Eater by Koala Technologies.

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-30 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <4ojr9g$ci6@linda.teleport.com>
Source record: 83573

I have an Original Disk for Spider Eater, with Yellow Label & Red
Letter/Graphics by Koala Technologies to be used with a Koala Pad. But I don't
have Documentation for it including The Template you lay on the Koala Pad that
you need to enter the Game. Could someone Respond, In E-Mail, who can help
me get this Documentation & Template! If you can Help me, please E-Mail me at:
bensmith@teleport.com
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. Mon - Thurs 3
PM - Midnight. Friday 3 PM - 6 PM PST Call above # these Hours.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Catalogs are FREE & updated monthly. Reply in E-Mail to bensmith@teleport.com
http://www.teleport.com/~bensmith/bscomputers.shtml Bravo Sierra Atari Store

3197. Wanting to purchase OLD Infocom game

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-30 00:00:00 UTC
From: keith@atlantis.actrix.gen.nz
Message-ID: <4ojsh4$8m3@atlantis.atlantis.actrix.gen.nz>
Source record: 83574

WANTED THE FOLLOWING ORIGINAL INFOCOM GAME

Wishing to purchase the following original INFOCOM game

Classic Mystery Library (3 games) packaged as three separate games
in a slide container

MUST have ALL original packaging and be in good condition
Any computer format is acceptable

Willing sellers please e-mail details for negotiation

THanks

Keith Stewart

PS I already have Lost Treasures of Infocom I & II

3198. Re: Other emulators

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-30 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <4ojus0$q34@dfw-ixnews4.ix.netcom.com>
Source record: 83575

In <4oj1ra$fiv@dfw-ixnews9.ix.netcom.com> chelm@ix.netcom.com (Chris) writes:
> Again if it was free, maybe I wouldn't be so hard on it. XL-it's
>better already, and that guy hasn't been developing it for 8 years.
>

I have the 3.0 version and I'm planning on getting 4.0. maybe I'll try XL-It too. I don't have time to play games. Never did play much that way with my 8-bit. I always loved writing BASIC programs, so that was the improtant part for me. I guess, if you want games, APE sounds like the choice, but I don't know. I only use PCXf for running my stuff and it seems to do an adequate job for that. I just wish I could use SpartaDOS and BASIC XE with it. I guess it real thing is still hard to beat. So, on that, I'll keep my 130XE and 800XL handy.

rely@ix.netcom.com

3199. FS: 130XE (PS dead), XF551, Software

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-30 00:00:00 UTC
From: jayski@net2.intserv.com
Message-ID: <31ada1bd.8762281@netnews.netaxs.com>
Source record: 83576

Any Interest, I tired of having it take up space

jayski@net2.intserv.com

3200. XF2.5- error 138 on printing, help?

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-30 00:00:00 UTC
From: dderby@nyx.cs.du.edu
Message-ID: <4ok7vg$fjk@nyx.cs.du.edu>
Source record: 83577

I am unable to print from the XF2.5 emulator. I can print in MSDOS, go to XF2.5, run a BASIC program that I know works on my Atari, and then it stops when it opens P: (I get device timeout, error 138). I can't copy to the P: device in DOS (same error). I suspect my 286 has some non-standard BIOS calls. I tried loading in a print spooler to see if that might right things (no luck). Has anyone had this problem? Does anyone know of a fix (short of buying another PC)? Any ideas? Thanks.

3201. Re: atari emulator for linux

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-30 00:00:00 UTC
From: Tony Smolar <asmolar@fast.net>
Message-ID: <Pine.LNX.3.91.960530100929.11168A-100000@firewall.nscs.fast.net>
Source record: 83578

On 29 May 1996, Cliff Friedel wrote:

> anybody know where I can get the Atari emulator for linux. Any help
> you could give me would be greatly appreciated. Thanks.
>
> Cliff Friedel
> jchan@helicon.co.iup.edu
>

I assume you mean Atari800 (There are 2 or 3 Linux Atari 8-bit emulators, but Atari800 is the best)

You can download it directly from:

ftp.demon.co.uk/pub/emulators/atari

Or visit my Atari Emulator Web page at:

http://www.users.fast.net/~smol/8bitemu.html

for a link to that and other Atari emulators

Good Luck!

3202. Re: XEGS, 8-bit stuff for sale/trade

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-30 00:00:00 UTC
From: krieg@earth.execpc.com
Message-ID: <4okbnt$159@earth.alpha.net>
Source record: 83579

In article <4ogmnp$d79@nut.ucsb.edu>,
Jason D. Bardis <jasonbar@nut.ucsb.edu> wrote:

>I picked up some XEGS games, thinking they'd work in my 130XE (it does,
>after all have the letters "XE" in its name!), but no, so I want to
>sell/trade (preferrably trade) them off, plus some other Atari 8-bit
>goodies below.

>Ace of Aces (Atari/Accolade)
>Battlezone (Atari)
>Bug Hunt (Atari)
>Flight Simulator II (Atari/subLOGIC)

Something is seriously wrong with your 130XE if these games don't work on
it. I have all of these (except Battlezone) and they all work fine on
my 130XE.

In fact, they should work on any Atari 8-bit computer (even the lowly 400)
if you have enough memory.

What happens when you try to run these games?

--
=__ __ __ _ __ _= Andrew Krieg - Software Engineering Consultant =
=_ __ _ __ _ _ __= E-mail: krieg@execpc.com =
=_ _ _ ___= WWW: http://www.cs.uwm.edu/public/krieg/index.html =
=_ __ _ __ _ __ _= Treguna Mekoides Trecorum Satis Dee - Astoroth =

3203. How is APE?

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-30 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <4okh86$dvs@crl6.crl.com>
Source record: 83580

Hi folks,

I'm looking for comments regarding the functionality of APE. I'm planning on getting some 8-bit software from the net and connecting the old 8-bit via a 300 baud modem is just too slow. Also wanting to transfer 8-bit files from my IBM compatible to the 8-bit.

Here's my set-up:

-Dell 486 DX2 50 running Windows 95.
-28,800 modem.

And on the Atari side, I've got an 800 and a 1050 disk drive.

Any major comments, bugs? Does APE work well?

TIA,
John
jvogel@crl.com

3204. Re: 8 bit internet software

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-30 00:00:00 UTC
From: Mariano Dominguez Molina <mariano@ce.fciencias.unam.mx>
Message-ID: <31ADEC17.41C6@ce.fciencias.unam.mx>
Source record: 83581

Larry Mears wrote:
>
> Is there any Atari 8-bit internet software? Seems like it could at least be
> used to read news groups or browse the web in text mode.
> ...greywolf

Hi! ..
currently there are only terminal emulators that works only if you have
a shell account, semms that Bill Kendrik is working in a XL browser
(XL scape)

m.

3205. Re: HELP !! modem problems

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-30 00:00:00 UTC
From: rdell@shell.portal.com
Message-ID: <4okli2$juf@jobe.shell.portal.com>
Source record: 83582

In article <31A9FB92.41C6@ce.fciencias.unam.mx>,
Mariano Dominguez Molina <mariano@ce.fciencias.unam.mx> wrote:
>Hello, can anybody help me tu access internet with my atari ??
>
>My problem is :
>
>I have a 65XE and a XM301 (300 baud modem), I bougth an account an
>dialup service from an unix server, and downloaded BOBterm, Icet, and
>all vt100 emulators i found. But my modem doesn't detect the carrier; I
>can hear it when the server answers.
>
>The modem's LED lights only vey dim, and the term send me a NO CARRIER
>message, I can receive the header data (the "welcome to the ..."
>message), but when i try to enter my password, the connection breaks .
>
>What can i do ???
>

Check with your Internet provider to make certain that he has 300 baud
access ... I know here at work the last two generations of modems we
have used had NO support whatsoever for 300 baud ... the latest
generation does not support 1200 baud. We still maintain a very few
older modems, but don't advertise to our users that they exist ...
they only learn of them if they have trouble, ask, and cannot upgrade
their home equipment

--
Richard Dell

3206. Dumb question, but still read it! :-)

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-30 00:00:00 UTC
From: hplace <hplace@tiac.net>
Message-ID: <4okmq1$ac8@news.tiac.net>
Source record: 83583

Is it possible in any way to use an SC1224 color monitor with an 800xl?
Maybe there's an adaptor or something. Thanks!

3207. Re: WTB 850 interface

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-30 00:00:00 UTC
From: rdell@shell.portal.com
Message-ID: <4okmv9$lkl@jobe.shell.portal.com>
Source record: 83584

In article <summers.61-2604962326530001@ts23-16.homenet.ohio-state.edu>,
Andrew Summers <summers.61@osu.edu> wrote:
>Anybody have an extra 850 for sale or know where i can get one (or
>equivalent)? Also i would appreciate a non-biased party to tell me what a
>fair price is - thanks a lot.
>andy
>summers.61@osu.edu

I ran across two that I must have picked up at the Trenton flea market
last year, but I know I haven't tested them as yet. No power supplies
for them, but that may be no problem for you. I would be willing to
test and ship one of them after you figure out what a fair price is.

--
Richard Dell

3208. For Those asking: Star Raiders II .. Found it! README

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-30 00:00:00 UTC
From: redeye@soreass.net
Message-ID: <31adb55c.141267@news.servtech.com>
Source record: 83585

I found a pretty good ftp site for games:

FTP://SIERRA.VALLEYNET.COM/PUB/USERS/J/JUSTIN/ATARI8/GAMES

They Have Star Raiders II Listed as an Individual file, avoid it as it isn't complete. The File you want is: "GAMES63.ATR" in it is the complete version, with a couple of other games.

BTW, I haven't built an sio2pc cable yet, but when I do, how do I put "ATR" images back on Atari disks?

Thanks

3209. FS/T: Atari 8-bit computer items [05/30/96]

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-30 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <4okm1t$a8d@dfw-ixnews6.ix.netcom.com>
Source record: 83586

All VGA FS/T lists are updated weekly and are available on the WWW at
http://www.io.com/~vga2000/

This list was last updated on 05/30/96

NOTE: Screen shots of some of these games are available on my
web site.

I have the following Atari 8-bit software and hardware for sale or
trade.

Everything is sold as is. Unless specified, all items have been
tested and are in perfect working order.

There are a few items that are listed as untested. When I bought
these items I was told that they all worked, but due to a lack of
time, I have been unable to test them myself.

Buyer has ten (10) days to send payment, and pays all shipping
costs, which will be sent via U.S. Postal Service. The shipping
cost depends on both the weight of the package and the distance
that it is traveling. Buyer has the choice of either first class
or parcel post (which is slower, but cheaper).

Payment must be made in U.S. funds, by either check or money order,
drawn from a U.S. bank branch. Canadian buyers must send a Canadian
Postal Money Order, payable in U.S. funds. This is the only way I
have found to deal with my friends to the north (my bank is very
picky, but the U.S. Post Office will cash a Canadian Postal M.O.)

SOFTWARE:

NOTE: If the company name isn't listed, then the game was released
by the same company as the system.

NOTE: All cartridges are loose (ie. without box and manual), unless
specified.

NOTE: Since all cartridges are used, some labels will have small
defects. Major defects will be listed.

ATARI 8-BIT COMPUTER:

Loose cartridges, no box or manual:
$10.00 Astro Chase (Parker Brothers)
$ 6.00 Atari Logo
$ 6.00 Atariwriter
$ 6.00 Basic -- for the 400 and 800

$ 6.00 Basketball
$ 6.00 Computer Chess
$10.00 Delta Drawing (Spinnaker)
$ 7.50 Deluxe Invaders (Roklan)
$10.00 Jumbo Jet Pilot (Thorn EMI)
$10.00 Kids on Keys (Spinnaker)
$10.00 River Raid (Activision)
$10.00 Super Cobra (Parker Brothers)

Cartridges with case and manual:
$15.00 Alphabet Zoo (Spinnaker)

HARDWARE:

NOTE #1 FOR THOSE BUYING SYSTEMS: If you buy certain systems (they are marked) you will have the option of buying a BRAND NEW RF switchbox for $5 that is virtually identical to one sold at Radio Shack for $7, plus tax. It allows for the connection of both 300 OHM and 75 OHM antenna lead-in's.

If you already have an RF switchbox, most systems will work fine with it. Some systems still include one, please read carefully.

NOTE: The Lots listed below include only what is listed!

LOT #1

ATARI 1200XL COMPUTER.

This item has not been tested.

$19.00

*****

LOT #2

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 800XL COMPUTER with original power supply.

I will also throw in a second non-working ATARI 800XL for parts, FREE.

This is a complete system, except for RF switchbox and RCA cable.

$44.00

*****

LOT #3

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 65XE COMPUTER with original power supply.

This is a complete system, except for RF switchbox and RCA cable.

$34.00

*****

LOT #4

ATARI 1050 (127K) DISK DRIVE, with original power supply, and
one (1) Molex connector cable.

$39.00

*****

LOT #5

ATARI 1050 (127K) DISK DRIVE.

This disk drive doesn't include the power supply, or Molex
connector cable.

$32.00

*****

LOT #6

ATARI 410 PROGRAM RECORDER, with built-in power cord and Molex
connector cable.

This item has not been tested.

$ 9.00

*****

LOT #7

ATARI 820 PRINTER, with one (1) roll of paper and built-in
power cord.

This item has not been tested.

$24.00

*****

LOT #8

ATARI 800 COMPUTER *AND* ATARI 1050 DISK DRIVE, for parts only!

These items are not working, but might be used as a source of parts
(example: the 800 keyboard and chips).

$10.00

*****

LOT #9

OKIMATE 10 COLOR PRINTER, with built-in power cord, "Learn to Print"
Atari DOS 2.0 and 3.0 disk, "Learn to Print" cassette tape [for
400/800, 800XL, 1200XL and 600XL], and extra ribbon (Okidata).

This item has not been tested.

$29.00

*****

To reserve an item listed here, please contact me.

Michael J. Novak Jr.
VGA2000@ix.netcom.com -- for quickest response
VGA2000@io.com
dw901@cleveland.freenet.edu

--
Michael J. Novak Jr. BUYING / SELLING / TRADING systems and games from:
Video Game Advantage 3DO, Atari, NEC, Nintendo, Sega, Sony, as well as
6861 Anthony Lane all Classic video game and Classic cartridge based
Parma Hts., OH 44130 computers, for over 2 years on the Internet!
(216) 843-8815 Voice Visit us on the WWW at http://www.io.com/~vga2000/
for FS/T & Want lists, FAQ's, Screen Shots, Collecting tips and much more...

For current list, or to be placed on my e-mail list, please leave E-Mail at:
VGA2000@ix.netcom.com OR VGA2000@io.com OR dw901@cleveland.freenet.edu

3210. Ape 1.09 Available Now

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-30 00:00:00 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <4okshp$kda@madeline.INS.CWRU.Edu>
Source record: 83587

APE, The Atari Peripheral Emulator w/ the amazing ProSystem copy protection
emulation system in now available in version 1.09 and is better than ever!

Go APE today and download it at http://www.nacs.net/~classics

While you are there, check out the new Ape 1.09 and ProSystem 1.50
online HTML documentation!

All registered users may contact me for an update to versions 1.09 of Ape
and 1.50 of the ProSystem. This update is _free_ for all currently
registered users.

New features in Ape 1.09, from the APE109D.ZIP file README.NOW, and a
complete system update :)

Thanks everyone for making the 11th public revision of APE possible!

Steven Tucker

Author of APE: The Atari Peripheral Emulator 1.09 w/ ProSystem
Imagic: The Windows 95/NT Universal Disk Image Generator/Converter
APE ProSystem: The Amazing copy protected disk imager/emulator.
Home Page : http://www.nacs.net/~classics
E-mail : classics@nacs.net

FTED32G.ATR contains the Shareware version of Spartados 3.2f. Spartados
is an advanced _high speed_ DOS system from Fine Tooned Engineering.

WARP_453.ATR contains: MyDos 4.53 System
3x Sio APE+ OS Patch for any Atari DOS
2x Sio Patch for any Atari DOS
MyCopier High Speed (upto 3x sio) sector copier

The .PRO images in this distribution are example PRO System images to
showcase APE's ability to emulation complex copy protection.

Changes Since 1.07

Ape 1.09 and ProSystem 1.50 now support images of
enhanced density and a extension of the .PRO format was
changed to help this along.

You _must_ convert your old v2 .PRO images to v3 .PRO
images or they cannot be used with Ape 1.09. A fast and
automated program, PRO2TO3.EXE is included to convert all
your old images. You can give it a wildcard filespec so

you should be able to convert all your .PRO images in one
pass :)

There have been a ton of internal and visible changes to
the ProSystem. These changes will be documented in the first
version of the ProSystem documentation.

Changes from Ape 1.07 -> 1.09 BETA (As of 5/18/96)

Executable file now smaller because of internal changes in
allocation of dynamic memory vs. the old static method.

Executable now uses overlays for routines that are not time
critical, freeing page space for more features in the main
program.

850 Emulation Fixed - A problem in 1.07 caused a 6502 vector in the
stage 3 handler to point to a BRK instruction (OOPS!).

850 Emulation Fixed - Problem with concurrent I/O dropping out the
instant it starts cured.

Fixed DCM code to allow decompression of double density images, bug
has been in the DCM code since its was written.

PC Mirror: Files written to the PC mirror would fail with a DISK FULL
message after about 400 sectors, fixed. Mirror now supports
capture of files upto 8 Megs.

Writing to a file that already existed in the PC Mirror drive
would cause the program to fail with a device timeout. Mirror
now supports writes to any file, even if it exists.

Files written to the PC Mirror would on rare occasions be
truncated to 125 byte intervals, or have an extra 125 bytes
appended. Fixed.

Files written to the PC Mirror would appear in the default
DOS path instead of the current PC Mirror path. Fixed.

Ape and ProSystem now be more monochrome friendly. If MDA adapters are
detected all screens are displayed in white on black _only_.

Ape 1.07 could be crashed about 10 ways with runtime error 203. This
sloppy memory problem has been fixed and wont happen anymore.

Spartados 3.2x (XF551 version) is now fully supported. Thanks to the user
who sent 3.2x for testing. Problems included failure to format any disk
(floppy or HD). Unknown if this will effect the X cart situation.

When ATR images were created, they could then be mounted on the same
drive as the PC Mirror, caused some interesting effects but is fixed.

When creating ATR images they would appear in the default DOS path if
no path was specified, they now appear in the default ATR/PRO path.

APE ProSystem emulation code rewritten and streamlined, added 5 extra
emulation modes (more coming). ProSystem now _requires_ version 3
format images. See the above instructions for converting your
existing .PRO images.

Many improvments to file selector including better path handling, type
highlighting, drive change entries, visible marker (mono friendly) and
internal changes.

Changes from Ape 1.09 BETA --> Ape 1.09 Full Release (5/24/96)

Ape now includes an XFD conversion utility in addition to an improved
and hopefully now complete DCM conversion utility. Image conversion
is available to all users and is invoked with the 'A' keystroke.

Many users asked for APE to handle commands sent by the Sio2PC program
REMOTE.OBJ. Ape now handles these requests, but obviously you must
use APE keystrokes. Keystrokes accepted for registered users only.

REMOTE.OBJ was created by and is the property of another software author and
is therefore not included in this software package. I'm not aware of
any restrictions on its use, but if it requires some type of payment
for use of course please register it.

You can now select a new ProSystem emulation mode for any image
directly from within APE as of 1.09. This _greatly_ speeds up the
PRO image testing process. Registered users only.

Sometimes the screen was left 'dirty' from previous menus, little dots
at the right edge, etc. Fixed.

The shareware version of APE could crash in the Atascii/Ascii viewer. Fixed.

The file selector has again changed and you should note a signifigant
change to the usage of the 'Additional Extension' option of
configuration menu 3. This option used to specify the extension of
the files to be displayed in the file browser.

This setting _no longer_ perfoms this function. It now specified an _extra_
extension to be displayed in the file browser. ATR and PRO extensions
are now automatically displayed at the proper times. If you have this
option set to '*' I suggest you clear it so you dont have to wade
through tons of usless files to get to your disk images.

Thanks to everyone who sent images, bugs, raves, etc.

Of course a teriffic thanks to all that have registered since 1.07. Most
all the above enhancments are only for you, and I hope they make APE
a better and easier to use product for _you_.
--
-- Video game playing, adventure junkie, choclate craving, woman loving,
Limbaugh hating, Trek watching, all around lazy computer fart.

!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

3211. Re: Latest SIO2PC directions?

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-30 00:00:00 UTC
From: Eric Sokolowsky <esok@cs.byu.edu>
Message-ID: <31ADE786.130@cs.byu.edu>
Source record: 83588

J.R. Desouza wrote:
>
> where would i be able to get the siopc intructions and software??please
> leave me this info..
>
> Thanks..

I don't know about SIO2PC, but I tried the APE (Atari Peripheral
Emulator) cable and it worked great! I built my own cable for less than
$10. Check out the APE home page:

http://seka.nacs.net/~classics/

The author requires a $40 registration fee if you plan to use his
software for more than 30 days.

3212. Re: XEGS, 8-bit stuff for sale/trade

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-30 00:00:00 UTC
From: trek@ihgp114r.ih.att.com
Message-ID: <4oklgf$lct@ssbunews.ih.att.com>
Source record: 83589

In article <4oj00u$qfl@nut.ucsb.edu>,
Jason D. Bardis <jasonbar@nut.ucsb.edu> wrote:
>bwillard@mindspring.com (Bruce Willard) writes:
>
>>In article <4ogmnp$d79@nut.ucsb.edu> jasonbar@nut.ucsb.edu (Jason D. Bardis) writes:
>
>>>I picked up some XEGS games, thinking they'd work in my 130XE (it does,
>>>after all have the letters "XE" in its name!), but no, so I want to
>>>sell/trade (preferrably trade) them off, plus some other Atari 8-bit
>>>goodies below.
>
>
>>Not so silly. If they don't work in your 130XE, then they don't work. To the
>>best of my knowledge, any cart for the XEGS will work in a 130XE.
>
>
>Are you SURE...? I've never had a problem w/ _any_ 8-bit Atari cart in
>any of my computers. The odds are just too far off that these 4 XEGS
>carts are the only 4 bad ones I've ever seen out of dozens...
>
>Can anybody confirm this? (not that I'm calling you a liar or anything,
>but they just aren't workin'!)

Jason, list the games and people can let you know if they have them working on their
130XE. Then if they don't on yours..... you can at least draw a valid conclusion
about whether yours are bum or not.
Wayne
>Thanks
>-Jason
>--
>Jason Bardis(jasonbar@nut.ucsb.edu www.engineering.ucsb.edu/~jasonbar)
>The Simpsons.3DO.cycling.AbFab.PWEI.LEGO.Duckman.Tit Wrench.G-Force
>autocrosses/rallyes.Atari.mechanical engineering.Ministry.Tempest.NIN
>The Jitterbug.Bill Gibson.Robotics.Tim Burton.The Cult.fried cheese

3213. Hard Drive Problems

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-30 00:00:00 UTC
From: pmulvey@newshost.li.net
Message-ID: <4okvif$5ea@linet06.li.net>
Source record: 83590

Since your having problems with more than one drive you might need to
address another potential problem first. You might be having a hardware
related failure, and that does mess up directories. I will need to know
what type of hardware you are using and the dos software running the system
(ie: mio/adaptec 4000a and mfm drives or Black Box with Scsi drives and
if your using Spartados, Mydos ect.)
Also how long have you been using the sysytem and how old is the hardware..

3214. Re: 850 interface cables, HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-30 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <4ol271$s5m@blackice.winternet.com>
Source record: 83591

> redeye@soreass.net writes:
>
> My Thanks to Robert Stone and Rich Mier for infomation concerning my
> "850 cable dilema".
> Acually, I'm shocked that you can still buy these cables.
> As a return favor, When I do order (it/them) I'll make up a file of
> these pinouts and post them for future reference, should there be a
> time when they can't be found.
>>>>
Actually, I have the pin outs and the complete 850 Manual. It's
just that most people don't really want to mess around making their own
cables if they are available mail order. Besides, I hate typing in numbers.

Rich Mier

3215. Re: converting ATR to .DCM

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-30 00:00:00 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <4ol2e2$s0e@madeline.INS.CWRU.Edu>
Source record: 83592

In a previous article, "summers.61"@osu.edu (Andrew Summers) says:

>Is there any way to convert an atr back to a dcm for transfer to an atari?

If you have access to a machine running Win 95/NT get Imagic 1.04 from
my home page @ http://www.nacs.net/~classics It can generate
ATR/XFD/SCP and DCM images from any format, and the reverse.

>Or else, is there any easy way to make an exact disk copy of an atr?

You mean transfer an ATR to a real atari disk? Use APE and load your
ATR as disk 1, and use any sector copier to copy drive 1 (ape) to drive
2 (a real drive).

If you don't yet have a copy of APE, pick it up @ the URL above. :)

Steve
--
-- Video game playing, adventure junkie, choclate craving, woman loving,
Limbaugh hating, Trek watching, all around lazy computer fart.

!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

3216. Re: Other emulators

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-30 00:00:00 UTC
From: asmolar@smol.fast.net
Message-ID: <slrn4q44p7.38.asmolar@smol.fast.net>
Source record: 83593

>with Xformer [despite the advertising of a near god-like emulation for it].
>I can tell you that you're not missing much in the sound department. It's
>not emulation of the 8-bit sound, but some crappy translation sound that comes
>out of it. Again if it was free, maybe I wouldn't be so hard on it. XL-it's
>better already, and that guy hasn't been developing it for 8 years.

I noticed that Xformer runs really well in 800 mode, most games I tried on it
run. When you switch to XL/XE mode, however, something strange happens. A
lot of things that run in 800 mode don't run. I'm talking about programs
that run on an 800XL without translator disks.

I wouldn't say that XL-It is better, at least not yet. XL-It becomes more
and more impressive with each release, but it still suffers in some ways.
It's still slow for one, although it's much faster than the last release.
It has collision detection problems. In Pac-man, for example, the
ghosts can't kill you!! Xformer, in 800 mode, on the other hand, seems to
run about 80% of the games nearly perfectly.

--

Tony Smolar

---
asmolar@fast.net home email
tonys@nscs.fast.net work email
http://www.users.fast.net/~smol homepage

3217. Re: 3.5" Floppy for 8Bits??

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-30 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <4ol2q8$s5m@blackice.winternet.com>
Source record: 83594

> malay@reston.unisysgsg.com (Bob Malay - Loral - X7750) writes:
> I'm remember seeing/hearing about a mod that could be
> made to one of the Atari drives that would make it a
> 3.5" floppy. Who may sell one of these as a kit or already
> modified??
>
>>>>
Computer Software Services
PO Box 17660
Rochester, NY 14617

Info and Ordering: (716) 429.5639

3218. Re: XEGS, 8-bit stuff for sale/trade

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-30 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.285.00353DB1@mindspring.com>
Source record: 83595

In article <4oj00u$qfl@nut.ucsb.edu> jasonbar@nut.ucsb.edu (Jason D. Bardis) writes:
>From: jasonbar@nut.ucsb.edu (Jason D. Bardis)
>Subject: Re: XEGS, 8-bit stuff for sale/trade
>Date: 29 May 1996 19:09:34 -0700

>>>I picked up some XEGS games, thinking they'd work in my 130XE (it does,
>>>after all have the letters "XE" in its name!), but no, so I want to
>>>sell/trade (preferrably trade) them off, plus some other Atari 8-bit
>>>goodies below.

>>Not so silly. If they don't work in your 130XE, then they don't work. To the
>>best of my knowledge, any cart for the XEGS will work in a 130XE.

>Are you SURE...? I've never had a problem w/ _any_ 8-bit Atari cart in
>any of my computers. The odds are just too far off that these 4 XEGS
>carts are the only 4 bad ones I've ever seen out of dozens...

>Can anybody confirm this? (not that I'm calling you a liar or anything,
>but they just aren't workin'!)

>Thanks
>-Jason

The XEGS carts I have are:
Rescue on Fractalus
Flight Simulator II
Tennis
Final Legacy
Food Fight
Hardball
Donkey Kong Jr.

These all work fine on my 130XE, although I have not checked them on the other models.

Bruce Willard bwillard@mindspring.com

3219. Re: Dumb question, but still read it! :-)

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-30 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.286.0038FEB6@mindspring.com>
Source record: 83596

In article <4okmq1$ac8@news.tiac.net> hplace <hplace@tiac.net> writes:
>From: hplace <hplace@tiac.net>
>Subject: Dumb question, but still read it! :-)
>Date: 30 May 1996 17:44:33 GMT

>Is it possible in any way to use an SC1224 color monitor with an 800xl?
>Maybe there's an adaptor or something. Thanks!

Although that's a great idea, it's unlikely. The video from an 800XL, or any other 8-bit Atari is 60Hz vertical. The SC1224, used with an ST is 70Hz vertical. I wish it would work, as I do have a spare SC1224. Of course, even if it did work, you would lose artifacting because of the greater screen resolution of the SC1224. In other words, some of yours games would have very strange colors from what you expect.

Bruce Willard bwillard@mindspring.com

3220. Re: XEGS, 8-bit stuff for sale/trade

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-30 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <4ol557$ijo@useneta1.news.prodigy.com>
Source record: 83597

Sometimes on XL and XE machines, the chips that control bank selection get screwed up when kids push and pull carts with the power on. Games that use the newer supercarts that hold old disk based games like Archon will fail in a computer that's been damaged this way. The 130XE in question might have this damaged chip.

3221. Quick 130XE repair question

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-30 00:00:00 UTC
From: jasonbar@nut.ucsb.edu
Message-ID: <4okqbo$ad6@nut.ucsb.edu>
Source record: 83598

Howdy

I'm the dummy who posted that my XEGS carts wouldn't work on my 130XE.
I finally got them to go, after much "persuasion," but it appears that
the cart slot has some internal loose conneciton on the unit, since any
touch or budge makes the computer flake out.

Anyway, I've got 2 130XEs now (good thing I grabbed a backup unit!).
On one of them, the Start/Select/Option/etc. buttons often don't work
(like now), and the other has the flakey cart slot. I plan on combining
the 2 to get one fully functioning unit. Anybody had experience fixing
either of these problems and can recommend which one I should cannibalize
to get the other one working?

Thanks
-Jason
--
Jason Bardis(jasonbar@nut.ucsb.edu www.engineering.ucsb.edu/~jasonbar)
The Simpsons.3DO.cycling.AbFab.PWEI.LEGO.Duckman.Tit Wrench.G-Force
autocrosses/rallyes.Atari.mechanical engineering.Ministry.Tempest.NIN
The Jitterbug.Bill Gibson.Robotics.Tim Burton.The Cult.fried cheese

3222. A different 1027 question

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-30 00:00:00 UTC
From: Jeremy Larsen <JEREMY@MUSIC.CC.UGA.EDU>
Message-ID: <30MAY96.23549433.0062@UGA.CC.UGA.EDU>
Source record: 83599

I got a 1027 from a guy a couple years back who said the ink pad was dry. Sure enough, it works but doesn't put anything on paper. What is an ink pad, and are they still around? Where can I get one? Thanks :)

Jeremy

PS Why isn't there a FAQ for this sort of thing? The existing 8-bit FAQ is all about Atari's relation to the internet. What about using the Atari just for the Atari?

3223. Let's talk about building APE/Prosystem cables!

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-30 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <4olo66$7od@crl4.crl.com>
Source record: 83600

I'm looking for any tips you folks can share on building these things. I just got back from Radio Shack and purchased a soldering iron, rainbow wire (4 colors), a DB-9 connector with a hood, a breadboard, the 1489 chip, the venerable "Getting Started in Electronics" by Forrest Mims, III, and lead-free rosin core solder. I'm doing this mostly blindly as I have very little electronics experience, but I think it'll be fun. All I'm missing is the "signal diode" mentioned in the directions for the APE cable - the salesperson said that's not specific enough. Looking at the rack I saw a *lot* of different types of diodes, all with different voltages and materials (germanium, etc). Does anybody who's successfully built the cable know what to get?

The Mims book doesn't tell much about the actual construction of circuits so I'm looking for any tips anyone can share, and perhaps some of you would also be interested in doing it yourself. Let's talk!!! :)

Off to practice some soldering...

John
jvogel@crl.com

3224. Re: 1027 printer

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-30 00:00:00 UTC
From: ziggy29@netgate.net
Message-ID: <ziggy29-3005962024160001@d25.netgate.net>
Source record: 83601

In article <4olfi9$7ej@news.ao.net>, ejh7678@isc.rit.edu (Ed Heffernan) wrote:

> Greetings, people.
>
> One of my hobbies is collecting parts and whatnot for my not-so-old
> atari XEGS system. Recently I got ahold of one of the nice 1027
> printers. Cost me four bucks, and seems to be in good condition. Only
> problem is that it is missing the powersupply. First of all I noticed
> that the jack in the back is much larger than the ones on either
> computer or floppy or the little plotter I have. Anyways I can get a
> new powersupply for it at my local eletronic supply show, but I was
> wondering what the voltage rateing is for it. I dont want to blow out
> my newfound treasure. If anyone can e-mail it to me, ill be one happy
> atari user..

Crap. My 1027 cost me ten bucks. I feel so...so...*cheated*.

> BTW I was quite impressed by this printer. Its size, anyways if its
> output quality is good. Anyone have any recomended word processors to
> use on this?

Yeah, but the ink rollers wear out and don't work that well. I suppose
they can be re-inked, but I stick with the 1025 most of the time.

--
Tim Irvin, ziggy29@netgate.net :: Softball '96: 9G / 6-3 / .630
WWW: http://www.netgate.net/~ziggy29/
"Someone who wears a tie to WWDC (the major Mac developers show)...
needs to rebuild his desktop file and zap his parameter RAM."
-- Guy Kawasaki

3225. Linux ATR/XFD tools

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-30 00:00:00 UTC
From: u9314667@muss.cis.McMaster.CA
Message-ID: <4olnn2$8cp@muss.CIS.McMaster.CA>
Source record: 83602

Hello all,

What tools are available to create and maintain ATR and XFD images for Linux? My problem is that I have some individual .BIN files that I'd like to use with the 'Atari800' emulator, and I imagine that I have to stick them in a disk image first...

Thanks,

--
Cameron Smith || "That's DAMN good coffee ....
Chair, McMaster IEEE Student Branch || ...and HOT!"
Computer Engineering & Mgmt. IV ||
McMaster University, Hamilton, Ont. || -Special Agent Dale Cooper, FBI

3226. Re: 850 interface cables, HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-31 00:00:00 UTC
From: mgorelick@pmh.com
Message-ID: <4olm9b$p2j@server3.mich.com>
Source record: 83457

In article <31ad3555.1966754@news.servtech.com>, redeye@soreass.net says...
>As a return favor, When I do order (it/them) I'll make up a file of
>these pinouts and post them for future reference, should there be a
>time when they can't be found.

I have an 850 with manual, and would be happy to provide pinouts for the cable if you still need them. Let me know (or others with an interest in the matter) and I can post them here.

3227. Re: Latest SIO2PC directions?

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-31 00:00:00 UTC
From: andy@troas.demon.co.uk
Message-ID: <31ae6aa6.4758103@news.demon.co.uk>
Source record: 83458

On 27 May 1996 21:41:03 -0700, nickb@Primenet.Com (Nick S Bensema)
wrote:

>I've been trying to get my friend to build a SIO2PC cable for a long
>while and he says there's this one diode he just can't find.

The instructions for the MAX232 board specify a 1N5817 but these can
be hard to find so just use a 1N5820. Both these are a pain really
because they have fat leads > than the holes in stripboard. Just use
any fast logic diode.

--
andy@troas.demon.co.uk

3228. Re: Running Mule on the emulators

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-31 00:00:00 UTC
From: et@flag-monster.stanford.edu
Message-ID: <4olstj$5ke@nntp.Stanford.EDU>
Source record: 83459

In article <4olgen$sk5@news1.t1.usa.pipeline.com>,
David Chea <dchea@nyc.pipeline.com> wrote:
>Has anyone had problems running Mule on XL-it and XFormer?
>
>1. On XL-it, I can't see my character in the storehouse where the mules are
>outfitted.

Yep, this is a known bug in XL-it v0.13 -- player/missile priorities don't
work right. The author, Markus Gietzen, plans to fix it for the next version.

>2. On XF25, I can't reenter the storehouse after I've installed my mule my
>plot of land.
>3. On XF33DEMO, the game loads in but I can't start a game!

Never tried these, 'cause I hear XL-it is better!

Eric

3229. FREE Catalog of Atari 2600/5200/7800/Lynx and 8-BIT Hardware/Software

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-31 00:00:00 UTC
From: ice@skypoint.com
Message-ID: <4om2l6$4p9@stratus.skypoint.net>
Source record: 83460
Cross-posted to: alt.atari,alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,comp.sys.atari.8bit

```
**************************************************************************
* *
* Looking for something for your good old 8-bit or game machine? *
* *
* Have you thought that you'd never find Atari 2600/5200/7800/Lynx *
* and 8-BIT items ever again? *
* *
* WELL LOOK NO FURTHER!!! *
* *
* *
* To receive a FREE catalog of all Atari 8-bit and game machine products, *
* email your full name and postal mailing address to: ice@skypoint.com *
* *
**************************************************************************
```

3230. Re: XEGS, 8-bit stuff for sale/trade

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-31 00:00:00 UTC
From: jasonbar@nut.ucsb.edu
Message-ID: <4om791$a36@nut.ucsb.edu>
Source record: 83461

krieg@earth.execpc.com (Andrew krieg) writes:

>In article <4ogmnp$d79@nut.ucsb.edu>,
>Jason D. Bardis <jasonbar@nut.ucsb.edu> wrote:

>>I picked up some XEGS games, thinking they'd work in my 130XE (it does,
>>after all have the letters "XE" in its name!), but no, so I want to
>>sell/trade (preferrably trade) them off, plus some other Atari 8-bit
>>goodies below.

>>Ace of Aces (Atari/Accolade)
>>Battlezone (Atari)
>>Bug Hunt (Atari)
>>Flight Simulator II (Atari/subLOGIC)

>Something is seriously wrong with your 130XE if these games don't work on
>it. I have all of these (except Battlezone) and they all work fine on
>my 130XE.

Good grief, don't articles ever cancel!?!??! I cancelled that dumb post
of mine a while ago...anyway, after some serious contact-scrubbing and
wiggling, I can get the carts to power up. However, it's still _very_
sensitive (i.e., if I tap the computer, the screen flickers and it may
lock up).

I just swapped my usual 130XE for my backup because the start/select/etc.
buttons weren't working...guess this backup computer has a touchy
cart slot--gotta consolidate pieces to get one that works perfectly.

>What happens when you try to run these games?

I usually get BASIC or the self-test, or, sometimes, a screenful of garbage,
sometimes w/ accompanying wacky noises. Actually, I think Bug Hunt
doesn't come up right--all I get is a grayish-blue color appearing on
the screen. The picture is very dull and the game looks mighty primitive--I
think I've seen the game before and don't remember it looking like this--
maybe that cart still isn't making good contact...

Thanks
-Jason
--
Jason Bardis(jasonbar@nut.ucsb.edu www.engineering.ucsb.edu/~jasonbar)
The Simpsons.3DO.cycling.AbFab.PWEI.LEGO.Duckman.Tit Wrench.G-Force
autocrosses/rallyes.Atari.mechanical engineering.Ministry.Tempest.NIN
The Jitterbug.Bill Gibson.Robotics.Tim Burton.The Cult.fried cheese

3231. Re: 850 interface cables, HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-31 00:00:00 UTC
From: redeye@soreass.net
Message-ID: <31aeeb98.794764@news.servtech.com>
Source record: 83462

On 31 May 1996 02:41:47 GMT, mgorelick@pmh.com (Marc Gorelick) wrote:

>In article <31ad3555.1966754@news.servtech.com>, redeye@soreass.net says...
>>As a return favor, When I do order (it/them) I'll make up a file of
>>these pinouts and post them for future reference, should there be a
>>time when they can't be found.
>
>
>I have an 850 with manual, and would be happy to provide pinouts for the cable
>if you still need them. Let me know (or others with an interest in the matter)
>and I can post them here.
>
>

YES - YES Please, It would be a great help, Thanks

I've never seen any files posted here but could you e-mail them to me?

My e-mail address is: mead@dlg1.ceh.servtech.com

and Thanks, Dave

3232. Re: 850 interface cables, HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-31 00:00:00 UTC
From: redeye@soreass.net
Message-ID: <31aeea99.540022@news.servtech.com>
Source record: 83463

on 30 May 1996 20:59:13 GMT, rbmier@winternet.com (Rich Mier) wrote:

>> redeye@soreass.net writes:
>>
>> My Thanks to Robert Stone and Rich Mier for infomation concerning my
>> "850 cable dilema".
>> Acually, I'm shocked that you can still buy these cables.
>> As a return favor, When I do order (it/them) I'll make up a file of
>> these pinouts and post them for future reference, should there be a
>> time when they can't be found.
>>>>>
> Actually, I have the pin outs and the complete 850 Manual. It's
>just that most people don't really want to mess around making their own
>cables if they are available mail order. Besides, I hate typing in numbers.
>
> Rich Mier
>

Say Rich, Are these in a file that could be uploaded?

3233. Re: 850 interface cables, HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-31 00:00:00 UTC
From: redeye@soreass.net
Message-ID: <31aeecf2.1140462@news.servtech.com>
Source record: 83464

On 31 May 1996 02:41:47 GMT, mgorelick@pmh.com (Marc Gorelick) wrote:
>
>>In article <31ad3555.1966754@news.servtech.com>, redeye@soreass.net says...
>>>As a return favor, When I do order (it/them) I'll make up a file of
>>>these pinouts and post them for future reference, should there be a
>>>time when they can't be found.
>>
>>
>>I have an 850 with manual, and would be happy to provide pinouts for the cable
>>if you still need them. Let me know (or others with an interest in the matter)
>>and I can post them here.
>>
>>
>
YES - YES Please, It would be a great help, Thanks

I've never seen any files posted here but could you e-mail them to me?

My e-mail address is: mead@dlg1.ceh.servtech.com

and Thanks, Dave

3234. Re: Wanted: Alternate Reality City/Dungeon

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-31 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <152294@cup.portal.com>
Source record: 83465

Thanks to all who've e-mailed me with URLs (several different ones --
I'm having a field day!) containing links to XL-It!, or to the XL-It!
author's own home page.

Chris
Chris_F_Chiesa.@cup.portal.com

PS - I especially like the main title screen at the top page of
cow.pasture.com ... "Moo!" :-)

3235. ABBUC JHV 96 Germany

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-31 00:00:00 UTC
From: "Torsten Schall"
Message-ID: <4omt68$fos@widukind.worms.fh-rpl.de>
Source record: 83466

Hi Atari 8 Bit Maniacs,

it is time to make a mark in your calendar. The greatest Atari 8 Bit Show is in reach. In Oktober will be the great Party/Fair with the the new Polensoft of 94/95 classic games, new old hardware and new informations out of the german ABBUC reginal Groups and world. We hope that F T E has time to jump over the ocean and show some of their famous hard- and software. There is also place for People who want to sell something of their stock call W. Burger. We hope that all people out there make a new JHV 96 Demo or PRg.

Please send your Demo's to:
schallt@worms.fh-rpl.de or
Marek Tomczyk
after you have E-mailed us. As a AtariDSK-File,XFD-file with uuencode or
via post (expensive).

If you give us the rights we will give you a place where they can downloaded via ftp/Internet. All you programmers, Groups, Coders, Atari Maniacs give us a little of your time and make a Demo for the JHV. So if you have any connection to your 8 Bit Atari / Xformer, show that you are here with a Demo or PD Programm for the 8 Bit Atari. Hey girls, are their still any programming? Not only the Boy's can make good Demos. it's time to see more Soft from you, come on you`ve enough time ly on the beach, please code something for the JHV 96. I hope the visitors will see some of our girls like iron maid marian. Aeh we hope to see you girls too.

As far as i know, we are not sure if the fair is held in Herten again. We will write it here or you contact following people look there:

http://www.uni-karlsruhe.de/~Marek.Tomczyk/8bit.html Atario 8 Bit Resort

schallt@worms.fh-rpl.de me (member of the ABBUC regional Group RAM)

0236639623-0001@t-online.de ABBUC

Addresse:
Atari Bit Byter User Club e.V.
c/o Wolfgang Burger
Wieschenbeck 45
D-45699 Herten
Germany

Tel./Fax +49 2366 39623

Mailbox:
+49 5439 3265
Offline: Mon.-Fri.: 2 p.m. - 6:45 p.m.
Mon.+Thu.+Fri.: 7 p.m. - 8 p.m.

Sat.+Sun.: 12 p.m. - 2:45 p.m.

Don`t always cry about the less software availeble for the Atari 8 Bit, do something now. Make a Demo, make a prg. I mean all out of the Atari 8 Bit szene. Canadians, US boys and girls, Polish people, Sweden, Germans, Swiss, Austria, France, Belgium, Netherlands, Alaska, Australia .....
If you read this and can do something interesting or knew someone who can do something, tell him and help him (not everyone has internet access).

I am counting on you, you've time enough.

Torsten Schall
(Member of RAM)

3236. Re: For Those asking: Star Raiders II .. Found it! README

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-31 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <4on342$1pok@usenetp1.news.prodigy.com>
Source record: 83467

The Atari would be connected to a real Atari disk drive that is in turn connected to the SIO2PC cable and your PC. As long as the ATR image is the same format as the disk drive, you just use a copy disk option from whatever DOS your running on the Atari. With DOS 2.5, I think it's option J. If the ATR image is not compatible (say it's double density and you only have an 810 drive), then you'd use the Copy option to copy files individually.

3237. modem and SIO2PC (or Turbo Link PC) ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-31 00:00:00 UTC
From: rosans00@marvin.informatik.uni-dortmund.de
Message-ID: <4on8nt$1su@fbi-news.Informatik.Uni-Dortmund.DE>
Source record: 83468

Hello!

Is it possible to connect a modem to the ATARI 800 XL via the SIO2PC
or the Turbo Link PC? What software is neccecary (use for BBSs and shell
accounts)?

greetings...

--

--> Thomas Rosanski + toro@poboxes.com + http://home.pages.de/~toro <--

3238. Help w/ SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-31 00:00:00 UTC
From: glennb <glennb@interport.net>
Message-ID: <31AF54B1.41CD@interport.net>
Source record: 83469

Hi,

I know this has been covered before but here I am to ask again...

Can somebody possibly email the materials and directions for building the
SIO2PC cable?

Thanks in advance,
Glenn

email:glennb@interport.net

3239. Alien Garden

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-31 00:00:00 UTC
From: glennb <glennb@interport.net>
Message-ID: <31AF696D.8FE@interport.net>
Source record: 83470

Hi,

Anybody have instructions or documentation for the game Alien Garden (by Epyx). Years ago I knew how to play, but not a generation later. I recall it being "different" in almost aevery way to a typical game.

Thanks,
Glenn

--
glennb@interport.net
~~~~~~~~~~~~~~~~~~~
~~~~~~~~~~~~~~~~~~~

3240. Re: 850 interface cables, HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-31 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <4onfgk$i80@blackice.winternet.com>
Source record: 83471

> redeye@soreass.net writes:
> on 30 May 1996 20:59:13 GMT, rbmier@winternet.com (Rich Mier) wrote:
> > Actually, I have the pin outs and the complete 850 Manual. It's
> >just that most people don't really want to mess around making their own
> >cables if they are available mail order. Besides, I hate typing in numbers.

>
> Say Rich, Are these in a file that could be uploaded?
>
>>>>
Sorry to say, but no. I have the original 850 Users manual and it
has the pin-outs of the connectors and a complete set of schematics.
Hummmm, 'Maybe', and this is a big Maybe, I can take it into
work and scan them, just the Pin outs and the schematic. From there I can
bring them home as JPEG, GIF and ???. My son has a Web page and he
has been thinking about adding a Atari section but has nothing to put in it.
Give me a few weeks, maybe I'll be able to give you a good URL to get them
from. Most likely a FTP address, too for those that can't use WWW. I'll have
to think about this some more as .PDF format is the best for WWW users.
Of cours they could be there in multible formats.
Now that I'm thinking about it, maybe the connectors for the XL/XE
also. What format would really be the best for the Atari 8bit? In the past I've
only dealt with GR7, 7.5, 8 and 9 files. I don't know how I could convert GIF
or JPEG into any of these.

Thinking; Rich Mier

3241. Re: modem and SIO2PC (or Turbo Link PC) ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-31 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <4ong11$ip9@blackice.winternet.com>
Source record: 83472

> rosans00@marvin.informatik.uni-dortmund.de (Thomas Rosanski) writes:
> Hello!
>
> Is it possible to connect a modem to the ATARI 800 XL via the SIO2PC
> or the Turbo Link PC? What software is neccecary (use for BBSs and shell
> accounts)?

>>>>
This has been talked about and I thought I saw someone post
about 3 months ago about doing just that.
Remember, I am taking this just from memroy: I beleive the person
just used the normal RS232.COM file and a normal Atari Term program like
BOBTERM. Seems like they could run up ot 9600 Baud but at 14.4 they
started dropping bytes and getting garbage here-and-there in the display.

Rich Mier

3242. Re: Let's talk about building APE/Prosystem cables!

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-31 00:00:00 UTC
From: andy@troas.demon.co.uk
Message-ID: <31af4fac.3133666@news.demon.co.uk>
Source record: 83473

On 30 May 1996 20:14:14 -0700, jvogel@crl.com (John M. Vogel) wrote:

>The Mims book doesn't tell much about the actual construction of circuits
>so I'm looking for any tips anyone can share, and perhaps some of you
>would also be interested in doing it yourself. Let's talk!!! :)
>
>Off to practice some soldering...
>
>John
>jvogel@crl.com
>

SIO2PC

View this with a monospaced font.

```
x
x-||-x x
I x--x x x-:<-x
I -------------------
I |14 13 12 11 10 9 8|
I | 1489 |
I |1 2 3 4 5 6 7|
I -------------------
I x x x x x
I x
x----------------------x
```

This design was for stripboard, with the strips oriented top to
bottom.
No track cutting is necessary except of course for under the chip to
disconnect the opposing pins. It should all fit easily on a board as
small as about 15 X 15 holes.

The cap C1 in the top left is a .1 micro farad, the diode D1 in the
top right is a 1N914.

Connect the 1489 pins as follows:

1 - Atari pin 5, green wire, DATA OUT

3 - PC pin 2, DATA IN

4 - Atari pin 7, violet wire, COMMAND

6 - PC pin 9, RING INDICATOR

7 - Atari pin 4, black wire + PC pin 5, both GND + join to pin 14 via
C1

8 - Atari pin 3, orange wire, DATA IN via diode D1

10 - PC pin 3, DATA OUT

13 - Join to pin 14

14 - Atari pin 10, blue wire, +5v

The PC pins given are for a 9 pin D. Change for a 25 way as follows:

9 25
- --

2 - 3
9 - 22
5 - 7
3 - 2

You should use a 4 conductor + bare drain wire cable for the PC side
and connect the drain wire from the Atari cable to the PC drain wire
using a spare strip on the board. Connect the drain wire in the PC
cable to GND in the plug going into the PC.

HTH.

--
andy@troas.demon.co.uk

3243. Re: Wanted: Alternate Reality City/Dungeon

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-31 00:00:00 UTC
From: andy@troas.demon.co.uk
Message-ID: <31af5433.4292966@news.demon.co.uk>
Source record: 83474

On 29 May 1996 00:47:45 -0600, thester@nyx.cs.du.edu (Uncle Fester)
wrote:

> So get yourself a PENTIUM (why all caps? I dunno) and be
> disappointed anyway when you try to run it on the latest
> version of XL-IT! Unless they've replaced the files there
> since late last week, it's just not going to work.
>
> The Dungeon works fine though.

I've put a good copy of The City along with a blank character disk at:

http://basil.acs.bolton.ac.uk/~ad4css/

Eventually I'll get round to setting up a page there with some more
stuff.

--
andy@troas.demon.co.uk

3244. 1027 parts

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-31 00:00:00 UTC
From: qmnmaren@dingo.cc.uq.oz.au
Message-ID: <4onnam$gn0@bunyip.cc.uq.oz.au>
Source record: 83475

I have a 1027 printer but due to it's age, the rubber "print-wheel" (the part on the spinning head that has the characters on it) has deteriorated.
Does anyone know where I could locate a replacement? I am in Australia and prefer a local supply.

Nick

3245. Re: A different 1027 question

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-31 00:00:00 UTC
From: Ray Mitchell <ray@toad.net>
Message-ID: <31AF64F8.2E62@toad.net>
Source record: 83476

Toad Computers has the ink rollers for $9 each. To keep them fresh you have to keep the cold.

-Ray

3246. Re: Running Mule on the emulators

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-31 00:00:00 UTC
From: Ray Mitchell <ray@toad.net>
Message-ID: <31AF653A.6725@toad.net>
Source record: 83477

You should be using xf32. That version works great in the 800 mode.

-Ray

3247. Re: Dumb question, but still read it! :-)

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-31 00:00:00 UTC
From: Ray Mitchell <ray@toad.net>
Message-ID: <31AF65BA.6438@toad.net>
Source record: 83478

The SC1224 is an Analog RGB monitor. The XL/XE's have a composite video output. There is no way to do it.

-Ray

3248. Re: 1027 printer

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-31 00:00:00 UTC
From: Jim Treber <jtreber@cris.com>
Message-ID: <31AFDBF2.41B1@cris.com>
Source record: 83479

Ed Heffernan wrote:
>
> ziggy29@netgate.net (Tim Irvin) wrote:
>
> >In article <4olfi9$7ej@news.ao.net>, ejh7678@isc.rit.edu (Ed Heffernan) wrote:
>
> >Crap. My 1027 cost me ten bucks. I feel so...so...*cheated*.
>
> >Yeah, but the ink rollers wear out and don't work that well. I suppose
> >they can be re-inked, but I stick with the 1025 most of the time.
>
> I dont suppose you can peek at your 1027 and tell me what the
> voltage rateing on it is, hmm?
>
> Yeah, I was wondering about that ink rollor. How is it replaces? Do I
> need some obsolete form of replacement for it, or can I jes put a few
> drops on ink on that rollor? (Im thiking of the ink-refil cartredges I
> use on my bubblejet for my IBM)
>
> ah well, ta.

I have some brand new ink rollers if you can't find them
anywhere.

Jim

3249. Rainbow Software Tranfers

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-31 00:00:00 UTC
From: malay@reston.unisysgsg.com
Message-ID: <DsA4E4.EJ@ftp.reston.unisysgsg.com>
Source record: 83480

The Rainbow 8bit emulator for the Mac requires an 850 interface
in order to transfer 8bit software to the Mac. Is there
an alternative to this process?

Also, who has an 850 Interface for sale??

Bob Malay

--
//
/ /
/ Robert M. Malay Lockheed Martin TDS /
/ 9255 Wellington Road /
/ Manassas, VA 22110-4121 /
/ /
/ malay@reston.unisysgsg.com /
/ 703.367.2403 /
/ /
//

3250. Re: For Those asking: Star Raiders II .. Found it! README

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-31 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <DsAHFt.BJA@iglou.com>
Source record: 83481

In article <31adb55c.141267@news.servtech.com>, <redeye@soreass.net> wrote:
>
>
> I found a pretty good ftp site for games:
>
> FTP://SIERRA.VALLEYNET.COM/PUB/USERS/J/JUSTIN/ATARI8/GAMES
>
Why did you write it in all caps? It won't work that way! (unless you're
on a VMS system which translates everything to lower case, and an address
or filename that contains caps must be written in quotes).

--
Bill Marcum bmarcum@iglou.com
On 22 July, 1996, at 6:00 pm GMT, everyone in the world
just START HUMMING. Those who don't know will freak.

3251. Re: Let's talk about building APE/Prosystem cables!

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-31 00:00:00 UTC
From: chelm@ix.netcom.com
Message-ID: <4onqds$ntj@dfw-ixnews6.ix.netcom.com>
Source record: 83482

In article <4olo66$7od@crl4.crl.com>, jvogel@crl.com (John M. Vogel) wrote:
>I'm missing is the "signal diode" mentioned in the directions for the APE
>cable - the salesperson said that's not specific enough. Looking at the
>rack I saw a *lot* of different types of diodes, all with different
>voltages and materials (germanium, etc). Does anybody who's successfully
>built the cable know what to get?

You can get away with the 1 watt zener diodes. (#1N4739, or 42 I believe).
Just make sure you attach the band end in the right direction.

>The Mims book doesn't tell much about the actual construction of circuits
>so I'm looking for any tips anyone can share, and perhaps some of you
>would also be interested in doing it yourself. Let's talk!!! :)

The circuit itself is easy to build because it's self powered. And if you're
good enough you can fit the whole circuit board inside the metal DB25
shielding, just break off a piece of board big enough to hold the chip and
wide enough to be jammed into the DB25 female plug.

3252. Re: XEGS, 8-bit stuff for sale/trade

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-31 00:00:00 UTC
From: "John I.C." <jlai@tribeca.ios.com>
Message-ID: <Pine.BSD.3.91.960531190827.7282A-100000@tribeca.ios.com>
Source record: 83483

On 29 May 1996, Jason D. Bardis wrote:

> bwillard@mindspring.com (Bruce Willard) writes:
>
> >In article <4ogmnp$d79@nut.ucsb.edu> jasonbar@nut.ucsb.edu (Jason D. Bardis) writes:
>
> >>I picked up some XEGS games, thinking they'd work in my 130XE (it does,
> >>after all have the letters "XE" in its name!), but no, so I want to
> >>sell/trade (preferrably trade) them off, plus some other Atari 8-bit
> >>goodies below.
>
>
> >Not so silly. If they don't work in your 130XE, then they don't work. To the
> >best of my knowledge, any cart for the XEGS will work in a 130XE.
>
>
> Are you SURE...? I've never had a problem w/ _any_ 8-bit Atari cart in
> any of my computers. The odds are just too far off that these 4 XEGS
> carts are the only 4 bad ones I've ever seen out of dozens...
>
> Can anybody confirm this? (not that I'm calling you a liar or anything,
> but they just aren't workin'!)
>
> Thanks
> -Jason
> --
> Jason Bardis(jasonbar@nut.ucsb.edu www.engineering.ucsb.edu/~jasonbar)
> The Simpsons.3DO.cycling.AbFab.PWEI.LEGO.Duckman.Tit Wrench.G-Force
> autocrosses/rallyes.Atari.mechanical engineering.Ministry.Tempest.NIN
> The Jitterbug.Bill Gibson.Robotics.Tim Burton.The Cult.fried cheese
>

Speaking of XE games, my good'ol Atari 800 can run almost all XE games,
including Ballblazer. The funny thing is that the manual says that the
game requires a XE or XL system to run it.

3253. Re: 1027 parts

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-31 00:00:00 UTC
From: sgwallace@delphi.com
Message-ID: <hZBuCI7.sgwallace@delphi.com>
Source record: 83484

Nickolas Marentes <qmnmaren@dingo.cc.uq.oz.au> writes:

>I have a 1027 printer but due to it's age, the rubber "print-wheel" (the
>part on the spinning head that has the characters on it) has
>deteriorated.
>Does anyone know where I could locate a replacement? I am in Australia
>and prefer a local supply.
>
>Nick
>

I just replaced the print wheel in a 1027. It was a bear of a job but it
worked afterward. I don't know about Australia but Best Electronics has parts
for the 1027 and other Atari equipment. Price for the print wheel was $25.00
(probably more than the p
rinter is worth but a cute peripheral anyhow). That Atari part number is
FA100676. The address is:

Best Electronics
2021 The Alameda, Suite 290
San Jose, CA 95126-1127

Phone:
408-243-6950

The rubber print wheel will deteriorate faster if the wrong type of ink
contacts it (if you re-ink the rollers you might be pushing your luck).

Steve

3254. Atari Web Site: More Atari Items for Sale: Bravo's Atari Store!

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-31 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <4ook7v$31q@julie.teleport.com>
Source record: 83485
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,fr.comp.sys.atari,de.comp.sys.st,fido.ger.atari,ger.atari,ka.comp.sys.atari

Check out my Web Page for Bravo Sierra Computers. Where you can find Both Classic Atari 8 Bit & Atari ST. HardWare, SoftWare, Books & Accessories. My Web Address is below. On-Line Catalogs that you can View and Contact me via my Web Page! Or Request Catalogs in E-Mail. Specify Classic 8 Bit or ST. E-Mail: bensmith@teleport.com

BSC has just acquired, tested and added more stock to catalogs, available now on WWW. And soon to be available on the new FTP site. As soon as it's ready. So feel free!

http://www.teleport.com/~bensmith/bscomputers.shtml
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. Mon - Thurs 3 PM - Midnight. Friday 3 PM - 6 PM PST Call above # these Hours.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Catalogs are FREE & updated monthly. Reply in E-Mail to bensmith@teleport.com
http://www.teleport.com/~bensmith/bscomputers.shtml Bravo Sierra Atari Store

3255. WANTED: Docs for Spider Eater by Koala Technologies.

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-31 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <4ookcp$37i@julie.teleport.com>
Source record: 83486

I have an Original Disk for Spider Eater, with Yellow Label & Red
Letter/Graphics by Koala Technologies to be used with a Koala Pad. But I don't
have Documentation for it including The Template you lay on the Koala Pad that
you need to enter the Game. Could someone Respond, In E-Mail, who can help
me get this Documentation & Template! If you can Help me, please E-Mail me at:
bensmith@teleport.com
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. Mon - Thurs 3
PM - Midnight. Friday 3 PM - 6 PM PST Call above # these Hours.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Catalogs are FREE & updated monthly. Reply in E-Mail to bensmith@teleport.com
http://www.teleport.com/~bensmith/bscomputers.shtml Bravo Sierra Atari Store

3256. Re: SSS

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-31 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <4onkr3$h2u@main.freenet.hamilton.on.ca>
Source record: 83487

Tom Hunt (tomhunt@bright.net) wrote:
: I captured your message, and will post it in the Atari Talk message
: base on my bbs for all to see. Good luck with your endevors!

: Tom Hunt, Closer To Home Enterprises. | PGP key available on keyservers, or
: Developer of CTH Shareware. | Finger tomhunt@brutus.bright.net
: Sysop of The Closer To Home BBS, 419-368-4413, 3-14.4, USR.
: Key Fingerprint = 98 43 51 AD AA 85 69 07 42 51 A9 A0 65 4F 21 44

--

Thanks! We have had a few requests for the Catalogue, but no orders so
far. It will be interesting to see if there is any interest whatsoever.
Obviously, the more interest, the better the library gets.

Willy

3257. Disk images

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-31 00:00:00 UTC
From: gbennett@sisna.com
Message-ID: <31aef55a.0@news.sisna.com>
Source record: 83488

Can anyone refer me to any good sites with XFormer disk images?

Thanks,
Greg Bennett gbennett@sisna.com

3258. 1027 printer

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-31 00:00:00 UTC
From: ejh7678@isc.rit.edu
Message-ID: <4olfi9$7ej@news.ao.net>
Source record: 83603

Greetings, people.

One of my hobbies is collecting parts and whatnot for my not-so-old atari XEGS system. Recently I got ahold of one of the nice 1027 printers. Cost me four bucks, and seems to be in good condition. Only problem is that it is missing the powersupply. First of all I noticed that the jack in the back is much larger than the ones on either computer or floppy or the little plotter I have. Anyways I can get a new powersupply for it at my local eletronic supply show, but I was wondering what the voltage rateing is for it. I dont want to blow out my newfound treasure. If anyone can e-mail it to me, ill be one happy atari user..

BTW I was quite impressed by this printer. Its size, anyways if its output quality is good. Anyone have any recomended word processors to use on this?

-ed

3259. Re: How is APE?

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-31 00:00:00 UTC
From: chelm@ix.netcom.com
Message-ID: <4oleua$ns2@sjx-ixn2.ix.netcom.com>
Source record: 83604

In article <4okh86$dvs@crl6.crl.com>, jvogel@crl.com (John M. Vogel) wrote:
>Hi folks,
>
> I'm looking for comments regarding the functionality of APE. I'm
>planning on getting some 8-bit software from the net and connecting the
>old 8-bit via a 300 baud modem is just too slow. Also wanting to
>transfer 8-bit files from my IBM compatible to the 8-bit.
>

APE works very well indeed. I have had very little problems with it, and I use it with a Hayes ESP on my machine which isn't even a standard com port. It's quick easy to use, and delivers all that is promised. Plus it's the only program I'm aware of that emulates several 8-bit devices on your PC [disk, modem, printer, etc] and has support for copy protected originals.I have 3 8-bits and they all work flawlessly with APE. As far as your software transfers APE will make it a breeze. Anything you get on the PC side can be read from a drive mirror which reads directly from you PC's hard disk and appears as a large floppy to the 8-bit. It was the only way to go for me to archive all my 8-bit disks to safety. Now I don't have to worry about these old floppies any more.
l

3260. Running Mule on the emulators

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-31 00:00:00 UTC
From: dchea@nyc.pipeline.com
Message-ID: <4olgen$sk5@news1.t1.usa.pipeline.com>
Source record: 83605

Has anyone had problems running Mule on XL-it and XFormer?

1. On XL-it, I can't see my character in the storehouse where the mules are outfitted.
2. On XF25, I can't reenter the storehouse after I've installed my mule my plot of land.
3. On XF33DEMO, the game loads in but I can't start a game!

Anyone else run into these problems? If so, let me know if there is a fix.
Thanks

-David

3261. Re: Quick 130XE repair question

Newsgroup: comp.sys.atari.8bit
Date: 1996-05-31 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <4oljob$gk8@blackice.winternet.com>
Source record: 83606

> jasonbar@nut.ucsb.edu (Jason D. Bardis) writes:
> Anyway, I've got 2 130XEs now (good thing I grabbed a backup unit!).
> On one of them, the Start/Select/Option/etc. buttons often don't work
> (like now), and the other has the flakey cart slot. I plan on combining
> the 2 to get one fully functioning unit. Anybody had experience fixing
> either of these problems and can recommend which one I should cannibalize
> to get the other one working?
>
>>>>
Take the keyboard out of the one with the flaky Cart. slot and
put it in the other one.
The fix for the bad START/SELECT/OPTION keys is adding
3 resistors to the bottom of the main board. If you swap the keyboards,
this unit should work properly.
The flaky cart. slot 'Might' require the connector to be replaced.
Depends on if the pins are bent or smashed, OR it could be just broken
solder joints. Still, this requires taking it completely apart.

Hope this helps; Rich Mier

3262. Re: 1027 printer

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-01 00:00:00 UTC
From: ejh7678@isc.rit.edu
Message-ID: <4on0oh$ao9@news.ao.net>
Source record: 83489

ziggy29@netgate.net (Tim Irvin) wrote:

>In article <4olfi9$7ej@news.ao.net>, ejh7678@isc.rit.edu (Ed Heffernan) wrote:

>Crap. My 1027 cost me ten bucks. I feel so...so...*cheated*.

>Yeah, but the ink rollers wear out and don't work that well. I suppose
>they can be re-inked, but I stick with the 1025 most of the time.

I dont suppose you can peek at your 1027 and tell me what the
voltage rateing on it is, hmm?

Yeah, I was wondering about that ink rollor. How is it replaces? Do I
need some obsolete form of replacement for it, or can I jes put a few
drops on ink on that rollor? (Im thiking of the ink-refil cartredges I
use on my bubblejet for my IBM)

ah well, ta.

3263. Re: modem and SIO2PC (or Turbo Link PC) ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-01 00:00:00 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <4ooc1r$4t3@madeline.INS.CWRU.Edu>
Source record: 83490

In a previous article, rosans00@marvin.informatik.uni-dortmund.de (Thomas Rosanski) says:

>Hello!
>
>Is it possible to connect a modem to the ATARI 800 XL via the SIO2PC
>or the Turbo Link PC? What software is neccecary (use for BBSs and shell
>accounts)?

APE provides complete 850 compatible R: emulation, at speeds upto 56kbps.

Get APE at http://www.nacs.net/~classics :)

Steve
--
-- Video game playing, adventure junkie, choclate craving, woman loving,
Limbaugh hating, Trek watching, all around lazy computer fart.

!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

3264. Re: 850 interface cables, HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-01 00:00:00 UTC
From: marcg@mich.com
Message-ID: <4oocs9$a5u@server3.mich.com>
Source record: 83491

In article <31aeecf2.1140462@news.servtech.com>, redeye@soreass.net says...
>
>On 31 May 1996 02:41:47 GMT, mgorelick@pmh.com (Marc Gorelick) wrote:
>>
>>>In article <31ad3555.1966754@news.servtech.com>, redeye@soreass.net says...
>>>>As a return favor, When I do order (it/them) I'll make up a file of
>>>>these pinouts and post them for future reference, should there be a
>>>>time when they can't be found.
>>>
>>>
>>>I have an 850 with manual, and would be happy to provide pinouts for the
cable
>>>if you still need them. Let me know (or others with an interest in the
matter)
>>>and I can post them here.
>>>
>>>
>>
>YES - YES Please, It would be a great help, Thanks
>
>I've never seen any files posted here but could you e-mail them to me?
>
>My e-mail address is: mead@dlg1.ceh.servtech.com
>
>and Thanks, Dave
>

Okay, here are the pin assignments for the parallel port on the 850 interface.
This awful "ASCII Art" diagram is a view looking at the port on the 850, not
of the cable head.

```
------------------------------
\ 8 7 6 5 4 3 2 1 /
\ /
\15 14 13 12 11 10 /
-----------------
```

Atari 850 Pin Centronics
Pin Number Function Parallel Pin Number
---
1 Data Strobe 1
2 Data bit 0 2
3 Data bit 1 3
4 Data bit 2 4
5 Data bit 3 5

6 Data bit 4 6
7 Data bit 5 7
8 Data bit 6 8
9 "data pins pull-up" (+5v) X
10 No connection X
11 Signal Gnd 16
12 FAULT 32
13 BUSY 11
14 No connection X
15 Data bit 7 9

Notes:

The 850 manual says:
"FAULT must be +5 for printer port to operate. If your printer has nothing approriate to connect to FAULT (such as +5 power or some ONLINE-type signal), jumper pin 9 to pin 12. "

The cable I've always used for my printers has 9 jumpered to 12 on the 850 end.

Also, each of these pins have a "return" pin assoctiated with them. I believe that these are tied to ground on most printer interfaces in the IBM world, but I don't know this for sure. The return pins for Strobe and Data0-Data7 are 19-27 respectively (on the printer end). BUSY has a return on 29. There is no return for FAULT.

3265. Re: Quick 130XE repair question

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-01 00:00:00 UTC
From: pmulvey@newshost.li.net
Message-ID: <4ood6o$e00@linet06.li.net>
Source record: 83492

Rich Mier (rbmier@winternet.com) wrote:
: > jasonbar@nut.ucsb.edu (Jason D. Bardis) writes:
: > Anyway, I've got 2 130XEs now (good thing I grabbed a backup unit!).
: > On one of them, the Start/Select/Option/etc. buttons often don't work
: > (like now), and the other has the flakey cart slot. I plan on combining
: > the 2 to get one fully functioning unit. Anybody had experience fixing
: > either of these problems and can recommend which one I should cannibalize
: > to get the other one working?
: >
: >>>>
: Take the keyboard out of the one with the flaky Cart. slot and
: put it in the other one.
: The fix for the bad START/SELECT/OPTION keys is adding
: 3 resistors to the bottom of the main board. If you swap the keyboards,
: this unit should work properly.
: The flaky cart. slot 'Might' require the connector to be replaced.
: Depends on if the pins are bent or smashed, OR it could be just broken
: solder joints. Still, this requires taking it completely apart.

: Hope this helps; Rich Mier

Another answer that I demoed years ago at the LIAUG (Long Island Atari User Group) meeting is to get either Nickel Print or another conductive paint (one uses silver and comes in a pen type dispenser) Remove the keyboard of the 130 and remove all of the screws from the back. (about 20-25) you will find a plastic sheet that has conductive traces painted on it. Using the silver dispensing paint pen or a small artist brush and the Nickel Print (keep mixing this stuff the nickel is heavy and precipitates out quickly) you can repaint the traces and repair them.
To find the bad spot if you have a meter and set it to its conductivity setting (the one where it makes noise when the probes are touching) you can start at the location where the key makes contact with one of the two pads that it will hit when normally pressed and follow the trace down to the bottom of the connector that plugs into the computer moving a few inches at a time listening for the sound that the meter makes so that you know each segment is conducting. If you see a physical break or lose conductivity you can paint over the bad spot to restore operation.

Be certain when your done painting that you let the paint dry and check that you haven't painted a trail from one trace to another.

If all else fails call Best Electronics at:
(408) 243-6950

He carries replacement keysheets, but they came in more than one style so be certain to talk to Brad about what you need...

Pat.

P.S. LIAUG meetings are still going.. since 1982...

3266. Re: A different 1027 question

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-01 00:00:00 UTC
From: pmulvey@newshost.li.net
Message-ID: <4oodre$e00@linet06.li.net>
Source record: 83493

Jeremy Larsen (JEREMY@MUSIC.CC.UGA.EDU) wrote:
: I got a 1027 from a guy a couple years back who said the ink pad was
: dry. Sure enough, it works but doesn't put anything on paper. What
: is an ink pad, and are they still around? Where can I get one?
: Thanks :)

: Jeremy

: PS Why isn't there a FAQ for this sort of thing? The existing 8-bit
: FAQ is all about Atari's relation to the internet. What about using
: the Atari just for the Atari?

You have to open the top cover of the 1027 (the clear plastic panel) and
you will see if you look down into the printer 4 wheels of characters
that impact the paper. Just in front of this you will see a cylinder of
black plastic. This is the ink roller. Grab it by both sides and pull up
remmoving it.

Check with Best Electronics (408) 243-6950 or if you need it running now
try rolling the rubber part on a well soaked stamp pad...

Since you have the 1027, I need the specifications off the power supply.
Anyone out there have it?

Pat.

3267. Re: 850 interface cables, !!! Thanks Marc !!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-01 00:00:00 UTC
From: redeye@soreass.net
Message-ID: <31b0051a.587038@news.servtech.com>
Source record: 83494

On 1 Jun 1996 03:19:37 GMT, marcg@mich.com (Marc Gorelick) wrote:

>Okay, here are the pin assignments for the parallel port on the 850 interface.
>This awful "ASCII Art" diagram is a view looking at the port on the 850, not
>of the cable head.
>

Thanks for taking the time to make this up, and for posting it!

I owe ya one bud, Dave

3268. Re: 850 interface cables, HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-01 00:00:00 UTC
From: redeye@soreass.net
Message-ID: <31b008d7.1543886@news.servtech.com>
Source record: 83495

On 31 May 1996 18:58:28 GMT, rbmier@winternet.com (Rich Mier) wrote:

>> Say Rich, Are these in a file that could be uploaded?
>>
>>>>>
> Sorry to say, but no. I have the original 850 Users manual and it
>has the pin-outs of the connectors and a complete set of schematics.
> Hummmm, 'Maybe', and this is a big Maybe, I can take it into
>work and scan them, just the Pin outs and the schematic. From there I can
>bring them home as JPEG, GIF and ???. My son has a Web page and he
>has been thinking about adding a Atari section but has nothing to put in it.
>Give me a few weeks, maybe I'll be able to give you a good URL to get them
>from. Most likely a FTP address, too for those that can't use WWW. I'll have
>to think about this some more as .PDF format is the best for WWW users.
>Of cours they could be there in multible formats.
> Now that I'm thinking about it, maybe the connectors for the XL/XE
>also. What format would really be the best for the Atari 8bit? In the past I've
>only dealt with GR7, 7.5, 8 and 9 files. I don't know how I could convert GIF
>or JPEG into any of these.
>
> Thinking; Rich Mier
>

Marc Gorelic Managed to make up an ASCII diagram and posted it for me.
If you do scan the images anyway, and are put in some ftp sight, I
would still be interested to know where they are.

I've very little experience in graphics especially on the Atari side
so I couldn't be much help, but as long as I could view them on the pc
that's all it would matter. (for me, anyway.)

Thank you, and to "all" who have gone to all this trouble,

Dave

3269. Re: For Those asking: Star Raiders II .. Found it! README

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-01 00:00:00 UTC
From: redeye@soreass.net
Message-ID: <31b00dd9.2825451@news.servtech.com>
Source record: 83496

On Fri, 31 May 1996 21:38:17 GMT, bmarcum@iglou.iglou.com (Bill
Marcum) wrote:

>In article <31adb55c.141267@news.servtech.com>, <redeye@soreass.net> wrote:
>>
>>
>> I found a pretty good ftp site for games:
>>
>> FTP://SIERRA.VALLEYNET.COM/PUB/USERS/J/JUSTIN/ATARI8/GAMES
>>
>Why did you write it in all caps? It won't work that way! (unless you're
>on a VMS system which translates everything to lower case, and an address
>or filename that contains caps must be written in quotes).
>
>--
>Bill Marcum bmarcum@iglou.com
>On 22 July, 1996, at 6:00 pm GMT, everyone in the world
>just START HUMMING. Those who don't know will freak.
>

Sorry about that, but I thought it would be easier to read. I use
ajent99 and certain letters look alike (like i and j)

3270. FS: Atari BASIC Cartridge, $5

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-01 00:00:00 UTC
From: daniel@olympic.net
Message-ID: <4opvpm$2lm@oly.olympic.net>
Source record: 83497

```
Title says name and price.
Please E-mail me at daniel@olympic.net
```

3271. Wanted: Atari 800 or simil. in Europe

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-01 00:00:00 UTC
From: mg26110@gaia.swipnet.se
Message-ID: <4oq0g8$hv@mn5.swip.net>
Source record: 83498

Hi.

Want to buy an Atari 400/800/600XL/800XL/1200XL with
at least 48KB RAM and diskdrive. Anyone having one
for sale in Europe?

Thanx,
Magnus, Sweden

magnus.zagerholm@mbox300.swipnet.se

3272. Re: Linux ATR/XFD tools

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-01 00:00:00 UTC
From: asmolar@smol.fast.net
Message-ID: <slrn4q5ahd.3j.asmolar@smol.fast.net>
Source record: 83499

On 30 May 1996 23:06:10 -0400, C.K. Smith <u9314667@muss.cis.McMaster.CA> wrote:
>Hello all,
>
>What tools are available to create and maintain ATR and XFD images for
>Linux? My problem is that I have some individual .BIN files that I'd like to
>use with the 'Atari800' emulator, and I imagine that I have to stick them in a
>disk image first...
>
>Thanks,
>
I have a set called XFDtools, they'll let you copy individual files to or from
.XFD files. I don't remember where I got them, but they seem to work.

I will put them up on my web page in a couple of days.

It's at http://www.users.fast.net/~smol/8bitemu.html

Atari800 is supposed to be able to read files from the Linux filesystem
via the H: device, but I haven't gotten that to work yet.

3273. Re: Pitall 2

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-01 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31b0c17e.933833@news.superlink.net>
Source record: 83500

>
>Oops, you're right. It's been a long time since I played the game. I
>must've confused it with the diamond (and don't tell me I'm wrong again
><g>). But in any event, if you forget one vital element, you don't get to
>play the second half is what I'm basically saying.
>
EERRRRR AAAAAHHHHHH.......Hate to say it, but it's not required to get
the Diamond neither. (Yea thats a duble negative) All that you need
from the first set is pitfall's neice and quick claw. All you need
from the second half is the hat, rope, flute, and fat man.

3274. Re: Rainbow Software Tranfers

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-01 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31b0c22c.1107712@news.superlink.net>
Source record: 83501

>
>The Rainbow 8bit emulator for the Mac requires an 850 interface
>in order to transfer 8bit software to the Mac. Is there
>an alternative to this process?
>
Someone I know hooked his Atari up to the net with lynx and 300 baud
(mpp made a lot of modems that connected to the joystick ports) and
emailed the stuff to himself. (YUCKY SLOW!)
At any rate, if you like, I might have the stuff and can email it to
you so you can access it on your Mac. Check out homepage
http://mars.superlink.net/scharles/
See ya!
Also if you or anyone needs images converted over to ATR format, I can
perform that service and send the disks back either as floppy's (Pc
format- should be able to read on most mac's) or email you the
results.

3275. Re: Let's talk about building APE/Prosystem cables!

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-01 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31b0c2e5.1292385@news.superlink.net>
Source record: 83502

What is the capacitor for? I build the SIO2PC cable w/o a cap and it
works fine?

3276. Re: Let's talk about building APE/Prosystem cables!

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-01 00:00:00 UTC
From: andy@troas.demon.co.uk
Message-ID: <31b0d323.21520267@news.demon.co.uk>
Source record: 83503

On Sat, 01 Jun 1996 22:23:59 GMT, scharles@superlink.net (Yogi) wrote:

>What is the capacitor for? I build the SIO2PC cable w/o a cap and it
>works fine?
>

Decoupling, just belt+braces, you don't really need it.

--
andy@troas.demon.co.uk

3277. Re: HELP !! modem problems

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-01 00:00:00 UTC
From: sgwallace@delphi.com
Message-ID: <RVJNTqK.sgwallace@delphi.com>
Source record: 83504

On the question of using Atari 8-bit computers for internet access, you could do worse than Delphi Internet Services Corporation. Delphi will soon be adding slip/ppp access for graphical system users, but has said it will keep all the present text based services too. Delphi is friendly for Atari 8-bit users because of their menu driven system and text based internet navigator. It's much like an ordinary BBS once you learn how to use it. It's possible to download files from internet sites and Delphi's navigator tries hard to put options into menu form for your selection. Each subscriber has a generous file storage workspace and user configuration. The configuration may be set for VT-100 or other terminal types including "unknown". That particular setting works well with an Atari when not running VT-100 emulators. The workspace is where your e-mail is held until you download or read it and where you may upload files to send to others.

I began using Delphi years ago when Analog Computing magazine started putting their type-in programs on Delphi. It was quite a boon to be able to download the programs and games published in the magazine instead of having to spend hours typing them into the computer. Delphi still has the Atari special interest group (SIG) which contains databases with hundreds of programs available for download. There are also SIGs for Apple, Coco, Commodore, IBM/clone, TI-99 and others.

I used an Atari 835 modem then, an even older model than the XM301 mentioned in the original article of this thread. The 835 ran at 300 baud and worked extremely well with 1030 Express, a terminal probram by Keith Ledbetter for the 835, 1030, and XM301 modems. I later used Bob Puff's Bobterm and a 1200 baud modem connected to an 850 interface. I now use the 850 at 9600 buad with a 14.4kb modem. But operation on Delphi is still much as it was with my 835 and access is still available at 300 baud.

Depending upon your location, you may be able to access Delphi with a local phone number through Tymnet or Telenet, or directly in the Boston or Kansas City areas. Delphi's rates include connection through Tymnet and are modem speed independent. Rates are higher during business hours but drop after 6:00 PM local time. For hobby users this isn't a problem. I'll quote the "home time" rates. Two rate plans

are offered. The first is $10 per month plus $3 per month for optional internet access. That includes four hours of connect time. A charge of 6.6 cents per minute ($4 per hour) is added for time that exceeds four hours per month. The other plan is $20 per month plus $3 per month for internet access. It includes 20 hours of connect time. A charge of 3 cents per minute ($1.80 per hour) is added for time that exceeds 20 hours. You can pay by credit card, direct debit from a checking account, or by prepayment.

Delphi's voice phone number is 800-695-4005 for signup info and logon instructions. Contact Tymnet to see if they have a local phone number for your area at 800-336-0149, or Telenet at 800-336-0437.

Steve

3278. Shrinkwrapped (new) Atari 1020 Color Printer for Trade.

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-01 00:00:00 UTC
From: jfmunoz@flash.net
Message-ID: <4oopau$1m3@excelsior.flash.net>
Source record: 83505

I picked up a couple of these from a guy who didn't want them. I'm keeping one for my collection, but the other is up for trade. I already have an Atari 800, but I'm looking for one of the sleeker looking XL's or if possible XE (I have to at least ask) :). If interested please contact me.

Thanks,
Jose F. Munoz
jfmunoz@flash.net

3279. Re: Linux ATR/XFD tools

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-01 00:00:00 UTC
From: David Firth <david@signus.demon.co.uk>
Message-ID: <1996Jun1.164446.323@signus.demon.co.uk>
Source record: 83506

C.K. Smith (u9314667@muss.cis.McMaster.CA) wrote:
: Hello all,

: What tools are available to create and maintain ATR and XFD images for
: Linux? My problem is that I have some individual .BIN files that I'd
: like to use with the 'Atari800' emulator, and I imagine that I have to
: stick them in a disk image first...

Place the .bin file in your current directory (make sure the file name
is lower case). If you boot the emulator into DOS you should be able to
run the program without loading it onto a disk image - select binary load
and prefixed the filename with H0: (e.g. "H0:xxxx.bin"). Alternatively
you can copy the file (with DOS) onto the current .xfd or .atr disk.

HTH
--
David Firth <david@signus.demon.co.uk>

3280. Wanting to purchase OLD Infocom game

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-02 00:00:00 UTC
From: keith@atlantis.actrix.gen.nz
Message-ID: <4oqef5$97a@atlantis.atlantis.actrix.gen.nz>
Source record: 83407

WANTED THE FOLLOWING ORIGINAL INFOCOM GAME

Wishing to purchase the following original INFOCOM game

Enchanter Trilogy (3 games) packaged as three separate games
in a slide container

MUST have ALL original packaging and be in good condition
Any computer format is acceptable

Willing sellers please e-mail details for negotiation

THanks

Keith Stewart

PS I already have Lost Treasures of Infocom I & II

3281. Re: Red screen on 800

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-02 00:00:00 UTC
From: pmulvey@newshost.li.net
Message-ID: <4or376$aoe@linet06.li.net>
Source record: 83408

Alex Chamberlain (alexc@3rdplanet.com) wrote:
: OK, I know this has been discussed before, but I wasn't paying attention...

: I just picked up an old 800 at Goodwill, and it gives a blank red screen
: on power-on. I have a few extra 16K RAM boards lying around, and I tried
: swapping those around with no result. I don't have an extra OS board
: handy, so I can't try swapping that--I did clean the contacts. (Though
: maybe not as well as I could have. 8-)

: Any suggestions?

: --
: Alex Chamberlain --- alexc@3rdplanet.com

3282. F-15 Strike Eagle Authentification Codes Needed

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-02 00:00:00 UTC
From: BW
Message-ID: <4or3vb$17tg@mule2.mindspring.com>
Source record: 83409

Just got my 8-bit Atari 800XL hooked up again, after sitting in the closet for 10 years or so.

Anyway, I lost the authentification codes for F-15 Strike Eagle -- used to be one of my favs, wondering if anyone had a list of the 16 or so codes?

Thanks,
just post replies here.

Brian

3283. WTD: 400,800,600xl

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-02 00:00:00 UTC
From: ab594@sfn.saskatoon.sk.ca
Message-ID: <4or3da$bf4@tribune.usask.ca>
Source record: 83410

I'm looking for an Atari 400, 600xl & 800 (original, non XL) in working order. Please let me know if you have one or all!

Thanks,
Markus

3284. FOR SALE CHEAP: 800/810,books,games,lots of magazines,freebies

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-02 00:00:00 UTC
From: junkster@coho.halcyon.com
Message-ID: <4or9a4$jrd@news1.halcyon.com>
Source record: 83411

I have a wide assortment of Atari 8-bit stuff for sale, ranging from the common to the collectible. I'm not a dealer, I'm just cleaning house. Everything is priced insanely low so I don't have time to reconsider and keep the stuff.

Atari 800 & 810 disk drive, includes power supplies, RF adaptor, monitor cable, BASIC cartridge, most manuals, plus a joystick or two.
Price: $25 (which includes shipping; I ain't gonna get rich...)

Commodore 1702 Color Monitor--THE monitor for 8-bit computers. Great condition except that that door covering the controls is falling off (no matter, it's usually open anyway). These monitors are hard to come by; they're prized by modern game development houses because almost no one manufactures composite monitors any more. Includes monitor cable. Price: $75 (which includes shipping; weighs a boatload)

Big pile of ANALOG Computing magazines for sale, 48 issues in all from issue #10 until up near the bitter end, with various and sundry missing issues (like the handful of issues I wrote articles for). Condition ranges from "great" to "poor." A number of older issues have the covers falling off from being read frequently.
Price: $20 (which includes shipping)

Cartridges:
Atariwriter (cart, manual, ref. card): $5
Music Composer (cart & manual): $4
Star Raiders (cart only): $2
Missile Command (cart only): $2
Asteroids (cart only): $2
MAC/65 assembler & manual $15

*Two wargames: $3 for both
"The Battle of Chickamauga" & "Rommel: Battles for Tobruk"
Neither seems to have ever been played and they include all boxes & maps & manuals

Games on disk:
Shadow Hawk One (cheesy Star Raiders $1
clone for collectors only; includes
manual & reference card)
*Zork III (disk, box, manual, etc) $2
*Caverns of Mars (APX version, disk only) $1

Books:
Writing Strategy Games on Your Atari, by John White: $5 (Great condition; a good intro to AI for move-based games like chess.

I haven't seen any other books quite like it.)
Inside Atari DOS, by Bill Wilkinson and OSS: $5 (Like new; the
complete source code to Atari DOS)

Free for the asking (I'll even pay shipping):
Drelbs manual
Shamus cassette & manual
Compu-Read 3.0 diskette (from 1979!)
Bunches of 5 1/4" disks to reformat and use
*Astrology diskette (APX)
*Atari 810 Master Diskette & pre-formatted disk (supposed to be in
some "better format than the 810 can create," if I recall)
*Probe One: The Transmitter (lousy BASIC game from Synergistic Software,
disk only. I actually used to work with the guy who wrote this.)
*Family Cash Flow 2.0 (APX; disk & manual)

* = I can't be sure if the disk is still good or not, as I can't test
them right now. I'll refund your money if there's a problem (except
in the case of freebies, in which it doesn't matter).

Shipping is free if the total is $10 or more, otherwise shipping is $1
for the first item and $0.50 for each additional item.

James Hague
junkster@halcyon.com

3285. Re: Let's talk about building APE/Prosystem cables!

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-02 00:00:00 UTC
From: eyvind@pvv.unit.no
Message-ID: <jpbvihbdrtm.fsf@apollo.orakel.unit.no>
Source record: 83412

In article <31b0c2e5.1292385@news.superlink.net> scharles@superlink.net (Yogi) writes:

> What is the capacitor for? I build the SIO2PC cable w/o a cap and it
> works fine?

Magic. A circuit *always* needs a capacitor, or you'll get a negative
karmic field. Find yourself tripping up a lot lately? Or getting run
over by buses, that sort of thing? I think you know what I'm saying
here. Fix the capacitor.

This message sponsored by the International Brotherhood of Guys With
Soldering Irons for Fingers.
--
Eyvind Bernhardsen

3286. Re: F-15 Strike Eagle Authentification Codes Needed

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-02 00:00:00 UTC
From: redeye@soreass.net
Message-ID: <31b171fd.2963533@news.servtech.com>
Source record: 83413

On Sun, 02 Jun 1996 06:58:50 GMT, BW wrote:

>Just got my 8-bit Atari 800XL hooked up again, after sitting in the
>closet for 10 years or so.
>
>Anyway, I lost the authentification codes for F-15 Strike Eagle --
>used to be one of my favs, wondering if anyone had a list of the 16 or
>so codes?
>
>Thanks,
>just post replies here.
>
>Brian
>

I just dug up my manual, I have authentiaction codes 0 thu 15
If there are more, I lost them. It looks like pages are missing.
Anyway, here goes.

Authentication code: Enter:

0 G
1 A
2 J
3 G
4 J
5 B
6 C
7 H
8 L
9 H
10 A
11 (unable to make out)
12 C
13 P
14 K
15 E

3287. Re: How is APE?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-02 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <4orr78$30s@sjx-ixn4.ix.netcom.com>
Source record: 83414

In <4oleua$ns2@sjx-ixn2.ix.netcom.com> chelm@ix.netcom.com (Chris)
writes:
>
>In article <4okh86$dvs@crl6.crl.com>, jvogel@crl.com (John M. Vogel)
wrote:
>>Hi folks,
>>
>> I'm looking for comments regarding the functionality of APE. I'm
>>planning on getting some 8-bit software from the net and connecting
the
>>old 8-bit via a 300 baud modem is just too slow. Also wanting to
>>transfer 8-bit files from my IBM compatible to the 8-bit.
>>
>
>APE works very well indeed. I have had very little problems with it,
and I
>use it with a Hayes ESP on my machine which isn't even a standard com
port.
>It's quick easy to use, and delivers all that is promised. Plus it's
the
>only program I'm aware of that emulates several 8-bit devices on your
PC
>[disk, modem, printer, etc] and has support for copy protected
originals.I
>have 3 8-bits and they all work flawlessly with APE. As far as your
software
>transfers APE will make it a breeze. Anything you get on the PC side
can be
>read from a drive mirror which reads directly from you PC's hard disk
and
>appears as a large floppy to the 8-bit. It was the only way to go for
me to
>archive all my 8-bit disks to safety. Now I don't have to worry about
these
>old floppies any more.
>l

Is it a complete 8-bit emulation? I'm not familiar with APe. From the
little bit I've read, it looks to be.

rely@ix.netcom.com

3288. File Extensions help.....

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-02 00:00:00 UTC
From: cybrchld <cybrchld@agetech.net>
Message-ID: <31B19632.2377@agetech.net>
Source record: 83415

I was just in an atari archive in the games directory some of the files had .bin, .pro & .com extensios. can someone tell me how I can use these with an emulator such as Xformer. I know abot .DCM & .ATR or how can I convert them tho one of these formats.

luis....:)

3289. Re: How is APE?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-02 00:00:00 UTC
From: chelm@ix.netcom.com
Message-ID: <4os6sb$159@sjx-ixn3.ix.netcom.com>
Source record: 83416

In article <4orr78$30s@sjx-ixn4.ix.netcom.com>, rely@ix.netcom.com(Robert Smith Ely) wrote:

>Is it a complete 8-bit emulation? I'm not familiar with APe. From the
>little bit I've read, it looks to be.
>

It's not emulating an 8-bit, just emulating 8-bit storage and communication devices. You need to hook your 8-bit to the PC with an SIO2PC type cable. You can order a 1489 based cable (which is simple and works great) with the software from Steve or you can build your own cable. IMHO If you've got a real 8-bit and a PC, it;s the ONLY way to go.

3290. Re: File Extensions help.....

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-02 00:00:00 UTC
From: andy@troas.demon.co.uk
Message-ID: <31b1b425.3098874@news.demon.co.uk>
Source record: 83417

On Sun, 02 Jun 1996 09:25:06 -0400, cybrchld <cybrchld@agetech.net>
wrote:

>I was just in an atari archive in the games directory some of the files
>had .bin, .pro & .com extensios. can someone tell me how I can use these
>with an emulator such as Xformer. I know abot .DCM & .ATR or how can I
>convert them tho one of these formats.
>
>
> luis....:)

The .bin and .com are just regular binary atari files which you can
load from dos (atari or mydos that is). You need to use a program
such as imageman to put them on a virtual disk (.xfd or .atr). The
pro extension is a special copy-protected disk image format used by
APE, AFAIK none of the emulators currently support it. Most of the
games you see in .pro format can also be obtained cracked.

--
andy@troas.demon.co.uk

3291. Re: 850 interface cables, HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-02 00:00:00 UTC
From: andy@troas.demon.co.uk
Message-ID: <31b1c3d1.7111715@news.demon.co.uk>
Source record: 83418

On 31 May 1996 18:58:28 GMT, rbmier@winternet.com (Rich Mier) wrote:

>from. Most likely a FTP address, too for those that can't use WWW. I'll have
>to think about this some more as .PDF format is the best for WWW users.

Noooooo.... I hate pdf format, it's alright if you've got a nice
laser. I know that you can use Adobe Acrobat or Ghostscript or
suchlike to view them but I can't get GS to work and I haven't got
Acrobat!

>Of cours they could be there in multible formats.
> Now that I'm thinking about it, maybe the connectors for the XL/XE
>also. What format would really be the best for the Atari 8bit? In the past I've
>only dealt with GR7, 7.5, 8 and 9 files.

Most (all?) people have access to a PC (or a mac I s'pose) nowadays,
especially if they're on the internet. I'd stick to jpg for
photographic images and gif for line art or single colour images.

--
andy@troas.demon.co.uk

3292. 800 XL with 1050 for sale...

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-02 00:00:00 UTC
From: zommbee@nwlink.com
Message-ID: <4osn5v$c3r@texas.nwlink.com>
Source record: 83419

For Sale:

Qty. 2 800XL consoles
Qty. 2 1050 disk drive
Qty. 1 1027 printer
Qty. 1 SF354 3.5" drive (less cable)

With Dos disks, power supplies, a cartridge or two, and a couple disk-based programs. Haven't used in years, but I believe all of it works.

$50 takes all. Buyer pays shipping.

inquiries to:

Dave
zommbee@nwlink.com

3293. Uncle Fester

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-02 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31b1e567.1476812@news.superlink.net>
Source record: 83420

Does anyone know what happened to Uncle Fester? He is banned from
using xlit and it seems he has been deleted by his internet provider.
Just wondering.

3294. 850 power supply and price? (was: Re: 850 interface cables, !!! Thanks Marc !!!)

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-02 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GFCLFGAZUP@cabal.shnet.org>
Source record: 83421

On 1 Jun 1996 03:19:37 GMT, marcg@mich.com (Marc Gorelick) wrote:
>Okay, here are the pin assignments for the parallel port on the 850 interface.
>This awful "ASCII Art" diagram is a view looking at the port on the 850, not
>of the cable head.

Anyone got data on the correct power supply for an 850?

And how much should one ask for an original 850 w/o cables and power
supply?

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

3295. WTB/Trade: Any and all Atari 800/XL/XE cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-02 00:00:00 UTC
From: mbates@s3.sonnet.com
Message-ID: <mbates-0206961454250001@ppp1-stk.sonnet.com>
Source record: 83422
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.marketplace

I am looking for any cartridge based software for the Atari 800/XL/XE series computers. I would like to either buy them or trade for them if I do not already have them. Thanks!

-Marlin

3296. WTB: MUX for Atari 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-02 00:00:00 UTC
From: mbates@s3.sonnet.com
Message-ID: <mbates-0206961436440001@ppp1-stk.sonnet.com>
Source record: 83423

I am looking for a MUX for the 8-bits. CSS makes a great one and would like to purchase one for a little less than the list price. If anyone has one used please contact me ASAp with a price. (Soon, before the money runs out! :-)

I also have stuff for trade if necessary.

-Marlin

3297. APE and UltraSpeed+ OS?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-02 00:00:00 UTC
From: jeffk914@groucho.roc.servtech.com
Message-ID: <31b21e65.718404@news.servtech.com>
Source record: 83424

Well, finally built my one-chip SIO2PC cable today - worked great, first try, after a little mucking to decide what COM port to use. (It actually co-exists happily on COM3 with a mouse on COM1 and a modem on COM2 - rare, I've noticed.) Anyways, the only thing I've tried with it so far was using APE 1.07 (just d/led 1.09) to run some stuff.

Now, my 130XE is pretty modified - 320K, UltraSpeed+ OS, RAMdisk drive 1 switch, RAMdisk write protect, etc. Has anyone else had any experience using APE with the US+ OS?

For those who haven't heard of it, it's Bob Puff's hot-rod OS setup. It had a switch to choose between three OSs - the original XL/XE, XL-Fix (400/800 with a couple hidden goodies - quick disk menu, sector copier, etc), and the US+ OS, which has a bunch of nice add-ons, such as the ability to turn lots of features (keyclick, disk beep, DMA, etc) on and off on-the-fly. One of the things is that, as the name implies, it has UltraSpeed turned on all the time, which was a really nice feature, especially for full-disk games that would otherwise have to loaded slow.

Anyways, reading seems to work fine - Ape records a "happy read sector" when reading off the drives, and loads everything quite speedily. But when writing, say to format a drive, it gets an error 163 - Ape shows a Happy set write, or something like that (sorry, forgot the exact term). If I turn ultraspeed off for that drive in US+, it writes OK, then I can turn it back on and it'll read it OK.

The really mysterious thing is that, while testing, I tried booting in the XL/XE OS and formatting a test 180K disk image I created. Seemed to work OK - 708 free sectors. Rebooted in US+, and it showed 0000 free sectors. But the 16-meg and the 720K disk image both read fine from US+.

Plus, I don't know if this was the fault of my computer getting old, or the cable, but after playing with it for a while, the computer got touchy about resetting - it'd go to a black screen and hang, never getting to the blue screen. At first, switching OSs helped, then I couldn't get anything in any of them. Hooked in my old bare-bones 800XL, that worked fine. Tried the XE again, it was back to working. It's never done anything like this before... Bizarre.

| Jeff Kyle jeffk914@groucho.roc.servtech.com |
| http://www.servtech.com/public/jeffk914 |
| (auto photos, They Might Be Giants MIDI Archive, etc) |
| Reality is for people who can't handle the internet. |

3298. Re: Rainbow Software Tranfers

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-02 00:00:00 UTC
From: rwilmott@mars.superlink.net
Message-ID: <rwilmott-0206962107070001@p89.superlink.net>
Source record: 83425

In article <DsA4E4.EJ@ftp.reston.unisysgsg.com>,
malay@reston.unisysgsg.com wrote:

> The Rainbow 8bit emulator for the Mac requires an 850 interface
> in order to transfer 8bit software to the Mac. Is there
> an alternative to this process?

I wouldn't say it *requires* it. If you've got a shell account and
any kind of modem hookup on the Atari (xm301; PR Connection and hayes
compat. ; etc.) just upload them to your account....then log on with the
Mac and download them all. Of course, at the 300/1200/2400 baud you'll
likely be using on the Atari side, you could spend an entire day uploading
the stuff (like I did).

-Ray

btw, if you're looking for a particular title or two, just ask, and if I
have it, I'll e-mail it.

```
------------------------------------------------------------
| Ray Wilmott http://mars.superlink.net/rwilmott/ |
------------------------------------------------------------
| (macintosh,atari,tropical_photos,celebrity_babe_photos) |
------------------------------------------------------------
```

3299. Hard drive installation

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-02 00:00:00 UTC
From: Peter Sundiata <yu121157@yorku.ca>
Message-ID: <31B2075E.6504@yorku.ca>
Source record: 83426

Hello. My name is Peter Sundiata. My brother and I are attempting to install a 40 meg hard drive into an old 8088 computer that my wife bought from Radio Shack about 5 years ago (even for back then it was a rip-off). We no longer have any documentation and are having difficulty with the installation. We were wondering if you knew where we might get information for this attempt. It is an Atari PC3 motherboard with revision # CIO3272. We are wondering what the "w" jumper settings are to enable the board to accept the controller card for the hard and floppy drives. This is opposed to the direct connection to the mother board.

Any information you could provide for us would be most helpful.

Thank You!
Peter Sundiata
E-mail: yu121157@yorku.ca

3300. Re: Uncle Fester

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-02 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <4ottpj$h1o@crl8.crl.com>
Source record: 83427

Yogi (scharles@superlink.net) wrote:
: Does anyone know what happened to Uncle Fester? He is banned from
: using xlit and it seems he has been deleted by his internet provider.
: Just wondering.

Huh? How can you ban someone from using xlit? :)

John
jvogel@crl.com

3301. Hello

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-02 00:00:00 UTC
From: <>
Message-ID: <069_9606030705@pandabbs.com>
Source record: 83428

```
Hello
--
|Fidonet: Peter Hasselbrack 1:333/894
|Internet: Peter.Hasselbrack@Peter.Hasselbrack@*user@*site.*domain.com.com
| Web URLs: http://www.pandabbs.com & http://www.tiac.net/users/panda
| Standard disclaimer applies: The views of this user are strictly their own.
| PandA's Den BBS FidoNet <> internet gateway - email info@pandabbs.com
```

3302. Seawolf2

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-03 00:00:00 UTC
From: "Richard T. Tirico" <rt74@interpoint.net>
Message-ID: <31B2DCFB.5B08@interpoint.net>
Source record: 83357

While testing an old Atari 1050 after 6 years, I mistakenly used a copy of Seawolf2 and it ATE it for lunch! The diskdrive is working fine now, (I should have used a head cleaner FIRST!) but my FAVORITE game is DEAD!! or is it?? Does anybody have a working image? preferably .ATR format? Maybe I have something of your interest.

Thank You!
ATARI 8-BITS FOREVER!! ***1200xl's LIVE!!!***

-Rich.

3303. Re: A different 1027 question

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-03 00:00:00 UTC
From: mbates@s3.sonnet.com
Message-ID: <mbates-0306962007360001@ppp14-stk.sonnet.com>
Source record: 83358

In article <4oodre$e00@linet06.li.net>, pmulvey@newshost.li.net (Patrick Mulvey) wrote:

> Jeremy Larsen (JEREMY@MUSIC.CC.UGA.EDU) wrote:
> : I got a 1027 from a guy a couple years back who said the ink pad was
> : dry. Sure enough, it works but doesn't put anything on paper. What
> : is an ink pad, and are they still around? Where can I get one?
> : Thanks :)
>
> : Jeremy
>
> : PS Why isn't there a FAQ for this sort of thing? The existing 8-bit
> : FAQ is all about Atari's relation to the internet. What about using
> : the Atari just for the Atari?
>
> You have to open the top cover of the 1027 (the clear plastic panel) and
> you will see if you look down into the printer 4 wheels of characters
> that impact the paper. Just in front of this you will see a cylinder of
> black plastic. This is the ink roller. Grab it by both sides and pull up
> remmoving it.
>
> Check with Best Electronics (408) 243-6950 or if you need it running now
> try rolling the rubber part on a well soaked stamp pad...
>
> Since you have the 1027, I need the specifications off the power supply.
> Anyone out there have it?
>
> Pat.

Power supply for a 1027 is as follows:

9.5V *AC* 40 V Amps

Plug is LARGER than those on standard 400/800 P/S

Hop ethis helps.

Anyone have an XL edition of Mapping the Atari they want to sell?

-Marlin

3304. Re: APE and UltraSpeed+ OS?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-03 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <4ovlcn$qdd@zorak.acns.carleton.edu>
Source record: 83359

>Say is that OS setup still available anywhere, that I'd love to get my hands
>on. I've only got an Omnimon, and I thought that was cool.

Computer Software Services
PO Box 17660
Rochester NY 14617-0660
USA
tel: (716) 429-5639 10am-6pm Mon-Fri
FAX: (716) 247-7158
BBS: (716) 247-7157 300-9600 bps
URL:mailto:76702.1076@compuserve.com (Bob Puff)
Vendor: commercial software
Developer: Black Box, Black Box Enhancer, Black Box Printer/Spooler,
Hard Drive Pro Backup, SIO Power Booster, Super E-Burner, Quintopus,
Power Plus, Multiplexer, XF551 Enhancer, XF Single Drive Upgrade,
XF Dual Drive Upgrade, Super Archiver, Super Archiver II, Bit-Writer,
Ultra Speed Plus OS, Floppy Board, XF551 Update, Bit-Writer
Repair Shop.

Michael Current, 8-Bit Atari FAQ & Vendor/Developer Lists maintainer
User groups: CAIN, SPACE, NWPAC / mailto:mcurrent@carleton.edu

3305. Re: 850 interface cables, HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-03 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <4otate$of@blackice.winternet.com>
Source record: 83429

> andy@troas.demon.co.uk (Andy D) writes:
> On 31 May 1996 18:58:28 GMT, rbmier@winternet.com (Rich Mier) wrote:
>
> >from. Most likely a FTP address, too for those that can't use WWW. I'll have
> >to think about this some more as .PDF format is the best for WWW users.
>
> Noooooo.... I hate pdf format, it's alright if you've got a nice
> laser. I know that you can use Adobe Acrobat or Ghostscript or
> suchlike to view them but I can't get GS to work and I haven't got
> Acrobat!

For PDF, Adobe Acrobat Viewer is Freeware. Available all over the
internet. (Viewer and print.)

>> What format would really be the best for the Atari 8bit?
> Most (all?) people have access to a PC (or a mac I s'pose) nowadays,
> especially if they're on the internet. I'd stick to jpg for
> photographic images and gif for line art or single colour images.

>>>>
GIF than as everything is line art I'd rather Scan it in than have to
type it all in.

Rich Mier

3306. Value of an ATR-8000 with 2 SS/DD Floppies?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-03 00:00:00 UTC
From: mckeen@world-one.com
Message-ID: <31b25a60.9778542@netnews>
Source record: 83430

I have an ATR-8000 64k unit with 2 180k Floppies.

The unit has the following features:

16k to 64k Printer Buffer
Floppy Drive Interface for 5.25 and 8" drives
Printer Port
Serial Port
Emulates the Atari 850 Interface Unit

Have Manuals.

Can Emulate CP/m with included software but, I have never gotten it to work.

3307. Re: 850 power supply and price? (was: Re: 850 interface cables, !!! Thanks Marc !!!)

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-03 00:00:00 UTC
From: mckeen@world-one.com
Message-ID: <31b25b64.10039299@netnews>
Source record: 83431

Doesn't it just use the standard P/S used with the 400/800/810/1050 etc....? I had borrowed one (an 850) from a friend and I replaced his ratty wired one with a spare from my stockpile of Atari P/S's.

Chris

On Sun, 02 Jun 1996 14:59:34 CET, guenther@cabal.shnet.org (Thorsten Guenther) wrote:

>On 1 Jun 1996 03:19:37 GMT, marcg@mich.com (Marc Gorelick) wrote:
>>Okay, here are the pin assignments for the parallel port on the 850 interface.
>>This awful "ASCII Art" diagram is a view looking at the port on the 850, not
>>of the cable head.
>
>Anyone got data on the correct power supply for an 850?
>
>And how much should one ask for an original 850 w/o cables and power
>supply?
>
>Thorsten
>
>--
>- guenther@cabal.shnet.org (Thorsten G�nther) - _O
>----�=ae--�=oe--�=ue--�=Ae--�=Oe--�=Ue--�=sz---- /
> \
>)

3308. Re: APE and UltraSpeed+ OS?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-03 00:00:00 UTC
From: chelm@ix.netcom.com
Message-ID: <4oti63$6sd@sjx-ixn5.ix.netcom.com>
Source record: 83432

In article <31b21e65.718404@news.servtech.com>, jeffk914@groucho.roc.servtech.com (Jeff Kyle) wrote:
>For those who haven't heard of it, it's Bob Puff's hot-rod OS setup. It had a
>switch to choose between three OSs - the original XL/XE, XL-Fix (400/800 with a
>couple hidden goodies - quick disk menu, sector copier, etc), and the US+ OS,
>which has a bunch of nice add-ons, such as the ability to turn lots of features
>(keyclick, disk beep, DMA, etc) on and off on-the-fly. One of the things is
>that, as the name implies, it has UltraSpeed turned on all the time, which was

Say is that OS setup still available anywhere, that I'd love to get my hands on. I've only got an Omnimon, and I thought that was cool.

3309. Ramrod XL

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-03 00:00:00 UTC
From: chelm@ix.netcom.com
Message-ID: <4otioo$s8c@sjx-ixn6.ix.netcom.com>
Source record: 83433

Does anyone know where I could get a 400/800 compatible OS chip to go into the second OS slot on a Ramrod XL?

3310. Re: Linux ATR/XFD tools

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-03 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <4otiji$bs6@dartvax.dartmouth.edu>
Source record: 83434

u9314667@muss.cis.McMaster.CA (C.K. Smith) writes:

>What tools are available to create and maintain ATR and XFD images for
>Linux? My problem is that I have some individual .BIN files that I'd like to
>use with the 'Atari800' emulator, and I imagine that I have to stick them in a
>disk image first...

Anyone using an Atari emulator or SIO2PC with Linux should check out
the utilities I've collected at:
http://www.cs.dartmouth.edu/~crow/atari/

--PC
--
/***/
/* "You only live once. Unless you take pictures. */
/* Then you live two or three times." --Darrin Rice */
/***/

3311. Update: ProSystem Cable Netlist.

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-03 00:00:00 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <4otob9$sth@madeline.INS.CWRU.Edu>
Source record: 83435

To all persons who may be building ProSystem cables from the
documentation on the Prosystem home page (http://www.nacs.net/~classics)
or the PROSYS.DOC file in the first APE109D.ZIP distribution, there
was an important error in the netlist of connections.

This error has been fixed in the new home page, and in the new PROSYS.DOC
found in an update APE109D archive on the ape home page.

FYI, the line for 5.1v Zenier clear end should be
connected to DB25 pin #4, __NOT IC1489 PIN 4__

Sorry for the typo!

Steve

--
-- Video game playing, adventure junkie, choclate craving, woman loving,
Limbaugh hating, Trek watching, all around lazy computer fart.

!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

3312. Return of Heracles, anyone?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-03 00:00:00 UTC
From: et@flag-monster.stanford.edu
Message-ID: <4otm9m$n0u@nntp.Stanford.EDU>
Source record: 83436

Hey, does anyone know where one could get an image of Return of Heracles,
by Stuart Smith? It was among my ten favorite games (along with Stuart's
earlier effort, Ali Baba and the Forty Thieves, which I have found)... but
I can't find it anywhere!

I'd transfer it myself, but (a) my Atari system and disk collection is
on the opposite coast in my parents' house, and (b) I don't think I have the
right hardware to do the transfers anyway.

thanks!
Eric

3313. Re: Hard drive installation

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-03 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <DsEpJ6.8p7@iglou.com>
Source record: 83437

In article <31B2075E.6504@yorku.ca>, Peter Sundiata <yu121157@yorku.ca> wrote:
>Hello. My name is Peter Sundiata. My brother and I are attempting to
>install a 40 meg hard drive into an old 8088 computer that my wife
>bought from Radio Shack about 5 years ago (even for back then it was a
>rip-off). We no longer have any documentation and are having difficulty
>with the installation. We were wondering if you knew where we might get
>information for this attempt. It is an Atari PC3 motherboard with
>revision # CIO3272. We are wondering what the "w" jumper settings are to
>enable the board to accept the controller card for the hard and floppy
>drives. This is opposed to the direct connection to the mother board.
>
Radio Shack used to sell Atari PCs??? If it has the Radio Shack or Tandy
name on the outside, try the comp.sys.tandy newsgroup, otherwise try one
of the comp.sys.ibm.pc.* groups. Comp.sys.atari.8bit is for Atari's
6502-based computers: the 400, 800, XL and XE models.
--
Bill Marcum bmarcum@iglou.com
On 22 July, 1996, at 6:00 pm GMT, everyone in the world
just START HUMMING. Those who don't know will freak.

3314. Re: modem and SIO2PC (or Turbo Link PC) ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-03 00:00:00 UTC
From: rosans00@marvin.informatik.uni-dortmund.de
Message-ID: <4ou74i$5v9@fbi-news.Informatik.Uni-Dortmund.DE>
Source record: 83438

Steven J Tucker (dh395@cleveland.Freenet.Edu) wrote:

: APE provides complete 850 compatible R: emulation, at speeds upto 56kbps.

: Get APE at http://www.nacs.net/~classics :)

: Steve

Thank you. I have tested APE (the version from the ATARI-CD-ROM) and I think
it is a good tool for connecting the ATARI XL to the PC.
But what I want to do is:
Connecting a modem to the ATARI XL *without* useing the PC.

Sorry, that I forgot to mention that.

--

--> Thomas Rosanski + toro@poboxes.com + http://home.pages.de/~toro/ <--

3315. Re: Wanted: Alternate Reality City/Dungeon

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-03 00:00:00 UTC
From: jschofi@aol.com
Message-ID: <4ouc2t$m4m@newsbf02.news.aol.com>
Source record: 83439

I would like to get ahold of those address myself to find the XL-it etc...

Any interesting addresss that people have that they could pass on to me. I would appreate it. I have found the PC-Xformer less than useful myself.

James

3316. Atari 800 gone bad :(

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-03 00:00:00 UTC
From: ksimon@cris.com
Message-ID: <ksimon-0306960246100001@cnc009031.concentric.net>
Source record: 83440

Hi everyone! I am writing for help with an Atari 800. I had an 800 for years and it served me well. Back in 1989 it started giving me trouble, so I took it to a place in San Jose, California that supposedly repaired Ataris.

Instead of repairing it, they swapped it for another unit without my permission. I asked for my original back, but they said it was impossible to trace. Angered, I took the replacement unit home to see if it worked.

It worked for about 40 minutes and then froze. Every time it's in use for more than 30 or 40 minutes, in fact, the screen fills up with garbage and I have to let it "cool down" to use it again.

Unfortunately, two days later, the big quake of 1989 hit, and I never got back to that store to demand a working unit.

To make a long story short (too late!), I want to know if anyone out there knows of a hobbyist or business/user group in the Bay Area to which I could give my Atari for diagnosis. Or does anyone know from my description what the problem part would be?

Any help is appreciated. Thanks!!!

Ken

--

Kenneth Simon e-mail: ksimon@cris.com
Oakland, California USA
homepage: http://www.cris.com/~ksimon/

3317. BINARY to ROM?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-03 00:00:00 UTC
From: Don Mahurin <dmahurin@donet.com>
Message-ID: <31B2F154.5F5D@donet.com>
Source record: 83441

Hi all,

Does anyone know how to change an 8bit Binary/Executable to a 8k/16k
ROM file.

This would make things more convieniant for Atari800 em.

I remember using Cart copy on my 8bit which went the other way, and
tacked on a binary header, but dont know the size of that header.
(Its different for .COM and .EXC files, correct?)

BETTER yet: does anyone know of some 3 sector header I can tack on the
front of a binary to make it run (Like quickloader, but wouldnt have
directory, it would assume that the binary follows).

Don Mahurin
dmahurin@donet.com

3318. Re: BINARY to ROM?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-03 00:00:00 UTC
From: Tony Smolar <asmolar@fast.net>
Message-ID: <Pine.LNX.3.91.960603114356.10148A-100000@firewall.nscs.fast.net>
Source record: 83442

> Hi all,
>
> Does anyone know how to change an 8bit Binary/Executable to a 8k/16k
> ROM file.
>
> This would make things more convieniant for Atari800 em.
>
> I remember using Cart copy on my 8bit which went the other way, and
> tacked on a binary header, but dont know the size of that header.
> (Its different for .COM and .EXC files, correct?)
>
> BETTER yet: does anyone know of some 3 sector header I can tack on the
> front of a binary to make it run (Like quickloader, but wouldnt have
> directory, it would assume that the binary follows).

What I did was write a script that if you specify a name of a game, like say, Mr. Do, the shell script will copy an .XFD to your directory containing only DOS, and write Mr. Do (or whatever) to the .XFD as AUTORUN.SYS, and then call Atari800 with this new .XFD, and the program you request comes up automatically! Just like having a .rom file, only this works with games that were never available on cartridge too.

3319. unarc

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-03 00:00:00 UTC
From: cool <beans@american.dental.com>
Message-ID: <31B314E1.7466@american.dental.com>
Source record: 83443

OK, a question for you archiver gurus:

Is there a unarc-er available for a unix platform?
Of course I would need the source to compile
on my particular platform...

I have searched high and low, but have yet to find
a unix version of unarc/pkxarc.

Cyrus

3320. Req: Copy of Zombies

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-03 00:00:00 UTC
From: hacker@rnet.com
Message-ID: <31B32E43.47F8@rnet.com>
Source record: 83444

I used to own a copy of Zombies, the cult classic arcade game, for my Atari 800. You had to run around collecting treasures and trying to avoid the zombies. It was really fun in 2-player mode. Unfortunately, my Atari's disk drive and tape drive broke and I had to get rid of them and my Atari. I recently got PCXformer and would be interested in playing it again. Does anyone have a .XFD file of Zombies? Please, I'm desperate.

3321. Re: Hello

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-03 00:00:00 UTC
From: Lawrence Staveley <Lawrence@kwll.demon.co.uk>
Message-ID: <410734338wnr@kwll.demon.co.uk>
Source record: 83445

> Hello

Well a big howdy doody to you too!

"I can't see the solution - Through this state of confusion....."

Lawrence@kwll.demon.co.uk

3322. APE PRO cable

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-03 00:00:00 UTC
From: Eric Sokolowsky <esok@cs.byu.edu>
Message-ID: <31B33A36.7BB1@cs.byu.edu>
Source record: 83446

I am in the process of constructing an APE PRO cable, but I'm having trouble finding the main IC for it. The digikey part number is ICL232 something or other. Are there any other part numbers for parts equivalent to this chip? Or could some kind-hearted soul buy one for me and send it to me? Or could someone tell me where to get it near Orem, Utah? I would appreciate any help in this matter.

3323. Re: Uncle Fester

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-03 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <31b34234.8929721@news.demon.co.uk>
Source record: 83447

On 3 Jun 1996 12:53:47 -0600, thester@nyx10.cs.du.edu (Uncle Fester)
wrote:

>
>In article <31b1e567.1476812@news.superlink.net>,
>Yogi <scharles@superlink.net> wrote:
>>Does anyone know what happened to Uncle Fester? He is banned from
>>using xlit and it seems he has been deleted by his internet provider.
>>Just wondering.
>>
>
>
> Banned from using xlit??????
> Deleted by his internet provider??????
> ROTFL Yogi!
Hate to break it to you UF, but you are not allowed to d/l it on the
XL-IT home page....Its there in B&W.....

You must be a naughty boy mate......:-))

Paul `Mclane` Irvine

PC, ATARI8bit, C64
PSX, AMIGA, SNES
& PCL Code Hacker

3324. Re: APE PRO cable

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-03 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <4ovh6e$33d@crl7.crl.com>
Source record: 83448

Eric Sokolowsky (esok@cs.byu.edu) wrote:
: I am in the process of constructing an APE PRO cable, but I'm having
: trouble finding the main IC for it. The digikey part number is ICL232
: something or other. Are there any other part numbers for parts
: equivalent to this chip? Or could some kind-hearted soul buy one for me
: and send it to me? Or could someone tell me where to get it near Orem,
: Utah? I would appreciate any help in this matter.

I think it's a 1489, but don't quote me on that. I'm working on the APE
cable. I found my 1489 at Radio Shack.

John
jvogel@crl.com

3325. Atari 8-Bit Computers: Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-03 00:00:00 UTC
From: Michael Current <MCURRENT@carleton.edu>
Message-ID: <atari-8-bit/faq_833834228@rtfm.mit.edu>
Source record: 83449
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/faq
Posting-Frequency: monthly

Welcome to the comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group!

Atari 8-Bit Computers

Frequently Asked Questions List

Revised 22-May-96

Additions/suggestions/comments/corrections are needed! Please send to:

URL:mailto:mcurrent@carleton.edu
UUCP: ...!umn-cs!ccnfld!mcurrent
Cleveland Free-Net: aa700

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that portion reproduced is not modified, and so long as credit is given to
this FAQ list or its Maintainer, or the author of that section reproduced
when given.

The Atari 8-Bit Computers Frequently Asked Questions List was created to
provide answers to many commonly asked questions found in the Internet's
comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group. It is in
a constant state of development, and comes with no guarantees. If you
see any problems, I need to hear from you!

--- Where to get the latest copy of the 8-bit Atari FAQ List ---

The home of many FTP archive sites, automatically updated monthly:
URL:ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/faq

The World Wide Web hypertext version, automatically generated monthly:
URL:http://www.smartpages.com/faqs/atari-8-bit/faq/faq.html
URL:http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/faq/faq.html

WWW "flat hypertext" versions, automatically generated monthly:
URL:http://www.cs.ruu.nl/wais/html/na-dir/atari-8-bit/faq.html
URL:http://www.lib.ox.ac.uk/internet/news/faq/archive/atari-8-bit.faq.html

Usenet newsgroups where this FAQ list is automatically posted monthly:
URL:news:comp.sys.atari.8bit URL:news:comp.answers URL:news:news.answers

You can also get the latest version by e-mail.
URL:mailto:mail-server@rtfm.mit.edu , message says:
send usenet/news.answers/atari-8-bit/faq
```

quit

Finally, you can always ask me for a copy at URL:mailto:mcurrent@carleton.edu

---

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0.1) Table of contents

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Subject: 1.1) What is an Atari 8-bit computer?

In order of their release, the Atari 8-bit computers include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, and the XE Game System. The 400/800 models were first shown publicly in November 1978 and first sold in 1979. The final machine, the XE Game System, was released in 1987. Atari Corp. officially dropped all remaining support of their 8-bit computer line on January 1, 1992.

The following text was written by Chris Crawford and appears in De Re Atari (Atari#APX-90008), a book published and copyright by Atari, Inc., 1981-1982. It has been very slightly modified here for generality.

"The internal layout of the Atari 8-bit computer is very different from other systems. It of course has a microprocessor (a 6502), RAM, ROM, and a (PIA). However, it also has three special-purpose (LSI) chips

known as ANTIC, GTIA, and POKEY. These chips were designed by Atari engineers primarily to take much of the burden of housekeeping off of the 6502, thereby freeing the 6502 to concentrate on computations. While they were at it, they designed a great deal of power into these chips. Each of these chips is almost as big (in terms of silicon area) as a 6502, so the three of them together provide a tremendous amount of power. Mastering the Atari 8-bit computers is primarily a matter of mastering these three chips.

ANTIC is a microprocessor dedicated to the television display. It is a true microprocessor; it has an instruction set, a program (called the display list), and data. The display list and the display data are written into RAM by the 6502. ANTIC retrieves this information from RAM using direct memory access (DMA). It processes the higher level instructions in the display list and translates these instructions into a real-time stream of simple instructions to GTIA.

GTIA is a television interface chip. ANTIC directly controls most of GTIA's operations, but the 6502 can be programmed to intercede and control some or all of GTIA's functions. GTIA converts the digital commands from ANTIC (or the 6502) into the signal that goes to the television. GTIA also adds some factors of its own, such as color values, player-missle graphics, and collision detection.

POKEY is a digital input/output (I/O) chip. It handles such disparate tasks as the serial I/O bus, audio generation, keyboard scan, and random number generation. It also digitizes the resistive paddle inputs and controls maskable interrupt (IRQ) requests from peripherals.

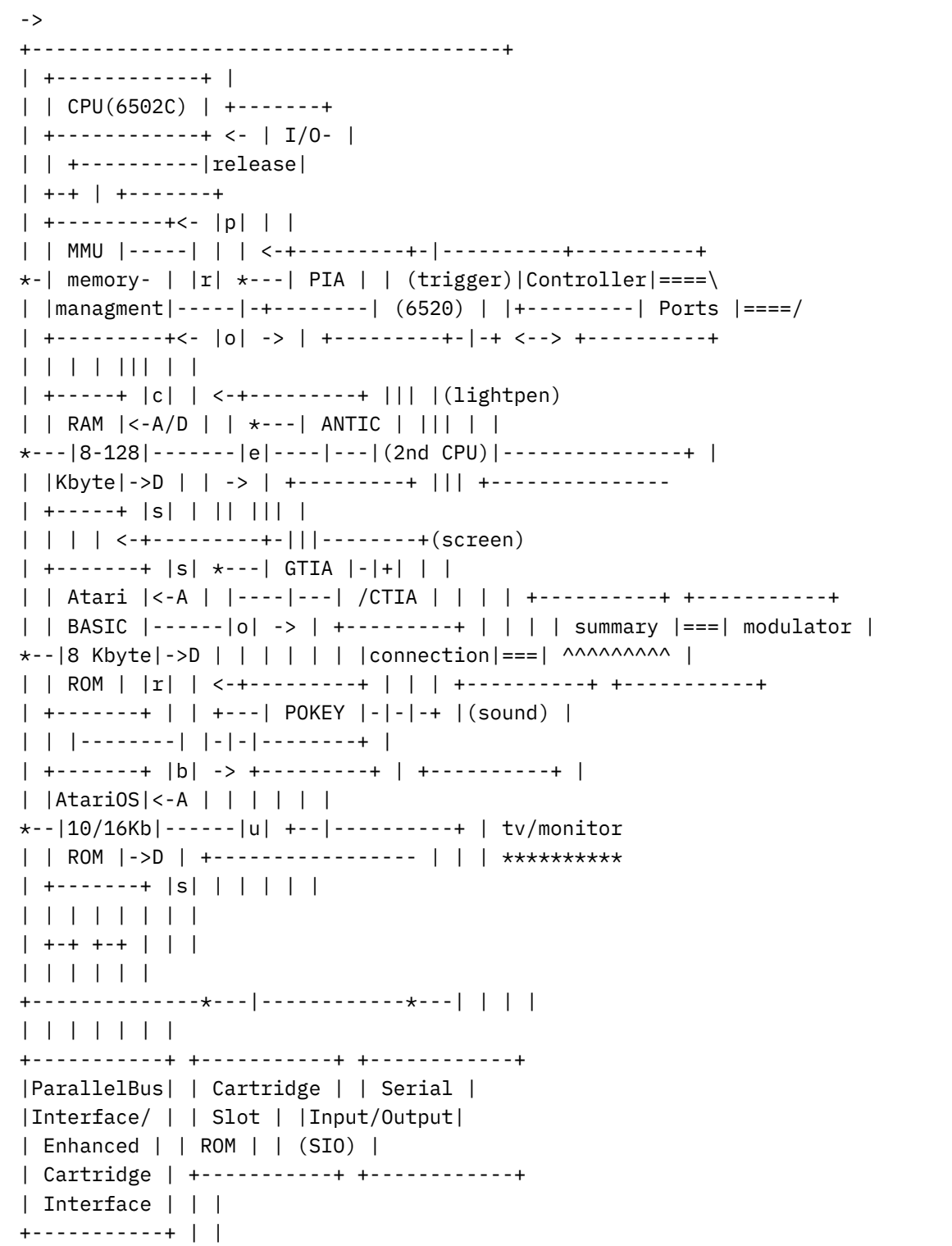
All four of these LSI chips function simultaneously. Careful separation of their functions in the design phase has minimized conflicts between the chips. The only hardware level conflict between any two chips in the system occurs when ANTIC needs to use the address and data buses to fetch its display information. To do this, it halts the 6502 and takes control of the buses."

The 130XE and XEGS contain a small additional LSI called FREDDIE, a RAM address multiplexer. According to URL:mailto:sup8pdct@closer.brisnet.org.au (James Bradford), "Freddy is a type of memory controller. It takes the address and clock from the CPU and multiplexes it with the appropriate timings and signals to use DYNAMIC memory. Freddy also buffers the system clock crystal and divides it down then feeds that to GTIA. The XEGS has a freddy but it doesn't have the extended RAM. Even if it did, you would still need the chip that does the REAL bank switching. It is a small 16-pin chip (Atari/Best Electronics catalog number CO25953: rev9/page 42). It gets RAS from freddy, the bank select bits from PIA, A14, A15 and the 6502 halt signal to control which bank of 8 chips RAS goes to. A14 and A15 then go to freddy for the address range of the extra memory bank (or normal address range with no bank switching). The ANTIC/6502 select bits in combination with the 6502 halt line, control the switching of the PIA bank number bits to A14/A15 and which bank of memory RAS goes to. Why people say freddy does the bank switching is beyond me. An 800XL can look like a 130XE with that 16-pin chip installed

(That's right NO freddy) and an extra 8 RAM chips."

Hardware Arrangement

With thanks to mailto:peter@soemtron.sb.sub.de (Peter)



| | |
- memory expansion -cartridge with - disk drive
- Z80 card programs - printer
- 80 char card (games , dos) - modem

NOTES
* RAM: 400/800:8/16/48K, 1200XL/800XL/65XE/XEGS:64K, 600XL:16K, 130XE:128K
* ROM: 400/800:10K OS, 1200XL:16K OS, all others:16K OS + 8K Atari BASIC
* CPU: 400/800:6502, all others:6502C
* 800 includes two Cartridge Slots, all others include one
* early release 400/800 have CTIA instead of GTIA
* 400/800 have 4 Controller Ports, all others have 2
* PBI is on 600XL/800XL only
* ECI is on 130XE/800XE only

Beginners at using the 8-bit Atari platform may wish to contact Bill Kendrick, URL:mailto:kendrick@sonoma.edu , for his Newbie/Emulator FAQ.

The following is taken from Bill's Newbie/Emulator FAQ.
Graphics:
The Atari has maximum resolution of 320 x 192 (standard, non-overscanned screen) x 2 colors. 160 x 192 x 4, 160 x 192 x 2, 160 x 96 x 4, 160 x 96 x 2, 80 x 48 x 4, 80 x 48 x 2, 40 x 48 x 4 graphics are also supported. 40 x 24 x 256-character (128 normal, 128 inverse, character set indirection available) text mode is standard (2 colors). 40 x 24 x 128-multi-colored-character (4 colors per character allowed, the other 128 characters have 4th changed into a color 5) and 40 x 12 x 128-multi-colored-character screen modes are available. GTIA graphics support 80 x 192 x 16 shade-only, 80 x 192 x 16 hue-only, and 80 x 192 x 9 color screen modes.
Graphics Modes Summarized:
Mode Horiz.xVert.xColors text/graphics
0 40 x 24 x 2 text
1 20 x 24 x 5 text
2 20 x 12 x 5 text
3 40 x 24 x 4 graphics
4 80 x 48 x 2 graphics
5 80 x 48 x 4 graphics
6 160 x 96 x 2 graphics
7 160 x 96 x 4 graphics
8 320 x 192 x 2 graphics
9 80 x 192 x 16 luminence-only graphics
10 80 x 192 x 9 graphics
11 80 x 192 x 16 hue-only graphics
12 40 x 24 x 4-colored text
13 40 x 12 x 4-colored text
14 160 x 192 x 2 graphics
15 160 x 192 x 4 graphics
Normal (bordered), narrow (underscanned), and wide (overscanned) screen

modes are available.
Screen modes can be mixed (by lines) down the screen using the Display
List - a program which is executed by the ANTIC graphics chip every
screen refresh:
60 times per second (Hz) on NTSC Ataris
49.86 Hz on PAL machines
Fine scrolling (both vertical and horizontal) can be enabled on any
line on the screen.
All other screen attributes (color, player/missile horizontal position,
screen width, player/missile/playfield priority, etc.) can be ajusted
at any point down the screen via a "Display List Interrupt."
Four 8-bit wide, 128 or 256 byte high single color players, and four
2-bit wide, 128 or 256 byte high single color missiles are available.
A mode to combine the 4 missiles into a 5th 8-bit wide player is also
available, as is a mode to XOR colors or blacken out colors when players
overlap (good for making three colors out of two players!) Players
and missiles have adjustable priority and collision detection.

Sound:
Four voices of 8-bit pitch-resolution, 4-bit volume-resolution,
8-distortion sound can be produced. 2 voices (1 and 2, and/or 3 and 4)
can be combined to make 16-bit pitch-resolution. Also 4-bit volume-only
modes can be enabled for digitally sampled sound replay.
A fifth "voice" is produced by the internal speaker on Atari 400/800's
(for keyclick and buzzer) and in the XL's and XE's this was
(fortunately!) rerouted through the normal audio output, and the
keyclick can be disabled.

According to Doug Neubauer (by way of URL:mailto:finneganj@delphi.com (James
Finnegan), here is the team that originally designed the Atari 400/800:
<quote>

The A800 VLSI hardware guys include:
Jay Miner - Creator and System architect, VSLI manager
Steve Mayer - Also one of the creators (from the grass valley group)
Joe Decuir - Antic and system and creator
A french guy (whose name I forget) - Antic logic designer
George McLeod - CTIA and GTIA logic design
Doug Neubauer - Pokey logic design
Mark Shieu - Pokey chip design
Steve Stone - Pokey layout design
Steve Smith - Technician for antic and gtia
Delwin Pearson - Technician for Pokey

There were a number of other people whoses names I have forgotten.
I have lost touch with most of them.

<end quote>

CLOCK SPEED OF THE 8-BIT ATARI.
NTSC machines: 1.78979 MHz
PAL machines: 1.773447 MHz

[I'd like more system spec's here.]

Subject: 2.1) What is comp.sys.atari.8bit?

If you have Usenet newsgroup access you can access this discussion group through URL:news:comp.sys.atari.8bit . This is an unmoderated newsgroup for discussion about the 8-bit Atari 400/800/XL/XE computing platform. All postings to comp.sys.atari.8bit automatically appear in the Info-Atari8 Digest and in INFO-A8.

comp.sys.atari was split into comp.sys.atari.8bit and comp.sys.atari.st in approximately 1986. To the best of my knowledge, there is no charter for comp.sys.atari.8bit, presumably because the custom of drafting charters for new newsgroups did not exist at that time.

comp.sys.atari.8bit is archived by the INFO-A8 list server.

Subject: 2.2) What is comp.sys.atari.announce?

URL:news:comp.sys.atari.announce is the moderated Usenet newsgroup for news items and announcements related to all Atari computing platforms. This is a low-volume, high-signal newsgroup, useful for reaching the widest possible audience when making 8-bit Atari announcements. Moderated by Yat Siu from URL:mailto:lexicor@world.std.com .

Subject: 2.3) What is comp.sys.atari.advocacy?

URL:news:comp.sys.atari.advocacy is the unmoderated Usenet newsgroup for advocating for or against the various Atari computing platforms. If you enjoy making comparisons between Atari 8-bit and other computing platforms, this is the place to do it.

Subject: 2.4) What is comp.sys.atari.programmer?

URL:news:comp.sys.atari.programmer is the unmoderated Usenet newsgroup for topics in programming on the various Atari computing platforms, including the Atari 8-bit.

Subject: 2.5) What is comp.emulators.misc?

URL:news:comp.emulators.misc is the unmoderated Usenet newsgroup for the discussion of emulating computing platforms on other computing platforms. All emulator discussion that does not involve the Apple][, the Commodore 64, or the WINE MS-Windows emulator (which each have their own emulator groups) may be found on comp.emulators.misc.

Subject: 2.6) What is comp.emulators.announce?

URL:news:comp.emulators.announce is the moderated Usenet newsgroup for news items about emulating one computing platform on another. This is a low-volume, high-signal newsgroup, useful for reaching the widest possible audience when making 8-bit Atari emulator announcements. The moderator may be contacted at URL:mailto:emulators-request@qualcomm.com .

Subject: 3.1) What is the Info-Atari8 Digest?

If you have Internet e-mail access you can access this discussion group through the Info-Atari8 Digest.

The Info-Atari8 Digest originates from

URL:mailto:atari8@netcom.com

Subscription requests should be sent to the above address with the subject:

SUBSCRIBE | UNSUBSCRIBE (that is, one or the other)

The first line of the body of the letter should be the person's full name followed by his/her mailing address. For example:

Mike Todd snyder10@convex1.tcs.tulane.edu

To contribute to discussion threads in the Info-Atari8 Digest, or to start a new thread, send your posting to:

URL:mailto:comp.sys.atari.8bit-news@newsbase.cs.yale.edu

Postings sent in this way automatically appear on comp.sys.atari.8bit and in INFO-A8.

Note that any posting sent to atari8@netcom.com will NOT be cross-posted to comp.sys.atari.8bit, so don't send your posting there. The Moderator hopes to correct this in the future.

The Info-Atari8 Digest is archived by the INFO-A8 listserver.

Recent copies are also kept at URL:ftp://ftp.kendall.mdcc.edu/pub/atari/info-a8/ (147.70.146.36) by Jason Duerstock.

The Info-Atari8 Digest Moderator is Mike Todd, URL:mailto:snyder10@convex1.TCS.Tulane.EDU .

Subject: 3.2) What is INFO-A8?

If you have BITNET or Internet e-mail access you can access this discussion group through INFO-A8.

The BITNET subscription commands are:
tell listserv at marist register <your real full name>

tell listserv at marist subscribe info-a8

The Internet subscription command is:
URL:mailto:listerv@vm.marist.edu where the message says
subscribe info-a8 <your real full name>

To contribute to discussion threads in INFO-A8, send your posting to

URL:mailto:comp.sys.atari.8bit-news@newsbase.cs.yale.edu

Postings sent in this way automatically appear on comp.sys.atari.8bit and in the Info-Atari8 Digest.

Any postings sent to info-a8@vm.marist.edu or to INFO-A8@MARIST will not reach comp.sys.atari.8bit, so don't send your postings there.

You may leave the list at any time by sending a "SIGNOFF INFO-A8" command to LISTSERV@MARIST, or by sending a message to URL:mailto:listserv@vm.marist.edu that says "unsubscribe info-a8". Please note that this command must NOT be sent to INFO-A8@MARIST or to info-a8@vm.marist.edu.

---The archive of comp.sys.atari.8bit, the Info-Atari8 Digest, and INFO-A8---

You can obtain a list of the available archive files by sending an "INDEX INFO-A8" command to LISTSERV@MARIST or by sending a message to URL:mailto:listserv@vm.marist.edu that says "index info-a8". These files can then be retrieved by means of a "GET INFO-A8 filetype" command, or by using the database search facilities of LISTSERV. Send an "INFO DATABASE" command for more information on the latter.

Recent copies are also kept at
URL:ftp://ftp.kendall.mdcc.edu/pub/atari/info-a8/ (147.70.146.36) by Jason Duerstock.

The INFO-A8 Moderators are:
HARRY@MARIST (A Harry Williams)
URL:mailto:ravi@mcnc.org (Ravi Subrahmanyan)
URL:mailto:billw@score.stanford.edu (Bill Westfield)

INFO-A8 was created on December 9, 1986.

Subject: 3.3) How can I retrieve files from FTP sites by e-mail?

There are several general-purpose FTP mail-servers. These may be used to retrieve any files available from anonymous FTP sites on the Internet.

1) mailto:ftpmail@decwrl.dec.com with no subject line, and two-line body with line 1 help and line 2 quit

2) mailto:ftpmail@grasp.insa-lyon.fr (body: help) Please, European users only.

3) mailto:bitftp@pucc.princeton.edu (body: help or ftplist for a
list of anonymous ftp sites)

Of the mail-servers listed here, I recommend this "BITFTP" server. To help you
get started using it, try this example of retrieving files from the Umich
Software Archives (through the barnone.citi.umich.edu mirror site). Send a
message to bitftp@pucc.princeton.edu that says exactly:

```
ftp barnone.citi.umich.edu
user anonymous
cd atari/8bit
dir
cd Telecomm
dir
get ft80v037.txt
get icet.txt
binary
get ft80v037.arc
get icet.arc
quit
```

4) mail BITFTP@DEARN or to mailto:BITFTP@vm.gmd.de (body: help or
ftplist for a list of anonymous ftp sites) (Europe only)

Subject: 3.4) How can I post to Usenet newsgroups by e-mail?

From the internet-services/access-via-email FAQ, maintained by "Doctor Bob"
Rankin.

Mail the text of your post to:

```
group.name-news@newsbase.cs.yale.edu
group.name@pubnews.demon.co.uk
group.name@dispatch.demon.co.uk
group.name@paris.ics.uci.edu
group.name@crs4gw.crs4.it
group.name@berlioz.crs4.it
group.name@magus.dgsys.com (unverified)
group.name.usenet@hkucs92.air.org (unverified)
```

For example, to post to comp.sys.atari.8bit, you might send your
message to:

```
comp.sys.atari.8bit-news@newsbase.cs.yale.edu
```

Be sure to include an appropriate Subject: line, and include your real
name and e-mail address at the close of your note.

Subject: 3.5) How can I access the World Wide Web by e-mail?

Swiped from the WWW FAQ, which is maintained by mailto:boutell@netcom.com
(Thomas Boutell), here is how to access a web page by email:

mailto:server@mail.w3.org (preferred) or to
mailto:listserv@info.cern.ch (older address) containing
the following single line. (What you put on the subject line doesn't
matter; blank is OK. This line should go in the text of the message.)
You will receive as a reply a simple page intended to help you learn
more about the Web.

send http://www.earn.net/gnrt/www.html

Subject: 4.1) What is the University of Michigan Archive?

The University of Michigan (UMich) Software Archives hold a huge number of
files for many computing platforms, including the Atari 8-bit computers. For
more information:

Jody Lenn, mailto:lenn@atari.archive.umich.edu (8-bit Atari files)
Mickey Boyd, mailto:boydm@atari.archive.umich.edu (the entire Atari Archive)
Michael Dautermann, mailto:myke@umich.edu (the entire UMich Software Archives)

Downloading

There are numerous methods available for downloading files from the UMich
Archive. The Archivists request you use these mechanisms in this order of
preference:

1) The number one way to get into the UMich archives is via AFS. If you have
AFS, all our files are kept in the directory
"/afs/umich.edu/group/itd/archive". If you have AFS, PLEASE USE IT!
Specifically, use:

URL:file:///afs/umich.edu/group/itd/archive/atari/8bit/

2) Gophering to gopher.archive.umich.edu and looking under the "Software
Archives" choice. Specifically, use:

URL:gopher://gopher.archive.umich.edu:7055/11/atari/8bit/

There are also mirror Gopher servers:
URL:gopher://wuarchive.wustl.edu:70/11/systems/atari/umich.edu/8bit/
URL:gopher://sunsite.doc.ic.ac.uk:70/1/0-Most-Packages/atari/umich/8bit/
URL:gopher://gopher.orst.edu:70/11/g-i-s/computer/zftparea/mirrors/archive.umich.edu/atari
/8bit

3) The WWW interface is fine, at this point. http://www.umich.edu/~archive/
Specifically, use:

URL:http://www.umich.edu/~archive/atari/8bit/

A mirror web site:
URL:http://sunsite.doc.ic.ac.uk/computing/systems/atari/umich/8bit/

4) FTPing to atari.archive.umich.edu and looking in the "8bit" subdirectory.
Specifically, use:

URL:ftp://atari.archive.umich.edu/atari/8bit/

The atari.archive.umich.edu FTP site is chronically overloaded, but there are several mirror sites which are all updated from the home site regularly:
URL:ftp://wuarchive.wustl.edu/systems/atari/umich.edu/8bit/
URL:ftp://sunsite.doc.ic.ac.uk/computing/systems/atari/umich/8bit/
URL:ftp://info2.rus.uni-stuttgart.de/afs/umich.edu/group/itd/archive/atari/8bit/
URL:ftp://ftp.orst.edu/pub/mirrors/archive.umich.edu/atari/8bit/
URL:ftp://barnone.citi.umich.edu/atari/8bit/ (<-- RECOMMENDED)
URL:ftp://ftp.kendall.mdcc.edu/pub/atari/umich.edu/8bit/
URL:ftp://ftp.toad.net/pub/umich/8bit/

Brief FTP tips:
- user name is "anonymous"; password is your e-mail address
- Remember to set file type to BINARY when downloading non-text files (.arc, .com, .dcm, etc.) by FTP.

5) E-Mail <-> FTP gateways. See the section of this FAQ list entitled "How can I retrieve files from FTP sites by e-mail?"

Uploading

General uploading tips:
- No uploads may be made to the Archive's mirror sites.
- Please also upload a short text file describing what your upload is. You might also suggest what permanent 8bit subdirectory you'd like your file to end up in.
- Note that the 8bit/New directory is "write-only."

1) upload via AFS:
Just copy files into file:///afs/umich.edu/group/itd/archive/atari/8bit/New/

2) upload via FTP:
FTP to atari.archive.umich.edu, cd into "8bit/New", and upload your files.

Brief FTP tips:
- user name is "anonymous"; password is your e-mail address
- Remember to set file type to BINARY when downloading non-text files (.arc, .com, .dcm, etc.) by FTP.

3) upload via E-Mail:
Simply uuencode the file, (please split it into parts of 60 K or less) and mail the result to mailto:lenn@atari.archive.umich.edu (Jody Lenn). Please name the parts in the subject line. This is really helpful as the parts usually don't arrive in the proper sequence. Also, please include a message labeled "file transmission," containing a short description of the file, etc. Shar files are also acceptable, but uuencoded is preferred.

Subject: 4.2) What is the Boston Archive?

Here's an 8-bit Atari FTP site located at Boston University. It is maintained by Adam Bryant, mailto:adb@albert.bu.edu . This site seems to have seen no uploads for years, but there are some files here that aren't

on any of the other sites. [IS THIS SITE LOST? - 10/13/95]

ftp://cs-ftp.bu.edu/PC/ATARI (128.197.13.20)

Subject: 4.3) What is the PVV Archive?

This is a mid-sized Atari FTP site maintained by mailto:eyvind@stud.unit.no (Eyvind Bernhardsen). PVV stands for ProgramVareVerstedet, or The Software Workshop, a student society at the University of Trondheim, Norway.

ftp://ftp.pvv.unit.no/pub/atari/8bit/ (129.241.210.232)

Uploads go to /incoming/atari/8bit; Eyvind will move them to the appropriate directory. Please include a readme file with each upload, so people know what they're downloading.

Subject: 4.4) What is the ClarkNet Archive?

This smallish 8-bit Atari FTP site is maintained by Kevin Atkinson, mailto:kevina@clark.net .

ftp://ftp.clark.net/pub/atari (168.143.0.2)

Write to Kevin for uploading instructions.

A mirror of the ClarkNet Archive, kept by Jason Duerstock: ftp://ftp.kendall.mdcc.edu/pub/atari/clark.net/ (147.70.146.36)

Subject: 4.5) What is the Gatekeeper's Archive?

This small FTP site offers most of the resources provided on the Atari 8-Bit Home Page. Kept by mailto:ipoorten@cs.vu.nl (Ivo van Poorten, The Gatekeeper).

ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit (192.31.231.43)

Subject: 4.6) What is the QACE Archive?

The Queensland Atari Computer Enthusiasts have a fairly large FTP site. It is located in Australia and is the local internet sight of Super Products. Contact James Bradford, URL:mailto:sup8pdct@closer.brisnet.org.au for more info.

URL:ftp://203.4.149.98/8bit

Subject: 4.7) What is the Polish Demo Archive?

It's a place when you can get all Polish (not only) demos (not only)
on a Atari 8-bit.
If You have any comments, write to:
mailto:LukSoft@hipokrates.am.lublin.pl

URL:ftp://hipokrates.am.lublin.pl/sys/pub/atari8/

Subject: 5.1) What is the Cleveland Free-Net Atari SIG?

The Cleveland Free-Net is the hub system of the NPTN, the National
Public Telecomputing Network. It can be accessed by any of the following:
telnet://freenet-in-a.cwru.edu, telnet://freenet-in-b.cwru.edu, or
telnet://freenet-in-c.cwru.edu (129.22.8.32 or 129.22.8.51).
Type "go atari" to reach the Atari SIG.

Those who add their names to the Atari SIG user directories are
automatically members of the official Atari user group C.A.I.N. - Central
Atari Information Network.

The Cleveland Free-Net Atari SIG publishes the CAIN Newsletter, maintains
the CAIN Home Page on the WWW, and keeps the "Who's Who in the Atari
Community E-Mail Directory" listing. Send correspondence and press
releases to mailto:xx004@cleveland.freenet.edu (Atari SIG).

Subject: 5.2) What is the Youngstown Free-Net Atari SIG?

Youngstown Free-Net (Youngstown, Ohio USA)
telnet://visitor@yfn.ysu.edu (192.55.234.27)

Type "go atari" to reach the Atari SIG. Write to
mailto:xx140@yfn.ysu.edu for more information.

Subject: 5.3) What is the National Capital Free-Net Atari Users SIG?

National Capital Free-Net (Ottawa, Canada)

Internet access to NCF is via

telnet://guest@freenet2.carleton.ca (134.117.1.39) type "go atari" at any menu
telnet://guest@freenet3.carleton.ca (134.117.1.22) type "go atari" at any menu
gopher://gopher.ncf.carleton.ca and choose:
'National Capital Freenet (NCF) Information by Gopher'
http://www.ncf.carleton.ca/freeport/sigs/computer/atari/menu/

This is the Atari computer(*) users special interest group.

Select the Bulletin Board for the latest Atari related news on the SIG
To get information on the other options select the menu option in question
and read the ABOUT message.

For more information, please contact Jack Kitowicz (ac382) on the
National Capital FreeNet. Comments & Suggestions for improvements to the
Atari SIG are always welcome.

Subject: 5.4) What is the Victoria Free-Net Atari Computer Users SIG?

Victoria Free-Net (Victoria, Canada)

telnet://guest@freenet.victoria.bc.ca (199.60.222.1)

type "go atari" at any menu

Facilitators: Gord Hooper (mailto:ua558@freenet.victoria.bc.ca)
Ted Skrecky (GCACE Librarian)
(mailto:ud264@freenet.victoria.bc.ca)

The aim of this SIG is to assist Atari Computer users. We can provide
assistance with XL/XEs, STs, and Falcons, whether you are a new or
experienced user.

Subject: 5.5) What is the Closer To Home BBS?

Kept by mailto:Dave.Blears@closer.brisnet.org.au (Dave Blears), this is a
BBS in Australia which supports the 8-bit Atari.

telnet://guest@closer.brisnet.org.au (203.4.149.97)

Subject: 5.6) How can I access the World Wide Web by Telnet?

This section swiped from the WWW FAQ, which is kept by
mailto:boutell@netcom.com (Thomas Boutell).

An up-to-date list of these is available on the Web as
http://info.cern.ch/hypertext/WWW/FAQ/Bootstrap.html and should be
regarded as an authoritative list.

telnet://telnet.w3.org
A telnettable browser provided by the W3 coalition.

telnet://www@www.cc.ukans.edu
Offers Lynx, a full screen browser which requires a vt100
terminal. Log in as www. Does not allow users to "go" to
arbitrary URLs, so GET YOUR OWN COPY of Lynx and install it on
your system if your administrator has not done so already. The
best plain-text browser, so move mountains if necessary to get
your own copy of Lynx!

telnet://www@www.njit.edu
(or telnet 128.235.163.2) Log in as www. A full-screen browser
in New Jersey Institute of Technology. USA.

telnet://www@www.huji.ac.il
A dual-language Hebrew/English database, with links to the rest
of the world. The line mode browser, plus extra features. Log
in as www. Hebrew University of Jerusalem, Israel.

telnet://sun.uakom.cs
Slovakia. Has a slow link, only use from nearby.

telnet://www@info.funet.fi
(or telnet 128.214.6.102). Log in as www. Offers several
browsers, including Lynx (goto option is disabled there also).

telnet://www@fserv.kfki.hu
Hungary. Has slow link, use from nearby. Login is as www.

Subject: 7.1) What WWW pages support the 8-bit Atari?

This should be a complete list of WWW pages supporting the 8-bit Atari.

8-bit Vendor/Developer home pages are listed in the Vendor/Developer list, not
here.

Atari 8-Bit Computers FAQ and Vendor/Developer Lists
Michael Current, mailto:mcurrent@carleton.edu
http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/top.html

The Atari 8-Bit Home Page
Ivo van Poorten, mailto:ipoorten@cs.vu.nl
http://pmwww.cs.vu.nl/home/ipoorten/Atari.8bit.Homepage/index.html

Atari 8-bit Resort
Marek Tomczyk, mailto:Marek.Tomczyk@stud.uni-karlsruhe.de
http://www.uni-karlsruhe.de/~un55/8bit.html

Big Atari 8bit Home Page
Tomasz Tatar, mailto:tatar@student.uci.agh.edu.pl
http://student.uci.agh.edu.pl/~tatar/Atari/hp.html

Central Atari Information Network
Cleveland Free-Net Atari SIG, mailto:xx004@cleveland.freenet.edu
http://ace.cs.ohiou.edu/personal/mleair/cain.html

Some Atari 8-bit Stuff
Rob Funk, mailto:funk+@osu.edu
http://er4www.eng.ohio-state.edu/~funkr/Atari/

Atari XL/XE-Systems
ACF Design Team, mailto:wwg28@rzserv2.fh-lueneburg.de
http://rzserv2.fh-lueneburg.de:8080/Atari_2

Atari Boise User Group
ABUG, whittam@primenet.com
http://www.primenet.com/~whittam/atari.html

Atari Computer Enthusiasts of Columbus
mailto:rwarenz@freenet.columbus.oh.us
gopher://gopher.freenet.columbus.oh.us/11/specialinterestgroups/Atari%20Computer%20Enthusiasts%20of%20Columbus

NorthWest Phoenix Atari Connection
John Collins, Club Webmangler, mailto:bosco@host.yab.com
http://www.yab.com/~bosco/

Queensland Atari Computer Enthusiasts
James Bradford, URL:mailto:sup8pdct@closer.brisnet.org.au
http://203.4.149.98/atari/atari.html

Toronto Atari Federation, URL:mailto:taf@io.org
http://www.io.org/~schrist/taf.html

ATARI XL/XE - Homepage
Stefan Lausberg, URL:mailto:lausberg@studbox.uni-stuttgart.de
http://wwwcip.rus.uni-stuttgart.de/~inf11492/

Tolkien computer games for the Atari 400
Fredrik Ekman, mailto:ekman@lysator.liu.se
http://www.lysator.liu.se/tolkien-games/atari.html

The good old Atari Computers (1978-1985)
Sacha Hofer, mailto:hofer@iamexwi.unibe.ch
http://iamexwi.unibe.ch/studenten/hofer/atari1.html

WWWorld of Atari 8-bit...
mailto:pdg@alexia.net.au
http://werple.net.au/~lions/atari.htm

Alternate Reality Homepage
Robert Hagenstrom, mailto:sp93rob@ksk.sala.se
http://www.ksk.sala.se/~sp93rob/dungeon

Reminiscing: 8-Bit Atari Games
John V. Goodman, mailto:jgoodman@tiac.net
http://www.tiac.net/users/jgoodman/atari/atarienter.html

Classic Home Video Games Museum
Dennis Brown, mailto:dgb@owlnet.rice.edu
http://www.owlnet.rice.edu/~dgb/museum/

St. Paul Atari Computer Enthusiasts
Michael current, mailto:mcurrent@carleton.edu
http://www.library.carleton.edu/space/

Subject: 8.1) What IRC channels discuss the 8-bit Atari?

==> #atari8 - Just for 8-bit Atari users!

==> #classic - Classic Games and Systems Collectors.

mailto:cmwagner@gate.net (Chad Wagner) writes:

If you have access to a Unix host then you should be able to get to irc by
typing irc at your shell prompt and jumping on an EFnet server
(irc.portal.com, irc.eskimo.com, dewey.cc.utexas.edu) and joining #atari8.

If you are using a host that has a menu system then locate IRC and go there,
and join #atari8 (and hope your on EFnet, :).

If you are using SLIP/PPP then download a client (for Windows users, download
mIRC for Winsock archives, and I would guess that most SLIP/PPP users -- if
they have gotten that far -- are familiar with IRC, :) and select one of
the servers and join #atari8. There is many IRC servers on EFnet, chances
are the one your on is on EFnet.

Subject: 9.1) What's this UUEncoding stuff (.uu, .uue files) all about?

UUEncode/UUdecode is a UNIX utility that will convert a binary file into
100% printable ASCII characters, so that the file may be posted or e-mailed
anywhere a text message can go. The 8-bit Atari is perfectly capable of
UUEncoding/UUdecoding as well. On the archives:

Uudecode 1.2a by John Sangster - very functional.
filenames: Archivers/uudecode.bas, Archivers/uudecode.doc

Yet Another UU-coder by John Dunning - both decoding/encoding.
filename: Archivers/yau.arc

Uudecode.com, Uuencode.com by ??? - "newer, cleaner, easier to use."
filename: Utilities/uue.arc

Dumas UU-coder by John Dunning
filename: Cc65/dumasuu.arc

Subject: 9.2) What is an .arc file?

A file with the extender .arc has been archived in a standard manner that
is common in the MS-DOS world. This is done to make the file shorter,
so it takes up less space on your disk and it takes less time to transfer
between computers. The archives contains several 8-bit Atari archivers
fully compatible with this standard, including:

Super Un-Arc 2.3, Super Arc 2.0 by Bob Puff - highly recommended.
filenames: Archivers/superarc.arc - both Super Un-Arc & Super Arc
Archivers/suprarc2.arc - Super Arc
Archivers/supunarc.com - Super Un-Arc
Archivers/supunarc.uue - Super Un-Arc

Subject: 9.3) Okay, how about a .dcm file?

A .dcm file is a format unique to the 8-bit Atari which is used to convert entire disk images into files. To work with .dcm files on the Atari you'll need:

Disk Communicator 3.2 by Bob Puff.
filenames: Archivers/dskcom32.arc or Archivers/diskcomm.arc (same thing!)

Subject: 9.4) What is an .xmo file?

.xmo stands for XMODEM. The idea was that the file was not plain text, but was a binary file. As a binary file, it had to be downloaded using a file transfer protocol such as XMODEM. The use of ".xmo" as a filename extender was popular once, but has been discouraged for years.

Subject: 9.5) What do I do with .XFD and .ATR files?

These are two standard formats for Atari disk images used by the various Atari emulators running on other types of computers.

The .XFD format originated with the ST Xformer emulator;
the .ATR format originated with the SIO2PC utility.

Preston Crow keeps a small site filled with the latest utilities for manipulating Atari disk images with non-Atari computers:

URL:ftp://ftp.cs.dartmouth.edu/pub/crow/atari/

Subject: 10.1) What 8-bit Atari emulators exist for other computing platforms?

These are the five emulators that are usable.

1) ST Xformer 3.0, from Branch Always Software, for the Atari ST.
URL:http://www.halcyon.com/brasoft/

2) PC Xformer 3.5, from Branch Always Software, for MS-Windows.
URL:http://www.halcyon.com/brasoft/

3) Rainbow, by Chris Liam, for the Macintosh
URL:mailto:lamcw@aston.ac.uk
URL:http://www.aston.ac.uk/~lamcw/emulators.html

4) Atari Emulator for Unix and Amiga, by David Firth
Latest version: 0.3.3
URL:mailto:david@signus.demon.co.uk
URL:ftp://ftp.demon.co.uk/pub/emulators/atari/ (158.152.1.44)

5) XL-It! 0.12, by Markus Gietzen, for MS-DOS
URL:mailto:magi@stud.uni-sb.de
URL:http://www.htw.uni-sb.de/people/mgietzen/atari/xl-it.html

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Subject: 11.1) What are the best terminal emulators available?

Here are some of the more popular PD/freeware/shareware terminal
programs available.

BobTerm 1.22, shareware by Bob Puff
Emulates: VT52
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: XMODEM, YMODEM, FMODEM
Autodial: Yes
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Feature-filled; excellent for BBSing
filename: Telecomm/bterm12.arc

Kermit-65 3.7, PD by John R. Dunning
Emulates: VT100
Text: 40 columns in gr.0; 80 col. in gr.8; 80 col. w/ XEP80 (sort of)
File Xfer: Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Excellent VT100 emulation; rock-solid Kermit Xfers
filenames: Telecomm/k65v37.arc - latest version
Telecomm/k65doc.arc - documentation
Telecomm/k65src.arc - source code

OmniCom by CDY Consulting
Emulates: VT100
Text: 80 columns in gr.8
File Xfer: XMODEM, Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Combination VT100, XMODEM, Kermit; buggy at file Xfers
filename: Telecomm/omnicom.arc

VT850 B1, shareware by Curtis Laser
Emulates: VT100/VT102 (plus complete VT220 keymap)
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Excellent at VT100 on the XEP80; 1200bps top speed
filename: Telecomm/vt850b1.arc

FlickerTerm 80 v.0.51, freeware by LonerSoft (Clay Halliwell)
Emulates: VT100, IBM ANSI
Text: 80 column via a special Graphics 0 screen (no hardware req'd)
File Xfer: None

Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Fastest and most complete VT100 emulation; readability a minus
filename: ?????

Ice-T 2.7 XE (128K) or 1.1 (48K) by IceSoft (Itay Chamiel)
Emulates: VT100
Text: 80 column via a fast-scrolling graphics 8 screen
File Xfer: XMODEM download
Autodial: Yes (2.7 XE) or No (1.1)
Backscroll buffer: Yes--8 screens (2.7 XE) or One screen (1.1)
Capture-to-disk: Yes--up to 16K (2.7 XE) or No (1.1)
Summary: Excellent for high-speed VT100 emulation
available from mailto:brucka@eruvin.jct.ac.il

Subject: 11.2) Can I read/write 8-bit Atari disks on an IBM-PC?

There are several programs that allow an MS-DOS system to work with an
Atari-format diskette. The following require a DOS and disk drive on the
Atari end capable of the SS/DD 180K format:

ATARIO by Dave Brandman w/ Kevin White - Reads SS/DD 180K Atari disks.
filename: Diskutils/atario21.arc

SpartaRead by Oscar Fowler - Reads SS/DD 180K SpartaDOS disks.
filename: Diskutils/sr.arc

UTIL by Charles Marslett - Reads/Writes SS/DD 180K Atari disks. Use MyUTIL!
filename: Diskutils/dskutil.arc
(Older versions are contained in pcxfer.arc, util.arc, and ataridsk.arc)

MyUTIL by Charles Marslett with Mark Vallevand, and
SpartaDOS disk utility by Mark Vallevand
filename: Diskutils/myutil.zip
includes best version of UTIL for read/write of SS/DD 180K Atari disks,
plus Mark's SpartaDOS disk utility v0.1e to access 180K SpartaDOS disks

MyUTIL and the XF551 - tips from mailto:JTKIRK@urp.edu.pe:

]MyUtil works fine with the XF551. The XF551's speed is 300 rpm (sometimes even
]up to 303 rpm). I've got two XF551s and can read/write disks written on a PC
]with MyUtil on both with no problems. MyUtil even can write to a DS/DD disk,
]for a total of 360 K, BUT: the ATARI disks not only have the bits inverted,
]the second side is also read BACKWARDS respect to PC disks. That is, when
]MyUtil on the PC writes to what it thinks is sector 721, it really is writing
]to sector 1440! Worse, if you take an ATARI disk with a file whose sectors
]get past sector 720, MyUtil will attempt to read the sector 2161-n instead of
]'n', and you'll get a 'truncated record' error. The solution is simply to
]rewrite the code to take into account this (if sec>720 then sec=2161-sec).
]Let me know if you modify this. You don't know how frustrating it is to have

]to use only 180 K of a 360 K disk! I'm going to analyze the source code, but
]I don't know if I will be able to modify it properly. If someone does it
]before, please email me and send me an uuencoded copy or tell me where to get
]it.

Here's some advice on using the above utilities from mailto:hans@umd5.umd.edu
(Hans Breitenlohner):

There are two technical obstacles to interchanging disks between
DD Atari drives and PC drives.

1. The Atari drive spins slightly slower (288 rpm instead of 300 rpm).
If you format a disk on the Atari, then write sectors on the PC, it is
possible that the header of the next physical sector will be overwritten,
making that sector unreadable. (The next physical sector is usually
the current logical sector+2). The solution to this is to format all
disks on the PC.
(Aside: Does anybody know how this problem is handled on the
XF551? Is it also slowed down?)
Konrad M.Kokoszkiewicz (KMK), mailto:conradus@plearn.edu.pl answers:
"The XF551 disk drive is not slowed down - these drives are spinning
300 rotations per minute. To prevent troubles with read/write disks
formatted and written on normal Atari drives (288 rot/min), the main
crystal frequency for the floppy disk controller is 8.333 MHz
(not 8 MHz, as in 1050, for example)."

2. If the PC drive is a 1.2M drive there is the additional problem of the
track width. The following is generally true in the PC world:
- disks written on 360k drives can be read on either drive
- blank disk formatted and written on 1.2M drives can be read on
either kind
- disks written on a 360k drive, and overwritten on a 1.2M drive,
can be read reliably only on a 1.2M drive.
- disks previously formatted on a 360k drive, or formatted as 1.2MB,
and then reformatted on a 1.2M drive to 360k, can be read reliably
only on a 1.2M drive.
(all this assumes you are using DD media, not HD).

Solution: Use a 360k drive if you can. If not, format disks on the
Atari for Atari to PC transfers, format truly blank disks on the PC
for PC to Atari transfers.

While the above work with SS/DD 180K Atari-format disks, the following
combination of utilities can be used to work with SS/SD 90K Atari-format
disks, and is currently the best bet for reading SS/ED 128K Atari-format
disks.

AnaDisk 2.07, shareware by Sydex - Reads/Writes "any" 5.25" diskette
filenames: Xf2/anad207.zip, Xf2/anadisk.txt
Deana by Nate Monson - converts AnaDisk dump files from Atari format
filenames: Xf2/deana.com, Xf2/deana.txt

Explanation --> According to mailto:preston.f.crow@dartmouth.edu ,
"As best as I can figure it out, if your PC drive happens to read
FM disks (I'm not sure what the criteria for that is), then you
can read single density disks on your PC by dumping the contents
to a file with AnaDisk, and then using Deana.com to convert the
dump file into a usable format.
For enhanced density disks, Anadisk generally only reads the first
portion of each sector, but it demonstrates that it is possible for
a PC drive to read enhanced density disks."

Subject: 11.3) Can I read/write MS-DOS disks on an 8-bit Atari?

a) Mule by Rick Cortese - Read/Write 180K MS-DOS disks with an Atari 1050
drive or equivalent. Very limited.
filenames: Diskutils/mule.arc, Diskutils/mule.exe, Diskutils/mule.txt

b) SIO2PC, described elsewhere in this FAQ List (section 12.4), can be
used to read/write to a hard drive connected to an MS-DOS system. This
can also be a very effective file-transfer solution.

c) The XF551 3.5" Upgrades from Computer Software Services (see the
companion vendor/developer list) allow the Atari XF551 disk drive to read
720K 3.5" MS-DOS disks.

d) The Floppy Board, the add-on to the Black-Box from Computer Software
Services (see the companion vendor/developer list), allows both low
density (360K 5.25", 720K 3.5"), and, in the case of the Deluxe
Version, high density (1.2M 5.25", 1.44M 3.5") external MS-DOS-standard
floppy drives to be used on the Atari. A utility is included to
read/write MS-DOS formatted floppies in all supported densities.

Subject: 11.4) How do I transfer files using a null modem cable?

This section by mailto:cb541@cleveland.Freenet.Edu (James R. Gilbert)

A: Simply put, you need a terminal program and an RS 232 port on
each computer. The RS 232 ports need to be connected
together using a 'null modem cable'.

For up to 4800 bps, no flow control lines need be
connected. Just cross the transmit and receive lines
and join the grounds together. (Transmit is pin #2,
receive is pin #3 and ground is pin #7 on the 25-pin
port.)

The right hand pin on the 'long' side of a female 'D'
connector is #1. There are 13 holes on this 'long'
side, 12 holes on the 'short' side. The numbers go from
#1 on the right to #13 on the left on the 'long' side
and from #14 to #25 from right to left on the 'short'
side. #25 is closest to being under #13. A male

connector is the mirror image of this.

Most terminal programs allow a null connection, without a carrier detect. Notably, '850 Express!' does not.

A convenient way to make a null modem cable, up to about 30 feet long, is to use two female DB25 connectors and some three or more conductor cable. Using the two DB25 female connectors allows unplugging your modem and plugging in the null modem cable. This also avoids the confusion of the wide variety of serial port jacks on different computers. Almost all computers connect into the modem via a DB25 connection.

The SIO port on the Atari cannot be used directly. An 850 Interface Module, P:R:Connection, Multi I/O, Black Box (by Computer Software Services) or similar device that provides an RS232 port must be used.

On the Atari, the port is a female DB9. So you need a male DB9 to male DB25 modem cable to connect to your modem. So why not use this cable as your null modem cable as well?

For higher speed connections, above about 9600 bps on the 8-bit, you need the flow control lines. You also need a Multi I/O or Black Box, which use the PBI (parallel bus), then you can go higher than 9600 bps.

Following are pin assignments for a DB25 pin RS 232 C port.
13 1
o o o o o o o o o o o o o
o o o o o o o o o o o o
25 14

(Above is female, male is mirror image.)

1. Protective Ground 12. Select Alternate Rate
2. Transmit Data 15. Transmit Clock (sync)
3. Receive Data 17. Receive clock (sync)
4. RTS (Request to Send) 20. Data Terminal Ready
5. CTS (Clear to Send) 22. Ring indicator
6. Data Set Ready 23. Select Alternate Rate
7. Signal Ground 24. Transmit Clock
8. Carrier Detect

A high speed cable would need not only pins 2 and 3 crossed but also pins 4 and 5 as well as 6 and 8. Or better yet, make a true 25 wire, straight through cable and use a commercial null modem. A commercial null modem is just a small device with the correct lines already crossed.

(DTE = Data Terminal Equipment, i.e., your computer.
DCE = Data Communications Equipment, i.e., your modem.)

Subject: 12.1) What 5.25" floppy disk drives are available?

Major contributors to this section:
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==> Atari 810
SS SD 19.2Kbps standard

==> Happy 810
SS SD Warp speed

==> Atari 1050
SS SD/ED 19.2Kbps standard

==> Happy 1050
SS SD/ED/DD Warp speed US Doubler/19.2 and 52k. track
buffering

==> Super Archiver 1050
SS SD/ED/DD Ultra Speed 50+K

==> Speedy 1050
SS SD/ED/DD 78K mode (European) used w/ Bibo-DOS (Compy Shop)

==> SuperMax 1050
SS SD/ED/DD 19.2k and 52k (ultra speed)
by Super Products. Compatiable with SuperDOS and US Doubler

==> Lazer 1050
SS SD/ED/DD Another Happy clone; Compatible w/ US Doubler

==> Atari XF551
SS/DS SD/ED/DD 38K burst mode usable only with SpartaDOS X,
SuperDOS 5.1, TurboDOS, DOS XE, and patched SpartaDOS 3.2. XF DS system now
considered "standard".

==> CSS XF551
SS/DS SD/ED/DD US Doubler compatible. Updates drive to work
better and faster. Also 3.5" upgrade available

==> Percom RFD4x-Sy
where: x=0 -> a single-sided drive
x=4 -> a double-sided drive
y=1 -> a single-drive unit
y=2 -> a dual-drive unit

==> Percom AT88-Sy[PD]
where: y=1 -> a single-drive unit

y=2 -> a dual-drive unit
PD -> equipped with a built-in parallel printer port

==> Trak ATD1
SS SD

==> Trak ATD2
SS SD/DD
Built in Diagnostics. Track indicator. Write protect switch. Built in
parallel printer interface. 2k printer buffer (expandable). Optional
Turbo software on Eprom.

==> Trak AT-1
SS SD/DD Slave

==> Indus GT
SS SD/ED/DD Synchromesh mode usable with SpartaDOS X and
DOSXL only.

==> Astra Double-D?
SS/DS SD/DD? standard /LEDs and such

==> Rana 1000
SS SD/ED/DD standard /LEDs and such can format disks on a
stand alone basis

==> TOMS 720
double head disk drive, 5.25", with mounted interface Centronics,
chips: CPU 8085, WD2797, PIA 8255 (for handle Centronics), 32 KB ROM, 8 KB RAM
ROM contains: OS of drive, MYDOS 4.50 and some utilities (copy, format, etc.)
ROM is seen by computer as drive D1: (if drive is open), and D3: (when drive
has number D1:) or D4: (when drive has number D2:). It makes possible load DOS
from ROMdisk during booting system.
Formats of disks:
- SS/SD - 40 tracks, 18 sects, 128 bytes = 90 KB
- SS/ED - 40 tracks, 26 sects, 128 bytes = 130 KB
- SS/ED - 40 tracks, 18 sects, 256 bytes = 180 KB
- SS/ID - IBM S-9 - 40 tracks, 9 sects, 512 bytes = 180 KB
- DS/DD - 40 tracks, 18 sects, 256 bytes = 360 KB
- DS/QD - 80 tracks, 18 sects, 256 bytes = 720 KB
- DS/ID - IBM D-9 - 40 tracks, 9 sects, 512 bytes = 360 KB
Transmition modes:
- normal - 19200 bps
- Turbo - 70000 bps
- Ultra Speed - 70000 bps
Also tracks buffering.

==> AS SN-360
double head disk drive, 5.25", CPU 8051, controler WD2797
19200 bps
Available formats:
- SS/SD - (FM) single sided, single density - 90 KB
- SS/ED - (MFM) single sided, enhanced density - 130 KB

- SS/DD - (MFM) single sided, double density - 180 KB
- DS/DD - (MFM) double sided, double density - 360 KB

==> TOMS 710
(The newest polish disk drive and probably the best one)
Similar to TOMS 720, one more format:
- double sided, 80 tracks, IBM (720 KB)
Transmition modes:
- standard 19200 bps
- TOMS Turbo (loaded from ROMdisk if drive is open) - 67000 bps
- Ultra Speed (QMEG-OS, SpartaDOS) - 67000 bps
Also tracks buffering.
ROMdisk contain:
- MYDOS 4.50
- COPY
- INIT
- TURBO - turn on/off TOMS Turbo mode
- BASIC - turn on/off Atari Basic
- AUTORUN.SYS - ramdisk
- README
Also TOMS Navigator instead of DUP.SYS. It is program similar to Norton
Commander on PCs.
IBM-ST copier on additional disk.

==> LDW Super 2000
SS SD/ED/DD 19200 bps or 38000 bps
CPU Z80A, ROM 4 KB, RAM 256 B. Some difficulties with ED

==> LDW CA-2001
SS SD/ED/DD 19200 bps or 38000 bps
CPU Z80A, ROM 4 KB, RAM 256 B. Some difficulties with ED

==> LDW CA-2002
SS/DS SD/ED/DD 19200 bps, 70000 with SpartaDOS
CPU 8040, ROM 4 KB, RAM 256 B

==> Floppy board various
Any standard very fast parallel
DOS-transparent. Requires Black Box. DS system configurable for
XF Percom or ATR style

==> HDI various
Any standard very fast SIO? European

==> SWP ATR-8000
Any standard standard except 1.2 meg and unique DS system
(HD) nice Z80 CP/M system in which CP/M drive acccess is parallel only
thus faster.

==> Atari 1450XLD drives
DS SD/ED DD? standard, requires DOS4. unusual DS system
Only prototypes exist.

==> KARIN MAXI
Double head disk drive 360 KB/5,25" or 720 KB/3,5", controller WD 1772.
Available formats:
= standard SS/SD 90 KB
= standard SS/ED 130 KB
= standard SS/DD 180 KB
= 'cylindric' DS/DD 360 KB (XF-551 uncompatible)
= 'cylindric' DS/QD 720 KB (TOMS-compatible; 720 KB drives only)
Any other capabilities depend on a special software.
Transmission mode:
- parallel: real speed 11.25 kilobytes per second with DOS or 22.5 kilo-
bytes per second with special track-copier.
Notes:
Because of the 1772-registers available in 6502 i/o pages ($D100),
the KARIN MAXI drives look full-programmable.
Preferred systems: My-DOS, SDX.

==> XFD-601B
Double head 360 KB/5,25" disk drive. Controller WD 1772, CPU 8051.
Available formats:
- standard SS/SD 90 KB
- standard SS/ED 130 KB
- standard SS/DD 180 KB
- standard DS/DD 360 KB (XF-551 compatible)
Transmission modes:
- normal 19200 bps
- Top Drive 1050 70000 bps
- Indus GT (synchromesh) 70000 bps (GTSYNC.COM and INDUS.SYS are not necessary;
full-compatibel with the SDX)
- Ultra Speed 70000 bps (full-compatible with the older SpartaDOS)
Notes:
Customized sector skew. In fact, the XFD-601B is a original clone of the
XF-551.

==> XFD-602B
The two XFD-601B drives in the one unit.

Subject: 12.2) How can I use 3.5" floppy disks with my 8-bit Atari?

to be written. volunteers?

- Amdek
- XF551 upgrades
- Floppy Board
- Percom drive upgrades

==> Atari XF521
3.5" system Unreleased

Subject: 12.3) What do I need to connect a hard drive to my 8-bit Atari?

original by mailto:Krishna@max.tiac.net (Glenn M. Saunders)

For starters, you'll need one of the following interfaces:

==> Corvus hard drive (10 megabytes)
Fast but still relatively slow I/O, kludge through joystick ports for 800. Rare

==> K-Products KPI Hard Disk Drive Interface (formerly from Supra)
Some limitations on drive type and size and total number of drives in sys.

==> Fine Tooned Engineering Multi I/O (formerly from ICD)
256 byter per sector restriction. 256K and 1 meg ramdisk models.
Printer and modem, modem will handle 19.2K bps

==> Computer Software Services Black Box
Will handle all SCSI drives. Allows 9 drive access for MYDOS. Currently the
only modem interface with CTS/RTS hardware flow control. 19.2K ready.

==> SWP ATR-8000
Rare daughterboard for hard drives.
I/O is probably fairly slow on this baby and there may be DOS restrictions.

==> IDE Hard Drive Interface from Konrad M. Kokoszkiewicz and Jacek Zuk
- two IDE drives can be handled as well
- up to 8388607 logical sectors per drive
- up to 8388607 logical sectors per partition
(limited to 65535 by existing disk operating systems)
- up to 15 partitions simultaneously
(limited to 9 by existing disk operating systems)
- up 58 kilobytes per second in read or write operations
(limited to 32/7 in read/write operations by existing operating systems)
- native IDE mode for a future disk operating system
- emulation mode for existing DOSes like MyDOS, SpartaDOS, BWDOS.
- booting from any partition (even on machines with non-upgraded XL OS)
- write-protection feature
- executing non-DOS software from a hard drive partition
- the partitions may be created freely (there aren't fixed partitions)
The interface operates as normal PBI device and has a connector for 130XE
computers (and other, those have such connector). Tested with various
Western Digital, Seagate and JVC drives. Compatible with the MyDOS 4.50,
SpartaDOS 3.2g, SpartaDOS X 4.20, BWDOS 1.10 and a lots of DOS applications,
demos and games.

==> Fine Tooned Engineering Multi I/O II
An IDE interface. Released?

Subject: 12.4) How can I use an IBM-PC as a storage device for my Atari?

Original by Dave Paterson

SIO2PC is a cable and software combination that lets you use your PC as up
to 4 drives for your 8-bit. Drives can be SD, ED, DD or custom sizes up to
16 megs. SIO2PC also lets you redirect the printer output to your PC

printer or to a file on the PC. High speed drives are emulated (a la US Doubler).

All these functions are transparent at the Atari end; you never notice the difference between SIO2PC and regular drives, except that the SIO2PC drives are faster than any others (except Ramdisks and PBI interface drives).

SIO2PC 4.04 is shareware by Nick Kennedy.
filename: sio404.zip

Subject: 13.1) What's the best DOS for the Atari?

This is a matter of opinion, but general consensus is that all 8-bit Atari users should treat themselves to either MYDOS or SpartaDOS to appreciate the power of the system. MYDOS is modelled after Atari DOS 2.0S/2.5, but provides subdirectory and hard-drive support. SpartaDOS is a completely different command-line DOS modelled after MS-DOS, though it is perfectly capable of reading all Atari DOS and MYDOS disks. SpartaDOS 3.2g is disk-based; SpartaDOS X 4.22 is cartridge-based and includes many additional features. SpartaDOS is available from Fine Tooned Engineering (see companion vendor/ developer list); MYDOS 4.53 is freeware from Wordmark Systems (Charles Marslett and Bob Puff). There are two versions of MYDOS 4.53, one uses 3 digit sector numbers where possible, known as 4.53/3; the other, known as 4.53/4, uses 4 digits minimum.

It is recommended that all 8-bit Atari users own at least DOS 2.5 for complete compatibility with existing software, and then choose either SpartaDOS or MYDOS as they see fit. DOS 2.5, MYDOS and SpartaDOS are all available on the archives.
filenames: Os/dos25.arc (DOS 2.5)
Fte/fte32g.arc (SpartaDOS 3.2)
Os/mydos453.dcm (MYDOS - latest version)
Os/mydos45m.arc (MYDOS - latest complete doc's)

Subject: 13.2) What hardware has Atari created in the 8-bit computer line?

Computers:
400 Personal Computer (1979) 8/16K, membrane keyboard, 400/800 OS
800 Personal Computer (1979) 8/16/48K, two cartridge slots, 400/800 OS
1200XL Home Computer (1982) 64K, early XL OS, F1-F4 keys, 4 LEDs
600XL Home Computer (1983) 16K, BASIC, PBI, XL OS
800XL Home Computer (1983) 64K, BASIC, PBI, XL OS
65XE Personal Computer (1985) same as 800XL minus PBI
130XE Personal Computer(1985) same as 65XE with 128K plus ECI
800XE Personal Computer(1987?)~same as 130XE but 64K. Mostly eastern Europe.
XE Game System (1987) same as 65XE plus Missle Command, detach keybd

Peripherals:
410 Program Recorder -Japan and Hong Kong versions
810 Disk Drive -SS/SD 90K with DOS 1 or DOS 2.0S,MPI&Tandon vers.

820 Printer -40 col.
822 Thermal Printer -40 col.
825 80-Column Printer -req. 850
830 Acoustic Modem -300 baud req. 850, with Telelink I software
835 Direct Connect Modem -300 baud, with Telelink II software
850 Interface Module -4 9-pin serial, 1 15-pin parallel ports, beige &
black metal versions
1010 Program Recorder -Sanyo and Chelco versions
1020 Color Printer -40 col.(80 by command) print/plot in 4 colors
1025 80-Column Printer -7-pin dot matrix
1027 Letter-Quality Printer-80 col. letter quality =Mann-Tally Riteman LQ
1029 Printer -7-pin dot matrix, same as Commodore MPS-801
1030 Direct Connect Modem -300 baud, with ModemLink software
1050 Disk Drive -SS/ED 128K with DOS 3 or DOS 2.5
1064 -64K RAM module for 600XL
XC11 Program Recorder
XC12 Program Recorder
XM301 Modem -300 baud, with XE Term software
XMM801 Printer -80 col. Ribbon: Mannesman/Tally MS80
XDM121 Printer -80 col.letter quality. Ribbon: Silver Reed CF130
XF551 Disk Drive -DS/DD 360K with DOS XE
XEP80 Interface Module -80 col. video display and DB25 parallel port
SX212 Modem -1200 baud, rarely with SX-Express! package

Atari 8-bit vaporware computers: (note some are more vaporous than others)
1200 1200XL internally, many slight cosmetic differences
800XLF late 800XL with a redesigned motherboard, & FREDDY (from the XE's)
1250XLD Earlier concept of the 1450XLD
1400XL 800XL plus modem, speech synth.(looks like a 1200XL)
1450XL Earlier concept of the 1450XLD
1450XLD 1400XL plus 5.25" floppy drive
65XEP 65XE plus 3.5" floppy drive, 5" green monitor
65XEM 65XE plus AMIE sound chip

Atari 8-bit vaporware peripherals:(note some are more vaporous than others)
815 Dual Disk Drive -2 x SS/DD 180K with DOS 2.0D
1055 -a 1050 (SS/ED) with a 3.5" mechanism
1090 XL Expansion System-for PBI, CP/M/MS-DOS/Apple II compatible
XM128 -12" green monitor w/ built-in 80-column card
XC1411 -composite 14" color monitor
XF521 -5.25" floppy drive - 1050 compatible, in XE style
XTM201 -non-impact printer
XTC201 -non-impact color printer

Subject: 13.3) What are the power-supply requirements for my Atari
components?

As with the rest of this FAQ list, please let me know if any of this
information conflicts with the units you have. I'm also not sure how much
of this section is valid outside North America. If it's not valid where

you are, I need to hear from you!

The most important information is the voltage (in volts) required, and whether you need a transformer (AC output) or an adapter (DC output). The power (in watts) and current (in amperes) specifications of the original equipment as presented here should be regarded as minimum values. Higher-than-specified power and current capacities are entirely usable, and often preferable because such supplies run cooler and last longer.

Relevant law of physics:
Power (in watts) = current (in amps) * voltage (in volts)

9 V AC 5.4 VA (600 mA) Atari#CO62195 transformer:
1030

9 V AC ???? VA (??? A) Atari#CO61516 transformer:
1010
9 V AC 15.3 VA (1.7 A) Atari#CO14319 transformer:
400,800,822,850,1010,1200XL
9 V AC 18 VA (2.0 A) Atari#CA014748 transformer:
400,800,810,822,850,1010,1200XL
9 V AC 18 VA (2.0 A) Atari#CA016804 transformer:
400,800,810,822,850,1010,1200XL
9 V AC 31 VA (3.4 A) Atari#CO17945 transformer:
400,800,810,822,850,1010,1200XL,1020,1050,XF551
9 V AC 50 VA (5.6 A) Atari#CA017964 transformer:
400,800,810,822,850,1010,1200XL,1020,1050,XF551

9.5 V AC 40 VA (4.2 A) Atari#CO61636 transformer:
1027

24 V AC 3.6 VA (150 mA) Atari#CA016751 transformer:
830

5 V DC 1.0 A (5.0 W) Atari#CO70042 adapter:
65XE,XE Game System
5 V DC 1.5 A (7.5 W) Atari#CO61982 adapter:
600XL,800XL,65XE,130XE,XE Game System
5 V DC 1.5 A (7.5 W) Atari#CA024814 adapter:
600XL,800XL,65XE,130XE,XE Games System
5 V DC ??? A (??? W) Atari#CO81982 adapter:
XL/XE

6 V DC 300 mA (1.8 W) Atari#??????? adapter:
"410P"

9 V DC 500 mA (4.5 W) Atari#CO16353 adapter:
XEP80,SX212,2600
9 V DC 500 mA (4.5 W) Atari#CA014034 adapter:
XEP80,SX212,2600

9.3 V DC 1.93 A (18 W) Atari#CO18187 adapter:
Indus GT,5200

11.5 V DC 1.95 A (22 W) Atari#CA019141 adapter:
Indus GT,5200

5 V / 12 V DC 1.1 A (5.5 W / 13.2 W) Atari#CO62297 adapter:
1400XL,1450XLD

These draw their power from the SIO +5 V:
XM301 (60 mA),XC12,ICD/FTe P:R:Connection

Draws power from the 600XL PBI:
1064

These have built-in power supplies (plug directly into the wall):
410,815,820,825,1025,1029,XMM801,XDM121

The power supply requirements for the following are still needed:
??? V DC ???? A (???? W) Atari#CA060535 adapter:
835

XC11 program recorder (no brick needed -> internal or SIO source?)

OTHER:
The ICD/FTe Multi I/O (MIO), all versions, can use both AC and DC supplies. But stick to voltages of at least 6.2-7.2 V.

Subject: 13.4) What are the pinouts for the...?

Serial I/O (SIO) Port (all machines):
2 4 6 8 10 12
1 3 5 7 9 11 13
1. Clock Input 8. Motor Control
2. Clock Output 9. Proceed
3. Data Input 10. +5V/Ready
4. Ground 11. Audio Input
5. Data Output 12. +12V (400,800 only. 1400XL/1450XLD?)
6. Ground 13. Interrupt
7. Command

Cartridge Slot ("Left" slot on all machines; "Right" slot on 800 only):
A B C D E F H J K L M N P R S
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
1. ~S4(Left) R/~W late(Right) A. RD4(Left) B02(Right)
2. A3 B. GND
3. A2 C. A4
4. A1 D. A5
5. A0 E. A6
6. D4 F. A7
7. D5 H. A8
8. D2 J. A9
9. D1 K. A12
10. D0 L. D3
11. D6 M. D7

12. ~S5(Left) ~S4(Right) N. A11
13. +5V P. A10
14. RD5(Left) RD4(Right) R. R/~W
15. ~CCTL S. B02

Enhanced Cartridge Interface (ECI) (130XE and 800XE only):
A B C D E F H
1 2 3 4 5 6 7
A. Reserved 1. ~EXSEL
B. ~IRQ 2. ~RST
C. ~HALT 3. ~D1XX
D. A13 4. ~MPD
E. A14 5. Audio
F. A15 6. ~REF
H. GND 7. +5V

Monitor Jack (all but 400, North American 600XL, XE Game System):
3 1
5 4
2
1. Composite Luminance (not on 600XL)
2. Ground
3. Audio Output
4. Composite Video
5. Composite Chroma (not on 800XL,1200XL; grounded on 600XL)

Power Adapter Plug (all but 400,800,1200XL,1400XL,1450XLD):
7 6
3 1
5 4
2
1. +5V
2. Shield
3. Ground
4. +5V
5. Ground
6. +5V
7. Ground

Controller Port (4 on 400/800, 2 on all others):
1 2 3 4 5
6 7 8 9
1. (Joystick) Forward Input
2. (Joystick) Back Input
3. (Joystick) Left Input
4. (Joystick) Right Input
5. B Potentiometer Input
6. Trigger Input / Light Pen Input. Port 4 only on 400
7. +5V
8. Ground
9. A Potentiometer Input

Parallel Bus Interface (PBI) (600XL and 800XL only):
1 3 5 7 9 11 13 15 17 19 21 23 25 27 29 31 33 35 37 39 41 43 45 47 49
2 4 6 8 10 12 14 16 18 20 22 24 26 28 30 32 34 36 38 40 42 44 46 48 50
1. GND ground 2. External select
3. A0 Address output 4. A1
5. A2 6. A3
7. A4 8. A5
9. A6 10. GND
11. A7 12. A8
13. A9 14. A10
15. A11 16. A12
17. A13 18. A14
19. GND 20. A15
21. D0 Data (bidirectional) 22. D1
23. D2 24. D3
25. D4 26. D5
27. D6 28. D7
29. GND 30. GND
31. Phase 2 clock output 32. GND
33. NC Reserved 34. Reset output
35. (IRQ) Interrupt request 36. Ready input
37. NC 38. External decoder output
39. NC 40. Refresh output
41. Column address output 42. GND
43. Math pack disable input 44. Row addr strobe
45. GND 46. Latch read/write out
47. NC (+5V on 600XL only) 48. NC (+5V on 600XL only, used to power 1064)
49. Audio input 50. GND

R1: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. Data Terminal Ready (DTR, Ready Out)
2. Carrier Detect (CRX, In)
3. Send Data (out)
4. Receive Data (In)
5. Signal Ground
6. Data Set Ready (DSR, Ready In)
7. Request to Send (RTS, Out)
8. Clear to Send (CTS, In)

R2: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive Data
5. Signal Ground
6. DSR

R3: Serial port (850 Interface Module):
5 4 3 2 1

9 8 7 6
1. DTR
3. Send Data
4. Receive
5. Signal Ground
7. RTS
8. -8 Volts

R4: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. Send Data +
3. Send Data -
7. Receive Data +
9. Receive Data - (20 mA)

P: Parallel port (850 Interface Module):
8 7 6 5 4 3 2 1
15 14 13 12 11 10 9
1. Data Strob
2. D0
3. D1
4. D2
5. D3
6. D4
7. D5
8. D6
9.
10. Data pins pull up +5V
11. Ground
12. Fault
13. Busy
14. -
15. D7

P: Parallel port (XEP80 Interface Module):
13 12 11 10 9 8 7 6 5 4 3 2 1
25 24 23 22 21 20 19 18 17 16 15 14
1. Strobe
2-9. Parallel Data
10. Not Used
11. Busy
12-17. Not Used
18-25. Ground

Subject: 13.5) What BBS software can be used on the Atari?

This section by mailto:winston@merk.com (Winston Smith)

Here is the run down of ATARI 6502 8-BIT BBSes that I am aware of:

o A.M.I.S. BBS -- The A.C.E. Message Information Service.
This BBS was written in BASIC by the Atari Computer
Enthusiasts computer club (was it the Michigan chapter?). It included
designs for a ring-detector. You needed a sector editor and had to
allocate message space by hand, hex byte by hex byte.

o FoReM BBS -- Friends of Rickey Moose BBS.
At the time, there were a lot of BBSes around
called things such as "FORUM-80" and "BULLET-80", ergo the name. FoReM BBS
was the first truly RBBS-like BBS for the ATARI 8-bit. It was programmed
in BASIC and was somewhat crashy. I think that this is the
great-grandparent of the FOREM-XE BBSes that survive today.

Matt Singer, mailto:msinger@oe.fau.edu writes:
FoReM BBS derived from an early AMIS. When multiple message areas were
added the name was extended to FoReM 26M. Then, When OSS released BASIC
XL the program was rehacked and called FoReM XL... Bill Dorsey wrote most
of the Assembler routines (where is he now?).

o ABBCS -- The ANTIC Bulletin Board Construction Set.
The user design of the ABBCS was very good. It sported
features such as intra-line editors. Unfortunately, the coding of the
ABBCS was really poor. You could practically blow on your keyboard and
crash this BBS. The BBS would sometimes crash several times a day.

o NITE-LITE BBS -- Paul Swanson's BBS with RAM disk.
Paul Swanson was a programmer from the Boston,
Massachusetts, USA, area. I'm not sure whether his BBS for the
Atari 8-bit has been placed into the public domain or not. This BBS was
the first to support a RAMdisk, which Paul Swanson called a "V:" device
for "virtual disk". This BBS was written in Atari BASIC and required a
joystick hardware "dongle" device. This was notable as being one of the
first Atari 8-BIT BBSes that could actually go for a week without having
to be rebooted. Pointers to the message base were kept in an Atari "very
long string" (for which Atari BASIC is famous). The BBS would only have
problems (for the most part) if this string became corrupted.

o ATKEEP -- An Atari 8-bit version of CITADEL BBS.
I believe that AT-KEEP, like FOREM-XE, requires the use of
the commercial BASIC XE cartridge to run. This BBS program was very
popular around Louisiana, USA, from what I understand.

o Benton's SMART BBS -- BBS written in BASIC by Marco Benton.
This program is written entirely in BASIC. It
expects to be running under a SpartaDOS environment. This was a problem
until very recently, when the disk-based version of SpartaDOS was
re-released as shareware. This BBS program uses a "modem clock string"
rather than an R-Time 8 cartridge in order to retrieve the current time.
It also comes with an Atari BASIC game door called "Sabotage".

o FOREM-XE -- FOREM using BASIC XE.
This version of FOREM BBS requires the commercial BASIC XE
cartridge in order to run. It is in the public domain and can import and

export messages from the Atari PRO! BBS EXPRESS-NET (7-bit text only,
control ATASCII graphics are reserved for message data-structure bytes).
FOREM-XE BBS is still currently in use as we speak, and may be reached via
the PRO! EXPRESS-NET as long as the cross-networking "transnet" is still in
effect.

o The BBS Express -- PRO! BBS demo program.
This is the public domain version of EXPRESS!-BBS,
which is the Keith Ledbetter companion project of the EXPRESS!-TERM
terminal program of days gone by. I am not familiar with this program. I
think that it is written in Action! and only supports XMODEM Checksum
transfers. I have never called or seen this program demonstrated.

o OASIS JUNIOR III -- OASIS BBS demo program.
OASIS JUNIOR III is the --ALL MACHINE LANGUAGE--
demo version of the OASIS BBS program. OASIS is very crash-resistant and
comes with a "dial out" screen so that the Sysop can use the BBS as a
terminal program to call and fetch files without having to bring the BBS
down and reload a terminal program. OASIS supports "Door programs" which
it refers to as "OASIS PAL modules". This OASIS demo module comes with an
excellent message system. The OASIS file system is one of the most
complicated that I have ever seen. It consists of "file libraries" with
suites of "file types". There is quite a bit of overhead involved in
performing a download (which may be a good thing, as it discourages file
hogs). There is a commercial version of OASIS called "OASIS IV" that
performs networking. There was an OASIS network between Boston,
Massachusets, USA and Murfreesboro(SP?), Tennessee, USA. Occasionally word
of the OASIS IV developers reaches the network from New Zealand or Canada.

o Frank Walters BBS -- I know nothing about this BBS except that Frank
Walters wrote it.

OASIS IV, CARINA, and BBS-EXPRESS-PROFESSIONAL! are all commercial
programs. I haven't heard anything about OASIS IV and CARINA for a while,
but PRO!-BBS is still a viable commercial enterprise last that I had heard.

Subject: 13.6) What version of Atari BASIC do I have?

At the READY prompt, enter "? PEEK(43234)"

If the result is: You have Revision:
162 A
96 B
234 C

Subject: 13.7) What are the Standards for Used 8-Bit Stuff?

Developed by mailto:b.poehland@genie.geis.com (Ben Poehland)

When selling used 8-bit Atari equipment in the comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group, please consider describing the condition of the materials you are selling using these standards. This will go a long way toward preventing potentially highly-contentious misunderstandings. Usage is voluntary, but recommended.

LN (Like New)-- Item is pristine, unused, w/all manuals & original packaging materials.
EC (Excellent Condition)-- Item is little used, good working order, physically clean, may have a very few minor cosmetic blemishes, w/original manuals.
GC (Good Condition)-- Item is in good working order but slightly soiled, contains worn parts or minor scratches/dings that betray heavy service or old age, w/original manual or copied manuals.
FC (Fair Condition)-- Item in working order but missing manuals/accessories; heavily worn/soiled or cosmetically damaged.
BC (Basket Case)-- Item does not work, is damaged/butchered, missing manuals & accessories etc., but contains salvageable parts.

Subject: 14.1) What vendors, developers, or publishers support the 8-bit Atari?

See the "Atari 8-Bit Computers Vendors and Developers List." The latest version may be obtained in the following locations, among many others:

ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/vendev
http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/vendev/faq.html
news:comp.sys.atari.8bit news:comp.answers news:news.answers
mailto:mail-server@rtfm.mit.edu , message says:
send usenet/news.answers/atari-8-bit/vendev
quit

You can also ask me for a copy at mailto:mcurrent@carleton.edu

---

Subject: 14.2) Where is my nearest 8-bit Atari BBS?

Rick Detlefsen is presently compiling a new comprehensive Atari computers bulletin board systems list. Contact him by any of the following for more information:

Rick Detlefsen Compuserve:74766,1561
Genie:R.DETLEFSEN
Internet: mailto:74766.1561@compuserve.com

Or by Mail: ATARI BBS LIST
C/O RICK DETLEFSEN
8207 BRIARWOOD LANE
AUSTIN, TX 78757-7642

Subject: 14.3) Where is my nearest 8-bit Atari user group?

Rick Detlefsen is presently compiling a new comprehensive Atari computers user groups list. Contact him by any of the following for more information:

Rick Detlefsen Compuserve:74766,1561
Genie:R.DETLEFSEN
Internet: mailto:74766.1561@compuserve.com

Or by Mail: USER GROUP SURVEY
C/O RICK DETLEFSEN
8207 BRIARWOOD LANE
AUSTIN, TX 78757-7642

Subject: 14.4) How do I use my new or emulated Atari?

"The Unofficial Atari 8-bit New User, Emulator Help FAQ" is maintained by mailto:kendrick@zippy.sonoma.edu (Bill Kendrick). Bill and his FAQ are excellent sources for information on basic usage of the 8-bit Atari, and for information on the 8-bit Atari emulators which run on other computing platforms. See:

http://zippy.sonoma.edu/~kendrick/nbs/new_and_emu.html

Subject: 14.5) What prominent Atarians are reachable by e-mail?

The "Who's Who in the Atari Community E-Mail Directory" includes people involved in all of the Atari computing and gaming platforms. This directory is maintained by the managers of the Cleveland Free-Net Atari SIG. Write to mailto:xx004@cleveland.freenet.edu (Atari SIG) or see:
http://ace.cs.ohiou.edu/personal/mleair/whos_who.html

End of atari-8-bit/faq

3326. Re: Atari 800 gone bad :(

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-03 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <4ovhgq$dbe@blackice.winternet.com>
Source record: 83450

> ksimon@cris.com (Kenneth Simon) writes:
> Hi everyone! I am writing for help with an Atari 800. I had an 800 for

> It worked for about 40 minutes and then froze. Every time it's in use for
> more than 30 or 40 minutes, in fact, the screen fills up with garbage and
> I have to let it "cool down" to use it again.
>

>>>>
Sound like the CPU chip has a heat problem. The 800 used the
original 6502 so if you can find one it shouldn't be that expensive. Try:

American Techna-Vision
15338 Inverness St.
San Leandro.Ca. 94579

Orders: 1.800.551.9995

Rich Mier

3327. Re: Atari 800 gone bad :(

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-03 00:00:00 UTC
From: ksimon@cris.com
Message-ID: <ksimon-0306961451550001@cnc009037.concentric.net>
Source record: 83451

In article <4ovhgq$dbe@blackice.winternet.com>, rbmier@winternet.com (Rich Mier) wrote:

> Sound like the CPU chip has a heat problem. The 800 used the
>original 6502 so if you can find one it shouldn't be that expensive. Try:
>
> American Techna-Vision

I just want to thank you for the informaiton, but also to let you know that the address and phone number you gave me are no longer correct. I looked them up, and here's their current info:

American Techna-Vision
1903 Fairway Drive
San Leandro CA
(510) 352-3787

They are supplying me with replacement chips. Now I just have to find someone who is willing to install them!

:)

--
Kenneth Simon e-mail: ksimon@cris.com
Oakland, California USA
homepage: http://www.cris.com/~ksimon/

3328. Re: APE PRO cable

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-03 00:00:00 UTC
From: chelm@ix.netcom.com
Message-ID: <4ovlml$ee1@dfw-ixnews7.ix.netcom.com>
Source record: 83452

In article <4ovh6e$33d@crl7.crl.com>, jvogel@crl.com (John M. Vogel) wrote:
>Eric Sokolowsky (esok@cs.byu.edu) wrote:
>: I am in the process of constructing an APE PRO cable, but I'm having
>: trouble finding the main IC for it. The digikey part number is ICL232
>: something or other. Are there any other part numbers for parts
>: equivalent to this chip? Or could some kind-hearted soul buy one for me
>: and send it to me? Or could someone tell me where to get it near Orem,
>: Utah? I would appreciate any help in this matter.
>
>I think it's a 1489, but don't quote me on that. I'm working on the APE
>cable. I found my 1489 at Radio Shack.

No, the PRO cable does use a ICL232 (or MAX232) not a 1489. There's quite a
difference between the two chips.

3329. Re: unarc

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-03 00:00:00 UTC
From: clisowsk@condor.mcs.kent.edu
Message-ID: <4ovqf7$p69@ns.mcs.kent.edu>
Source record: 83453

cool (beans@american.dental.com) wrote:
: OK, a question for you archiver gurus:
:
: Is there a unarc-er available for a unix platform?

YES. Check out ftp.garbo.uwasa.fi, /pub/unix/archivers or something
like that. (This is all from memory, so if it doesnt quite work, send me
an email and I'll hunt it down for you.)

--Craig

---

clisowsk@mcs.kent.edu (Craig Lisowski) | Nothing is as inevitable as a
http://nimitz.mcs.kent.edu/~clisowsk | mistake whose time has come.
_____|_____
We the willing, lead by the ungrateful, | At some time in the life cycle of
are doing the impossible with nothing. | virtually every organization, its
We have done so much, with so little, | ability to succeed in spite of
for so long, that we are now qualified | itself runs runs out.
to do anything with nothing. |_____
_____| Authority tends to assign jobs to
Never test for an error condition that | those least able to do them.
you don't know how to handle. |_____
_____| Made possible by Wtf, Inc. wtf.com

3330. Alternate Reality Fans - Websites to check out!

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-03 00:00:00 UTC
From: seaner@exo.com
Message-ID: <4ovqlc$amc@tofu.alt.net>
Source record: 83454
Cross-posted to: comp.emulators.apple2,comp.emulators.cbm,comp.sys.amiga.games,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.cbm,comp.sys.ibm.pc.games,comp.sys.ibm.pc.games.rpg

First let me apologize, there are quite a few newsgroups but I tried to make them all on topic.

If you remember those great games from the Atari/Commodore/Apple][era, Alternate Reality the City and Alternate Reality the Dungeon, and you are one of the many people that remember playing long hours with this game, then the following web sites may be of interest to you!

http://www.pacificone.com/sean/
http://www.cc.utah.edu/~krw8466/
http://www.ksk.sala.se/~sp93rob/dungeon/

3331. Atari 8 Bit games for trade/sale!

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-03 00:00:00 UTC
From: C615681@mizzou1.missouri.edu
Message-ID: <1779B10AAAS86.C615681@mizzou1.missouri.edu>
Source record: 83455
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

I have Cloudburst and Alien Ambush, both new in the box, and both by Dana software. These carts are for the atari 8 bit computers. I will accept trades and cash offers. I am interested in atari 2600, 5200, Lynx, vectrex, coleco, and handhelds. Thanks, Brett

3332. Re: APE PRO cable

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-03 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <4ovvvl$9n0@crl3.crl.com>
Source record: 83456

Chris (chelm@ix.netcom.com) wrote:

: >I think it's a 1489, but don't quote me on that. I'm working on the APE
: >cable. I found my 1489 at Radio Shack.

: No, the PRO cable does use a ICL232 (or MAX232) not a 1489. There's quite a
: difference between the two chips.

I thought the MAX232 design had been replaced. The Prosystem
documentation file says to use a 14C89.

John
jvogel@crl.com

3333. Re: SIO2PC, -- a hard (re)start!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-04 00:00:00 UTC
From: moriarty@imada.ou.dk
Message-ID: <1996Jun4.173729.14725@imada.ou.dk>
Source record: 83307

```
Peter Mogensen (moriarty@imada.ou.dk) wrote:

: Victor PC, 80286, DOS 3.03 (I know it's old)
^^^^

UPS! typo, ver reads:

Victor DOS 3.30c

Peter
```

3334. Re: BINARY to ROM?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-04 00:00:00 UTC
From: craig.procter@dsto.defence.gov.au
Message-ID: <4ovvmo$302@foxhound.dsto.gov.au>
Source record: 83308

In article <31B2F154.5F5D@donet.com> Don Mahurin <dmahurin@donet.com> writes:
>Hi all,
>
>Does anyone know how to change an 8bit Binary/Executable to a 8k/16k
>ROM file.
>
>This would make things more convieniant for Atari800 em.
>

Also on a similar note: I was wondering if an Atari 5200 emulator is in the works - as it's almost identical to a 400 (if I remember correctly). Sure would be nice to play some of those games! Hmm, maybe in the next update of Xl-It? (please?)

Craig P.

3335. I don't belive it!

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-04 00:00:00 UTC
From: ericcron@wwa.com
Message-ID: <4p066i$ioc@kirin.wwa.com>
Source record: 83360

I belive I actually have some old software laying around here.

Anyone ever hear of Keith Ledbetter? I think I have a copy of BBS Express. IS anyone running this anywhere?
I would love to take a look, this bring back so many memories:

The Underground Fone Freaks (TUFF) - I actually used their software to hack some long distance codez way back when.

3336. st- help!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-04 00:00:00 UTC
From: ericcron@wwa.com
Message-ID: <4p06b0$ioc@kirin.wwa.com>
Source record: 83361

I have an Atart 520st. I dont't have any cables or a monitor or software for it.

Does anybody know where I could get some? I am especially interested in MIDI software (If I get the rest of the hardware for it.)

Please help!!!!

Willing to PAY $$$ if you are sincere with your help and your knowledge.

3337. Re: Why isn't anyone posting in ALT.WAREZ.ATARI

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-04 00:00:00 UTC
From: ShadowMan@nowhere.com
Message-ID: <31b39753.98774631@news.slip.net>
Source record: 83362

jeffk914@groucho.roc.servtech.com (Jeff Kyle) wrote:

>recently posted to alt.warez.atari) are empty. There is also an
>alt.binaries.warez.atari-st, but no correspending 8bit (or just plain Atari)
>group.

Hate to burst your bubble, but there is an alt.binaries.warez.atari8bit. I run
through Slip.net and they have it.

You have not trully lived, till you have died.
Shadowman.

3338. Re: Other emulators

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-04 00:00:00 UTC
From: ShadowMan@nowhere.com
Message-ID: <31b39bd0.99923699@news.slip.net>
Source record: 83363

asmolar@smol.fast.net (Tony Smolar) wrote:
>I noticed that Xformer runs really well in 800 mode, most games I tried on it
>run. When you switch to XL/XE mode, however, something strange happens. A
>lot of things that run in 800 mode don't run. I'm talking about programs
>that run on an 800XL without translator disks.
>I wouldn't say that XL-It is better, at least not yet. XL-It becomes more
>and more impressive with each release, but it still suffers in some ways.
>It's still slow for one, although it's much faster than the last release.
>It has collision detection problems. In Pac-man, for example, the
>ghosts can't kill you!! Xformer, in 800 mode, on the other hand, seems to
>run about 80% of the games nearly perfectly.

A lot of programs were made with only the 800 in mind. The XL's and XE's were
slightly different, and the fact that some programs don't like those modes
reflects this.

You have not trully lived, till you have died.
Shadowman.

3339. 1050 disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-04 00:00:00 UTC
From: Robert A Meyer <bobrf@fuse.net>
Message-ID: <4p03oh$mgl@yamato.fuse.net>
Source record: 83364

I have a 1050 disk drive {in non working order} and the 410 program
recorder.Any body interested?

Bob Meyer
Cincinnati Ohio
513 574 1823 or bobrf@fuse.net

3340. Hard drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-04 00:00:00 UTC
From: ericcron@wwa.com
Message-ID: <4p0993$p2k@kirin.wwa.com>
Source record: 83365

I am in the process of trying to buy an 800xl (My first computer.)

I have sent a couple of e-mails out and hopefully I will be lighting a cigar soon. Orginally, I never had a hard drive. But.....with all the neat stuff I see going on with the 8-bit around here, I think I am going to want one....Anybody have a working one with all of the software and hardware for sale?????

If so....please e-mail me at:

ericcron@wwa.com

3341. Alternate Reality queries

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-04 00:00:00 UTC
From: Michael Edwards <Q0J0@UNB.CA>
Message-ID: <04JUN96.01152132.0039@UNBVM1.CSD.UNB.CA>
Source record: 83366

I remember a couple of years back that there was talk of the other episodes of Alternate Reality being developed by one of the original programmers. Or else he was going to provide code to someone else - I forget. But my query is did any of that happen? Can anyone help?

And who can provide me with a proper copy of The Dungeon episode as mine was one of the buggy ones that were impossible to finish. Sigh. I loved that game...

Michael

==========
The Beatles are not merely awful; they are so unbelievably horrible, so appallingly unmusical, so dogmatically insensitive to the magic of the art, that they qualify as crowned head of anti-music.
- William F. Buckley, Jr.

Michael Edwards, 204 Aberdeen Street, Fredericton, NB, CANADA, E3B 1R7.
Tel. (506) 458-2699 E-mail q0j0@unb.ca
==========

3342. Fued

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-04 00:00:00 UTC
From: ericcron@wwa.com
Message-ID: <4p0eac$ahg@kirin.wwa.com>
Source record: 83367

Just wondering.....

Is this still a fued going on between Commodore 64 users and you wonderful
Atari Heads?

There used to be back in 88 when I was using an 800xl.....

3343. Re: I don't belive it!

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-04 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <DsGoM6.H9o@iglou.com>
Source record: 83368

I don't think I've ever seen Keith Ledbetter posting in this newsgroup, but Bob Klaas, who bought the rights to BBS Express Pro, does post here regularly. The original BBS Express was released as shareware if I remember correctly.

--
Bill Marcum bmarcum@iglou.com
On 22 July, 1996, at 6:00 pm GMT, everyone in the world
just START HUMMING. Those who don't know will freak.

3344. Re: st- help!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-04 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <DsGooI.HEB@iglou.com>
Source record: 83369

Try the comp.sys.atari.st newsgroup, or Toad Computers at
http://www.toad.com

--
Bill Marcum bmarcum@iglou.com
On 22 July, 1996, at 6:00 pm GMT, everyone in the world
just START HUMMING. Those who don't know will freak.

3345. FS: Atari XL/XE carts

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-04 00:00:00 UTC
From: zitter@ix.netcom.com
Message-ID: <4p0qht$633@dfw-ixnews9.ix.netcom.com>
Source record: 83370

I have many XL/XE cartridge based games for sale at very reasonable
prices.
Please email me for list or send me a list of game carts that you are
looking for. Thanks

zitter@ix.netcom.com

3346. Re: Atari 800 gone bad :(

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-04 00:00:00 UTC
From: mbates@s3.sonnet.com
Message-ID: <mbates-0406960115490001@ppp9-stk.sonnet.com>
Source record: 83371

You could send/take it to B & C Computervisions in Santa Clara. They are very knowledgeable and resourceful. Quite frankly you would probably be better off getting a new one or perhaps an 800XL.

B & C Computervisions - 408-986-9960

-Marlin

In article <ksimon-0306960246100001@cnc009031.concentric.net>, ksimon@cris.com (Kenneth Simon) wrote:

> Hi everyone! I am writing for help with an Atari 800. I had an 800 for
> years and it served me well. Back in 1989 it started giving me trouble,
> so I took it to a place in San Jose, California that supposedly repaired
> Ataris.
>
> Instead of repairing it, they swapped it for another unit without my
> permission. I asked for my original back, but they said it was impossible
> to trace. Angered, I took the replacement unit home to see if it worked.
>
> It worked for about 40 minutes and then froze. Every time it's in use for
> more than 30 or 40 minutes, in fact, the screen fills up with garbage and
> I have to let it "cool down" to use it again.
>
> Unfortunately, two days later, the big quake of 1989 hit, and I never got
> back to that store to demand a working unit.
>
> To make a long story short (too late!), I want to know if anyone out there
> knows of a hobbyist or business/user group in the Bay Area to which I
> could give my Atari for diagnosis. Or does anyone know from my
> description what the problem part would be?
>
> Any help is appreciated. Thanks!!!
>
> Ken
>
> --
> ---
> Kenneth Simon e-mail: ksimon@cris.com
> Oakland, California USA
> homepage: http://www.cris.com/~ksimon/

3347. New version of Imageman

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-04 00:00:00 UTC
From: Ivan Mackintosh <ivan@rcp.co.uk>
Message-ID: <31B408ED.4B2D@rcp.co.uk>
Source record: 83372

Imageman is a PC DOS utility that allows XFD/ATR images to
be created or manipulated (files added/deleted/extracted).

The new version V0.2 can be obtained from the XL-It web page:

http://www.htw.uni-sb.de/people/mgietzen/atari/xl-it.html

under the link "Emulator Tools". (My web site still has
problems and will not be running properly for 2-3 more weeks)

Changes to the new version:

* A browser used for loading images;
* Enhanced density support includes creating, adding, deleting
and extracting;
* Convert existing single density disks to enhanced density
(for extra disk space).

Ivan

3348. Re: Rainbow Software Tranfers

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-04 00:00:00 UTC
From: alexc@3rdplanet.com
Message-ID: <alexc-0406960210030001@news.3rdplanet.com>
Source record: 83373

In article <rwilmott-0206962107070001@p89.superlink.net>,
rwilmott@mars.superlink.net (Ray Wilmott) wrote:

> In article <DsA4E4.EJ@ftp.reston.unisysgsg.com>,
> malay@reston.unisysgsg.com wrote:
>
> > The Rainbow 8bit emulator for the Mac requires an 850 interface
> > in order to transfer 8bit software to the Mac. Is there
> > an alternative to this process?
>
> I wouldn't say it *requires* it. If you've got a shell account and
> any kind of modem hookup on the Atari (xm301; PR Connection and hayes
> compat. ; etc.) just upload them to your account....then log on with the
> Mac and download them all. Of course, at the 300/1200/2400 baud you'll
> likely be using on the Atari side, you could spend an entire day uploading
> the stuff (like I did).

It's probably worth it to get an 850 or a P:R: (in other words, an
interface that gives you a standard serial port on the Atari rather than a
direct-connect modem) if you are going to transfer a lot of stuff. Then
you can hook the Atari to the Mac with a null-modem cable and transfer
files with a terminal program on each at 9600 bps. Saves a lot of time.

Here's my setup: Mac serial port <--> Mac modem cable <--> null modem ($5
at Radio Shack) <--> female-to-female gender changer (homemade, but you
can buy one anywhere) <--> 25-pin to 9-pin P:R: modem cable <--> P:R:
Connection <--> 1200XL. I use ZTerm on the Mac and BobTerm on the Atari
and have no problem transferring files at 9600 bps using XModem or YModem
protocol.

Anyone who wants more details about the setup (it _is_ a bit tricky now
that I look closely at the spaghetti on my computer table), feel free to
e-mail me!

--
Alex Chamberlain --- alexc@3rdplanet.com

3349. Re: Other emulators

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-04 00:00:00 UTC
From: Tony Smolar <asmolar@fast.net>
Message-ID: <Pine.LNX.3.91.960604085938.19616B-100000@firewall.nscs.fast.net>
Source record: 83374

> asmolar@smol.fast.net (Tony Smolar) wrote:
> >I noticed that Xformer runs really well in 800 mode, most games I tried on it
> >run. When you switch to XL/XE mode, however, something strange happens. A
> >lot of things that run in 800 mode don't run. I'm talking about programs
> >that run on an 800XL without translator disks.
> >I wouldn't say that XL-It is better, at least not yet. XL-It becomes more
> >and more impressive with each release, but it still suffers in some ways.
> >It's still slow for one, although it's much faster than the last release.
> >It has collision detection problems. In Pac-man, for example, the
> >ghosts can't kill you!! Xformer, in 800 mode, on the other hand, seems to
> >run about 80% of the games nearly perfectly.
>
> A lot of programs were made with only the 800 in mind. The XL's and XE's were
> slightly different, and the fact that some programs don't like those modes
> reflects this.

I'm aware of this, but I was talking about games that run on my real 800XL
with no translator. For some reason, they just die on Xformer in XL mode.

3350. Re: Atari 800 gone bad :(

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-04 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <4p1jqh$cho@useneta1.news.prodigy.com>
Source record: 83375

That sounds like San Jose Computer. I remember Marcus, the owner, when they started doing Atari stuff on Almaden Road and they were then called San Jose TV. They moved to Sunrise Center on Blossom Hill Road, then a warehouse near Monterey Highway and Alma. Anyway, swapping parts or even entire computers is a common way of fixing Atari stuff, so don't be upset or surprised in the future. To his credit, he always backed whatever he did for me. I bought a couple of his custom built 810s in wooden boxes. One of them was a little off in alignment and when I brought it back, he fixed it on the spot, no questions asked. I think it was a 90 day warrenty on his work, which is usually plenty of time to see if something isn't right.
Anyway, he's not in business anymore as far as I know, but we in San Jose are lucky to have so many others that support Atari Computers. There's B&C Computervision, American Technivision, Best Electronics, and maybe even a few others I don't know of, that support and sell products for the 8 bits.

3351. Re: Fued

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-04 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <4p1jv3$1bko@useneta1.news.prodigy.com>
Source record: 83376

What's the point?

3352. Re: modem and SIO2PC (or Turbo Link PC) ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-04 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <4p1kfi$cru@useneta1.news.prodigy.com>
Source record: 83377

Which modem? If it's an XM301 or SX212, then you'd need an SIO splitter that allows 2 "end-of-chains", because these modems have only one SIO port. If it's a modem connected to an 850 interface, then the 850 (with its 2 SIO ports) would be connected between your computer and the APE cable. I hope this helps.

3353. Swap Meet & Raffle, Wednesday, June 12th: Portland, OR. USA!

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-04 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <4p1va9$sl5@linda.teleport.com>
Source record: 83378
Cross-posted to: alt.forsale,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.mac.wanted,comp.sys.tandy,comp.sys.ti,or.forsale

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--
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Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Catalogs are FREE & updated monthly. Reply in E-Mail to bensmith@teleport.com
http://www.teleport.com/~bensmith/bscomputers.shtml Bravo Sierra Atari Store

3354. Re: Uncle Fester

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-04 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31b46ba9.1269505@news.superlink.net>
Source record: 83379

>
>Huh? How can you ban someone from using xlit? :)
>
>John
>jvogel@crl.com
>
Well, if you read the license that comes with it (in the directions)
it says presently it is freeware, not going to release source code,
etc. Since it is a license, the holder of the copyright can ban anyone
from using it (like a company has say an internal CAD program, that
they wrote. Everyone who works for the company can use it and 3 of
their outside vendors, but no one else can. Similar)
I have been in contact with him and he says he doesnt use it anyway,
he prefers real computers.

3355. DCM,ATR,BIN,XFD???

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-04 00:00:00 UTC
From: malay@reston.unisysgsg.com
Message-ID: <DsH4su.B6I@ftp.reston.unisysgsg.com>
Source record: 83380

Can somebody tell me what are the DCM,ATR,BIN,XFD file formats
used for. I know XFD is used by Xformer. I have the ST Xformer.
Will I be able to "use" the other formats?? I've been out
of the 8bit loop for quite a while. I decided to dust the thing
off and get back into the picture. What is the latest release
of ST Xformer?

Bob Malay

--
//
/ /
/ Robert M. Malay Lockheed Martin TDS /
/ 9255 Wellington Road /
/ Manassas, VA 22110-4121 /
/ /
/ malay@reston.unisysgsg.com /
/ 703.367.2403 /
/ /
//

3356. Re: APE and UltraSpeed+ OS?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-04 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31b3b1f0.18269767@news.superlink.net>
Source record: 83381

On Sun, 02 Jun 1996 23:16:44 GMT, jeffk914@groucho.roc.servtech.com
(Jeff Kyle) wrote:

>Well, finally built my one-chip SIO2PC cable today - worked great, first try,
>after a little mucking to decide what COM port to use. (It actually co-exists
>happily on COM3 with a mouse on COM1 and a modem on COM2 - rare, I've noticed.)
>Anyways, the only thing I've tried with it so far was using APE 1.07 (just d/led
>1.09) to run some stuff.
>
I think you need the registered APE to write at ultraspeed.
Can you send me some TMBG midi's?

3357. Re: Atari 800 gone bad :(

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-04 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31b3b28d.18426698@news.superlink.net>
Source record: 83382

>
>Instead of repairing it, they swapped it for another unit without my
>permission. I asked for my original back, but they said it was impossible
>to trace. Angered, I took the replacement unit home to see if it worked.
>
>It worked for about 40 minutes and then froze. Every time it's in use for
>more than 30 or 40 minutes, in fact, the screen fills up with garbage and
>I have to let it "cool down" to use it again.
>
Sounds like the same problem I had with my 800 way back in 1982. It's
a cold solder joint- you need to go inside the case onto the MB and
reflow all the solder joints, and press on all the chips you can find,
clean the memory cards, the OS card, and the CPU card (inside the case
when you take it apart.) That's propably do it. Oh yeah, blow all the
dust out of the unit also.

3358. 8 bit archive help

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-04 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31b3b335.18594734@news.superlink.net>
Source record: 83383

Does anyone know if this setup will work:
I have an extra machine that I plan on installing Linux on.
I get unlimited internet access.
I will get an extra phone line.
I will leave the extra machine connected to the internet, with some kind of re-connection when my server logs me off. (Which they do with alarming regularity. for no reason)
Is there some software or some way for people in the net to access some kind of FTP thru this machine connected to the net?
As I have the archive for 8 bits going, by email right now, and I cannot get any server space anywhere. (At least not for free!)
As I am not looking to make a profit from this endeavor, I am also not looking to pay for space. I figure It will be about 50 MBS once its all collected. Right now I have about 15 MB, all zipped and ready to go. I have been u/l to justin's (link thru my homepage http://mars.superlink.net/scharles) but that's not as satisfying as having it sorted my way (Plus, all my stuff is tested).
Does anyone have any input on this idea, or know where I can get an account on a University server somehow? They never seem to care what's on their servers!

3359. Swap Meet Dealers Wanted: Portland, OR. USA!

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-04 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <4p1v06$s4e@linda.teleport.com>
Source record: 83384
Cross-posted to: alt.forsale,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.mac.wanted,comp.sys.tandy,comp.sys.ti,or.forsale

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Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. Mon - Thurs 3
PM - Midnight. Friday 3 PM - 6 PM PST Call above # these Hours.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
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Catalogs are FREE & updated monthly. Reply in E-Mail to bensmith@teleport.com
http://www.teleport.com/~bensmith/bscomputers.shtml Bravo Sierra Atari Store

3360. Re: APE PRO cable

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-04 00:00:00 UTC
From: ab <burzynas@ctrvax.vanderbilt.edu>
Message-ID: <4p1uib$co0@news.vanderbilt.edu>
Source record: 83385

You can get ANY chip for SIO2PC/APE caple from National Semiconductors.
They give away free samples which you can order over the web.
http://www.nsc.com/
Some of those chips are actually so small (surface mount) that the whole
thing
will fit into DB9 (!) shell.

Artur

3361. Re: 850 interface cables, HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-04 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <152339@cup.portal.com>
Source record: 83386

What the hell is PDF? I've heard of it, but I don't know what it is,
and THAT strongly suggests that I won't be able to use or print it. So
please REFRAIN from using it in your Atari-8-bit-related WWW pages, okay?

This points up an important point in the development of Atari-8-bit-sup-
porting Web pages/sites: the people who need your information the MOST,
seem likely to be those who have not progressed much beyond the good ol'
Atari 8-bit, and who therefore CAN'T handle all the latest-and-greatest
data/document formats. Look at all the effort that's gone into being
able to display GIFs, and we _still_ can't display JPEGs or unpack ZIPs;
so let's not make matters even WORSE, while we can still prevent it, okay?

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

3362. Re: Linux ATR/XFD tools

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-04 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <152340@cup.portal.com>
Source record: 83387

Cameron Smith (whose God-awful complicated e-mail address Portal doesn't pull in for me here, and which doesn't appear in his .sig, and which I don't have the capability to cut-and-paste in here, and which I am NOT up to writing down and retyping) writes:

>What tools are available to create and maintain ATR and XFD images for
>Linux? My problem is that I have some individual .BIN files that I'd like to
>use with the 'Atari800' emulator, and I imagine that I have to stick them in a

>disk image first...

Well, Cameron, here's good news: your "problem," ISN'T. The "atari800" emulator (I assume you mean the one from David Firth) can handle .XFD disk-image files "directly." Just invoke the emulator with a command such as

atari800 blah1.xfd blah2.xfd

When you get into the emulated Atari environment, then, "blah1.xfd" will appear as D1:, and "blah2.xfd" will appear as D2:. If "blah1.xfd" is in any way bootable, it will boot as though it were a disk. That's all there is to it!

(I'm using "atari800" on OpenVMS under DECwindows with the full set of Xwindows capabilities. Write me if interested.)

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

3363. Re: Linux ATR/XFD tools

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-04 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <152341@cup.portal.com>
Source record: 83388

David Firth <david@signus.demon.co.uk> writes:
>C.K. Smith (u9314667@muss.cis.McMaster.CA) wrote:
>: Hello all,
>
>: What tools are available to create and maintain ATR and XFD images for
>: Linux? My problem is that I have some individual .BIN files that I'd
>: like to use with the 'Atari800' emulator, and I imagine that I have to
>: stick them in a disk image first...
>
>Place the .bin file in your current directory [...]

Oops! Duh! I answered exactly the OPPOSITE of Cameron's original ques-
tion! <smack forehead> Sorry about that...!

Chris Chiesa

3364. Re: Atari 800 gone bad :(

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-04 00:00:00 UTC
From: ksimon@cris.com
Message-ID: <ksimon-0406961249500001@cnc009037.concentric.net>
Source record: 83389

In article <4p1jqh$cho@useneta1.news.prodigy.com>, UASZ40A@prodigy.com
(Robert Stone) wrote:

>That sounds like San Jose Computer. I remember Marcus, the owner, when
>they started doing Atari stuff on Almaden Road and they were then called
>San Jose TV. They moved to Sunrise Center on Blossom Hill Road

Yep, that was the place! I went when they were on Blossom Hill Road. I'm
sure they weren't intending to cheat me.. but I was pretty angry that I
paid THEM a $40 fee which I thought was for repair, just to have my
computer swapped with another broken one. ;) I'm sure that if the quake
hadn't hit, I would have gone back and they would have rectified the
situation.

Anyway, that's all water under the bridge... seven years under the bridge!

--

Kenneth Simon e-mail: ksimon@cris.com
Oakland, California USA
homepage: http://www.cris.com/~ksimon/

3365. Re: Fued

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-04 00:00:00 UTC
From: andy@troas.demon.co.uk
Message-ID: <31b49a41.30590754@news.demon.co.uk>
Source record: 83390

On 4 Jun 1996 04:33:16 GMT, ericcron@wwa.com wrote:

>Just wondering.....
>
>
>Is this still a fued going on between Commodore 64 users and you wonderful
>Atari Heads?
>
>There used to be back in 88 when I was using an 800xl.....

Well I know that a PC powered by a wind up elastic band can emulate a
C64 while some talented programmers are having to work very hard to
get near an Atari. ;)

--
andy@troas.demon.co.uk

3366. Re: DCM,ATR,BIN,XFD???

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-04 00:00:00 UTC
From: andy@troas.demon.co.uk
Message-ID: <31b49aa4.30689855@news.demon.co.uk>
Source record: 83391

On Tue, 4 Jun 1996 11:48:29 GMT, malay@reston.unisysgsg.com (Bob Malay
- Loral - X7750) wrote:

>Can somebody tell me what are the DCM,ATR,BIN,XFD file formats
>used for.

DCM - Disk Communicator format. Has advantages in terms of size but
is only really used by native Atari programs.

ATR - Atari disk image format. Used by the emulators, SIO2PC and APE.
I keep all my images in this just for ease of use. Not compressed at
all though so every image takes up 92K, 133K etc, unless you zip or
gzip them.

XFD - Xformer disk image format. Identical to ATR except without the
16 byte header. I believe both dos emulators can read both formats
but don't quote me on it.

BIN - not an 'official' extension. I've seen it used in archives to
denote a binary atari file which can be Loaded from atari dos etc.
Put it on an ATR with Imageman and try to load it.

PRO - disk image format used by APE Prosystem to make images of fuzzy
sector, phantom sector etc disks. You can run these on a real atari
using APE but not on the emus.

--
andy@troas.demon.co.uk

3367. Re: Fued

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-04 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <4p27v9$19cs@useneta1.news.prodigy.com>
Source record: 83392

You've got that right! The Antic and GTIA chip, PM graphics with all those priorities, DLIs, etc, etc, etc seem to be almost impossible to emulate completely, even on Pentiums. Xformer is close to getting it right, but Darek seems to have lost interest in completing what has been wonderful work, so far. Others are making great claims, but every one I've seen comes up way short of even an old 400. I hope these programmers stick with it though. What a super challenge it is.

3368. Re: 8 bit archive help

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-04 00:00:00 UTC
From: bmarcum@iglou2.iglou.com
Message-ID: <DsHuD5.8D7@iglou.com>
Source record: 83393

In article <31b3b335.18594734@news.superlink.net>,
Yogi <scharles@superlink.net> wrote:
>Does anyone know if this setup will work:
>I have an extra machine that I plan on installing Linux on.
>I get unlimited internet access.
>I will get an extra phone line.
>I will leave the extra machine connected to the internet, with some
>kind of re-connection when my server logs me off. (Which they do with
>alarming regularity. for no reason)
>Is there some software or some way for people in the net to access
>some kind of FTP thru this machine connected to the net?

Ask your provider about the cost of a dedicated SLIP connection.
On ours, unless you have a dedicated line, you aren't supposed to set up
your system to log in automatically when you aren't at the keyboard.

>As I have the archive for 8 bits going, by email right now, and I
>cannot get any server space anywhere. (At least not for free!)
>As I am not looking to make a profit from this endeavor, I am also not
>looking to pay for space. I figure It will be about 50 MBS once its
>all collected. Right now I have about 15 MB, all zipped and ready to
>go. I have been u/l to justin's (link thru my homepage
>http://mars.superlink.net/scharles) but that's not as satisfying as
>having it sorted my way (Plus, all my stuff is tested).
>Does anyone have any input on this idea, or know where I can get an
>account on a University server somehow? They never seem to care what's
>on their servers!
>

--
Bill Marcum bmarcum@iglou.com
On 22 July, 1996, at 6:00 pm GMT, everyone in the world
just START HUMMING. Those who don't know will freak.

3369. Re: DCM,ATR,BIN,XFD???

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-04 00:00:00 UTC
From: bmarcum@iglou2.iglou.com
Message-ID: <DsHurp.9Gq@iglou.com>
Source record: 83394

In article <DsH4su.B6I@ftp.reston.unisysgsg.com>,
Bob Malay - Loral - X7750 <malay@reston.unisysgsg.com> wrote:
>Can somebody tell me what are the DCM,ATR,BIN,XFD file formats
>used for. I know XFD is used by Xformer. I have the ST Xformer.
>Will I be able to "use" the other formats?? I've been out
>of the 8bit loop for quite a while. I decided to dust the thing
>off and get back into the picture. What is the latest release
>of ST Xformer?
>
DCM is used by the 8-bit Diskcomm program. BIN files are loaded from the
Atari DOS menu. ATR is used by SIO2PC. I believe there is software to
convert between all of these formats, but I don't have an emulator. You
can find ST Xformer and PC Xformer at http://www.halcyon.com/brasoft/
under "Free Downloads". The final version of ST XFormer is 3.0.

--
Bill Marcum bmarcum@iglou.com
On 22 July, 1996, at 6:00 pm GMT, everyone in the world
just START HUMMING. Those who don't know will freak.

3370. Re: DCM,ATR,BIN,XFD???

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-04 00:00:00 UTC
From: bmarcum@iglou2.iglou.com
Message-ID: <DsHuuy.9I5@iglou.com>
Source record: 83395

I meant that ST Xformer is in the "Free Downloads" area at brasoft. PC
Xformer is still a commercial product.

--
Bill Marcum bmarcum@iglou.com
On 22 July, 1996, at 6:00 pm GMT, everyone in the world
just START HUMMING. Those who don't know will freak.

3371. Re: 8 bit archive help

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-04 00:00:00 UTC
From: andy@troas.demon.co.uk
Message-ID: <31b4b9ea.38696247@news.demon.co.uk>
Source record: 83396

>In article <31b3b335.18594734@news.superlink.net>,
>Yogi <scharles@superlink.net> wrote:
>>Does anyone know if this setup will work:
>>I have an extra machine that I plan on installing Linux on.
>>I get unlimited internet access.
>>I will get an extra phone line.
>>I will leave the extra machine connected to the internet, with some
>>kind of re-connection when my server logs me off. (Which they do with
>>alarming regularity. for no reason)
>>Is there some software or some way for people in the net to access
>>some kind of FTP thru this machine connected to the net?

Yes, it's called inetd and it comes with Linux :)
If you choose the network option when installing your Linux
distribution it will automatically start an ftp daemon when you boot
Linux, the directory that people have anonymous access to differs with
different distributions but you can change it all anyway. Get used to
file permissions and chmod or you might find that although it's great
how you can access all your msdos partitions from Linux, it's not so
great when anonymous ftp'ers can do it! It defaults to a reasonably
safe setup though. As far as I can tell, I don't pretend to be a
Linux guru.

>>As I have the archive for 8 bits going, by email right now, and I
>>cannot get any server space anywhere. (At least not for free!)
>>As I am not looking to make a profit from this endeavor, I am also not
>>looking to pay for space. I figure It will be about 50 MBS once its
>>all collected. Right now I have about 15 MB, all zipped and ready to
>>go. I have been u/l to justin's (link thru my homepage
>>http://mars.superlink.net/scharles) but that's not as satisfying as
>>having it sorted my way (Plus, all my stuff is tested).
>>Does anyone have any input on this idea, or know where I can get an
>>account on a University server somehow? They never seem to care what's
>>on their servers!

Have you tried NYX? If you can get verified they seem to be very
helpful. You'll need a notarised letter or summat. I know it's a
hell of a lot harder from over the pond.

--
andy@troas.demon.co.uk

3372. A little piece of plastic fell out of...

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-04 00:00:00 UTC
From: andy@troas.demon.co.uk
Message-ID: <31b4bc1b.39257396@news.demon.co.uk>
Source record: 83397

my 1010 tonight.

just under an inch long, slightly bent at one end.

It still works. So why did they waste all that plastic in all the
1010's they made???????

--
andy@troas.demon.co.uk

3373. Re: APE PRO cable

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-04 00:00:00 UTC
From: chelm@ix.netcom.com
Message-ID: <4p2drb$svn@dfw-ixnews8.ix.netcom.com>
Source record: 83398

In article <4ovvvl$9n0@crl3.crl.com>, jvogel@crl.com (John M. Vogel) wrote:
>I thought the MAX232 design had been replaced. The Prosystem
>documentation file says to use a 14C89.

Yes, Steve has apparently provided the schematics for the self powered 14C89 which is much easier to make than the MAX232. In either case it's not the same chip as the 1489.

3374. Re: Atari 800 gone bad :(

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-04 00:00:00 UTC
From: ziggy29@netgate.net
Message-ID: <ziggy29-0406961641090001@d12.netgate.net>
Source record: 83399

In article <ksimon-0306960246100001@cnc009031.concentric.net>,
ksimon@cris.com (Kenneth Simon) wrote:

> It worked for about 40 minutes and then froze. Every time it's in use for
> more than 30 or 40 minutes, in fact, the screen fills up with garbage and
> I have to let it "cool down" to use it again.

Sounds like your board--probably the CPU, actually--doesn't like heat.
I think American Technavision (of San Leandro) still has 'em; they can't
be more than five bucks each. The good thing about Ataris is that they
are cheap enough that it's a good way to learn about "open heart surgery"
on computers. The bad thing is that there is a finite, fixed and slowly
shrinking supply of them, so we can't sacrifice *too* many units.

Or, alternatively, stay tuned to the newsgroup. I see reputable regular
contributors selling them frequently, often in the $10-20 range, depending
on how many other cables and power supplies come with them.

I have a malfunctioning 400 I'd like to fix, just for the hell of it.
I already have a working 800 and 800Xl, but it might be fun (in a
masochistic kinda way) to play with that membrane keyboard for a while. :)

--
Tim Irvin, ziggy29@netgate.net :: Softball '96: 11G / 8-3 / .571
WWW: http://www.netgate.net/~ziggy29/
"Someone who wears a tie to WWDC (the major Mac developers show)...
needs to rebuild his desktop file and zap his parameter RAM."
-- Guy Kawasaki

3375. Just wondering.....

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-04 00:00:00 UTC
From: ericcron@wwa.com
Message-ID: <4p2ikn$50p@kirin.wwa.com>
Source record: 83400

Why are people still using 8-bits?

Please....don't take it the wrong way. I am overjoyed that I found this group and I am looking forward to getting an 800xl and learning everything about it that I can, but I really need to satisfy my curiosity.

Is is just for fun? Is it like old car clubs or something? Is it a challenge? The games? Nostalgia?

It sure looks like everybody has come a long way. When I was using the 800xl there wasn't anything like the type of discussions going on here around (on the BBS's in the Chicago area that were all, or at least mostly, running BBS Express by Ledbetter,)

I guess I just want to hear that it isn't just cost that is holding people back from using a p.c.
You can get a decent 386 for under 200 complete.

please, no smart-ass responses to this post, I'm a good guy.....

3376. Re: DCM,ATR,BIN,XFD???

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-04 00:00:00 UTC
From: Don Mahurin <dmahurin@donet.com>
Message-ID: <31B4C80C.6818E090@donet.com>
Source record: 83401

>malay@reston.unisysgsg.com
Bob Malay - Loral - X7750 wrote:
>
> Can somebody tell me what are the DCM,ATR,BIN,XFD file formats
> used for. I know XFD is used by Xformer. I have the ST Xformer.
> Will I be able to "use" the other formats?? I've been out
> of the 8bit loop for quite a while. I decided to dust the thing
> off and get back into the picture. What is the latest release
> of ST Xformer?
>

BIN and COM are just atari binaries

DCM was some disk image compression program inverted on the 8bit.

ATR is a disk image for the SIO2PC cable (a device that has a DOS PC
emulate an atari disk device).

PC Xformer 3.5 is the latest version of Xformer. Runs on DOS.
ST Xformer code is now Public Domain.
Freeware 8bit emulators are available for Linux, DOS, Mac.

Linux: Atari800
DOS: XLit
MAC: Rainbow

I think all of these can use ATR files(and PC Xformer). Dont know
about XFD.

There are PC and Linux programs to translate between DCM and ATR

And Brasoft(who makes Xformer) sells Gemulator to emulate an ST on
DOS/Windows.

Hope all this helps.

Don Mahurin
dmahurin@donet.com
http://www.donet.com/dmahurin

3377. Re: APE PRO cable

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-04 00:00:00 UTC
From: Eric Sokolowsky <esok@cs.byu.edu>
Message-ID: <31B4E8B1.265F@cs.byu.edu>
Source record: 83402

John M. Vogel wrote:
>
> I thought the MAX232 design had been replaced. The Prosystem
> documentation file says to use a 14C89.
>

Yes, there is a new design for the PRO cable which also uses a 1489 chip. Steve (the author of APE) said that the 14C89 is the CMOS version of the 1489 chip and works better because of a lower power consumption (he said it was scarce on the PC serial line). He also said the regular 1489 should work. I started building the original cable, and I've got everything except the capacitors and the ICL232 chip all wired up and ready to go, but now I may change to the new design.

3378. SIO2PC, -- a hard (re)start!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-04 00:00:00 UTC
From: moriarty@imada.ou.dk
Message-ID: <1996Jun4.110218.13841@imada.ou.dk>
Source record: 83403

Hi,

About a year ago I decided to dig my old 8bit out of the closet and
try to backup all my software on my PC harddisk.

comp.sys.atari.8bit should make that an easy job. But I've found that
the 8bit FAQ and the SIO2PC documentation is very bad. I hope that
future releases of the FAQ will describe the process of reviving
your 8bit better. What should be described better?:

1) Which SIO2PC interface?

I have found at least 4 different versions:

o The old 2 chip whit .

o The mc1489 version (74LS189).

o The ICL232/MAX232 (that's what I used).

o The APE pro-system also using ICL232, but it can't be
electrical equivalent since it's using DTR instead of RI
in the PC com-port. (Could you sort this one out, Steven??)

o Did I see a 74HCT00 interface somewhere??

2) Which Emulator, APE/sio2pc?

o Apart from a significant price difference, what facilities do
they provide?

3) What 8bit DOS are available?

I have at least 6 different DOS:

o ATARI DOS 2.0s, ATARI DOS 3.0 --- both pretty useless

o ATARI DOS 2.5, 2.5XL, MACHDOS --- Standard DOS

o MyDOS 4.53 --- Very powerful!

o BIBODOS 6.1 ---- Very powerful, came with XF551.

Then there's SpartaDOS, which I haven't got.

The FAQ just say: Go get MyDOS/SpartaDOS, but what about actually
listing the differences? diskformats, SIOcommands, Drive needed,
# of Drives....

I think that both the FAQ and SIO2PC docs (you need to figure out the version of every doc) need a cleanup. This is of course a big job, but I think better guidance would make more use their old 8bit again?

Two general questions:

1) Are there any software to let the PC act as a SIOBUS master, reading you ATARI drives?

2) My sio2pc (the software) hangs every time I enter a bad command. A reset of the PC is necessary (Ctrl-Alt-DEL not enough). Apart from that it works fine. Booting from the PC. My setup is:

130XE,XF551, SIO2PC w/ MAX232 (1 chip)
Victor PC, 80286, DOS 3.03 (I know it's old)
sio2pc v3.19, starting command 'sio2pc 1'

To Nick: I can't find your bug-report requirements but I hope this is enough.

Peter

3379. SIO2PC, -- a hard (re)start!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-04 00:00:00 UTC
From: moriarty@imada.ou.dk
Message-ID: <1996Jun4.110128.13841@imada.ou.dk>
Source record: 83404

Hi,

About a year ago I decided to dig my old 8bit out of the closet and
try to backup all my software on my PC harddisk.

comp.sys.atari.8bit should make that an easy job. But I've found that
the 8bit FAQ and the SIO2PC documentation is very bad. I hope that
future releases of the FAQ will describe the process of reviving
your 8bit better. What should be described better?:

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o The old 2 chip whit .

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o The ICL232/MAX232 (that's what I used).

o The APE pro-system also using ICL232, but it can't be
electrical equivalent since it's using DTR instead of RI
in the PC com-port. (Could you sort this one out, Steven??)

o Did I see a 74HCT00 interface somewhere??

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Two general questions:

1) Are there any software to let the PC act as a SIOBUS master, reading you ATARI drives?

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Victor PC, 80286, DOS 3.03 (I know it's old)
sio2pc v3.19, starting command 'sio2pc 1'

To Nick: I can't find your bug-report requirements but I hope this is enough.

Peter

3380. Re: APE PRO cable

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-04 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <4p37vo$lm0@crl2.crl.com>
Source record: 83405

Chris (chelm@ix.netcom.com) wrote:
: In article <4ovvvl$9n0@crl3.crl.com>, jvogel@crl.com (John M. Vogel) wrote:
: >I thought the MAX232 design had been replaced. The Prosystem
: >documentation file says to use a 14C89.

: Yes, Steve has apparently provided the schematics for the self powered 14C89
: which is much easier to make than the MAX232. In either case it's not the
: same chip as the 1489.

Thanks for clarifying that. The PRO cable is going to be my next
project; I just finished building the APE cable tonight and it worked
beautifully :)

John
jvogel@crl.com

3381. Re: Linux ATR/XFD tools

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-04 00:00:00 UTC
From: ipoorten@cs.vu.nl
Message-ID: <DsHuMo.83x.0.-s@cs.vu.nl>
Source record: 83406

asmolar@smol.fast.net (Tony Smolar) writes:

>I have a set called XFDtools, they'll let you copy individual files to or from
>.XFD files. I don't remember where I got them, but they seem to work.

The XFD-Tools are located at:

http://pmwww.cs.vu.nl/home/ipoorten/Atari.8bit.Homepage/software.html

or at our FTP-site:

ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit/xfdtools.v0.1.tar.gz

>I will put them up on my web page in a couple of days.

>It's at http://www.users.fast.net/~smol/8bitemu.html

>Atari800 is supposed to be able to read files from the Linux filesystem
>via the H: device, but I haven't gotten that to work yet.

Later!
Ivo

--
Ivo van Poorten
ipoorten@cs.vu.nl ivop@euronet.nl ivo@let.vu.nl
http://pmwww.cs.vu.nl/home/ipoorten/
Mega Magazine -- The Atari 8-Bit Homepage

3382. Re: Just wondering.....

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-05 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <4p2jrj$589@dfw-ixnews6.ix.netcom.com>
Source record: 83309

In <4p2ikn$50p@kirin.wwa.com> ericcron@wwa.com (Eric Cron) writes:
>
>Why are people still using 8-bits?
>
>Please....don't take it the wrong way. I am overjoyed that I found
this group and I
>am looking forward to getting an 800xl and learning everything about
it that I can,
> but I really need to satisfy my curiosity.
>
>Is is just for fun? Is it like old car clubs or something? Is it a
challenge?
>The games? Nostalgia?
>
>It sure looks like everybody has come a long way. When I was using
>the 800xl there wasn't anything like the type of discussions going on
here
>around (on the BBS's in the Chicago area that were all, or at least
mostly,
>running BBS Express by Ledbetter,)
>
>I guess I just want to hear that it isn't just cost that is holding
people back from using a p.c.
>You can get a decent 386 for under 200 complete.
>
>please, no smart-ass responses to this post, I'm a good guy.......

What you are asking was actually responded to about a week ago. It went something like
this...
Because they are FUN to use...

They're fun to play games on...
mold into something else...
add stuff too...
program (in whatever language tickles your fancy)...
communicate with...
talk about...
listen too...
draw with...
view pictures with...

PC's aren't nearly as much fun.

They're difficult to make work...
keep working properly...

add things to (even the new fancy pentiums with
plug and play)...
They have programs that are too big...
that blasted 640K base memory (DOS and Win3.x)...
too much weight...

You decide which is better. Heh...

rely@ix.netcom.com

3383. Re: Linux ATR/XFD tools

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-05 00:00:00 UTC
From: et@flag-monster.stanford.edu
Message-ID: <4p2ior$57e@nntp.Stanford.EDU>
Source record: 83310

In article <1996Jun1.164446.323@signus.demon.co.uk>,
David Firth <david@signus.demon.co.uk> wrote:
>C.K. Smith (u9314667@muss.cis.McMaster.CA) wrote:
>: Hello all,
>
>: What tools are available to create and maintain ATR and XFD images for
>: Linux? My problem is that I have some individual .BIN files that I'd
>: like to use with the 'Atari800' emulator, and I imagine that I have to
>: stick them in a disk image first...
>
>Place the .bin file in your current directory (make sure the file name
>is lower case). If you boot the emulator into DOS you should be able to
>run the program without loading it onto a disk image - select binary load
>and prefixed the filename with H0: (e.g. "H0:xxxx.bin"). Alternatively
>you can copy the file (with DOS) onto the current .xfd or .atr disk.

Hmmmm... the binary load thing works fine for me, but for some reason I can't
copy the file onto another disk!

i.e. I'm in Atari DOS 2.5. When I select "L" (binary load) and specify
"H0:ARCHON.BIN", it loads fine. But when I select "C" (copy file) and
specify "H0:ARCHON.BIN,D2:AUTORUN.SYS", it says Error 170 (file not found).
How can this be?

Has anyone else run into this?

thanks,
Eric

3384. Re: APE and UltraSpeed+ OS?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-05 00:00:00 UTC
From: jeffk914@groucho.roc.servtech.com
Message-ID: <31b4d15e.45232433@news.servtech.com>
Source record: 83311

On Mon, 03 Jun 96 02:20:51 GMT, chelm@ix.netcom.com (Chris) wrote:

>In article <31b21e65.718404@news.servtech.com>, jeffk914@groucho.roc.servtech.com (Jeff Kyle) wrote:
>>For those who haven't heard of it, it's Bob Puff's hot-rod OS setup. It had a
>>switch to choose between three OSs - the original XL/XE, XL-Fix (400/800 with a
>>couple hidden goodies - quick disk menu, sector copier, etc), and the US+ OS,
>>which has a bunch of nice add-ons, such as the ability to turn lots of features
>>(keyclick, disk beep, DMA, etc) on and off on-the-fly. One of the things is
>>that, as the name implies, it has UltraSpeed turned on all the time, which was
>
>Say is that OS setup still available anywhere, that I'd love to get my hands
>on. I've only got an Omnimon, and I thought that was cool.

I'm not sure - quite possibly. You'd have to check with Computer Software Services here in Rochester, NY - the number/address has been posted a few times recently.

I highly recommend it - I can't imagine using an Atari 8bit without it.

| Jeff Kyle jeffk914@groucho.roc.servtech.com |
| http://www.servtech.com/public/jeffk914 |
| (auto photos, They Might Be Giants MIDI Archive, etc) |
| Reality is for people who can't handle the internet. |

3385. Re: DCM,ATR,BIN,XFD???

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-05 00:00:00 UTC
From: asmolar@smol.fast.net
Message-ID: <slrn4q7hiq.vs.asmolar@smol.fast.net>
Source record: 83312

On Tue, 4 Jun 1996 11:48:29 GMT, Bob Malay - Loral - X7750 <malay@reston.unisysgsg.com>
wrote:
>Can somebody tell me what are the DCM,ATR,BIN,XFD file formats
>used for. I know XFD is used by Xformer. I have the ST Xformer.
>Will I be able to "use" the other formats??

XFD and ATR are both disk image formats used by the emulators.

DCM is a diskcomm file, which is a compressed disk image. BIN is just
a generic binary file. On the Atari there is no difference between
.EXE, .BIN, .COM, etc. The extender means nothing to the OS. You
could even name an executable .TXT and still execute it.

I've been out
>of the 8bit loop for quite a while. I decided to dust the thing
>off and get back into the picture. What is the latest release
>of ST Xformer?

--

Tony Smolar

---
asmolar@fast.net home email
tonys@nscs.fast.net work email
http://www.users.fast.net/~smol homepage

3386. Re: Just wondering.....

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-05 00:00:00 UTC
From: hcho@icaen.uiowa.edu
Message-ID: <4p2oba$4rs@server05.icaen.uiowa.edu>
Source record: 83313

In article <4p2ikn$50p@kirin.wwa.com> ericcron@wwa.com (Eric Cron) writes:
>Why are people still using 8-bits?
>
>Please....don't take it the wrong way. I am overjoyed that I found this group and I
>am looking forward to getting an 800xl and learning everything about it that I can,
> but I really need to satisfy my curiosity.
>
>Is is just for fun? Is it like old car clubs or something? Is it a challenge?
>The games? Nostalgia?
>

For me, it is a delayed fulfillment. 14 years ago, the cost of an Atari 800
was prohibitively high(near $1000). But recently I got one finally,...
for $15. The performance is relatively a joke these days but I enjoy
BASIC programming with it. Actually, I have a special feeling for any computer
which gives 'BASIC prompt' right at power-on without any whine(disk, fan).
Since I studied EE, I know how a computer operates, but it still makes me
wonder when I watch a simple BASIC program sum 1^2 to 100^2 in seconds.
Strangely, I don't get such a feeling when I work with a PC or a Mac.

Hyon

3387. Re: Hard drive installation

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-05 00:00:00 UTC
From: pmulvey@newshost.li.net
Message-ID: <4p2rth$ask@linet06.li.net>
Source record: 83314

Peter Sundiata (yu121157@yorku.ca) wrote:
: Hello. My name is Peter Sundiata. My brother and I are attempting to
: install a 40 meg hard drive into an old 8088 computer that my wife
: bought from Radio Shack about 5 years ago (even for back then it was a
: rip-off). We no longer have any documentation and are having difficulty
: with the installation. We were wondering if you knew where we might get
: information for this attempt. It is an Atari PC3 motherboard with
: revision # CIO3272. We are wondering what the "w" jumper settings are to
: enable the board to accept the controller card for the hard and floppy
: drives. This is opposed to the direct connection to the mother board.

: Any information you could provide for us would be most helpful.

: Thank You!
: Peter Sundiata
: E-mail: yu121157@yorku.ca

3388. Re: Just wondering.....

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-05 00:00:00 UTC
From: chelm@ix.netcom.com
Message-ID: <4p2r4n$rtd@dfw-ixnews5.ix.netcom.com>
Source record: 83315

In article <4p2ikn$50p@kirin.wwa.com>, ericcron@wwa.com (Eric Cron) wrote:
>I guess I just want to hear that it isn't just cost that is holding people back
> from using a p.c.
>You can get a decent 386 for under 200 complete.

Hey, that's pretty funny. Considering I'm using my $5000+ desktop as a slave array of devices for a computer that sells for $20 these days, or that I have one of my notebooks hooked up solely to make .PRO images!

But seriously, the Atari 8-bit's have been more of a way of life for the people that 'grew up' with them. I can't imagine not having my trusty old XL around, and I don't know if I'll ever see another computer that was as neat as my first Atari 400.

3389. Re: Atari 800 gone bad :(

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-05 00:00:00 UTC
From: ksimon@cris.com
Message-ID: <ksimon-0406962205040001@cnc009036.concentric.net>
Source record: 83316

In article <ziggy29-0406961641090001@d12.netgate.net>, ziggy29@netgate.net (Tim Irvin) wrote:

>Or, alternatively, stay tuned to the newsgroup. I see reputable regular
>contributors selling them frequently, often in the $10-20 range, depending
>on how many other cables and power supplies come with them.
>
>I have a malfunctioning 400 I'd like to fix, just for the hell of it.
>I already have a working 800 and 800Xl, but it might be fun (in a
>masochistic kinda way) to play with that membrane keyboard for a while. :)

That's one reason I'm so excited about picking up my new CPU chip... I can actually install it myself. I'd never try this on my Powerbook! hehe.. Actually I have an Atari 65XE which is in working order, so my Atari 800 is just icing on the cake. I also have two working Indus drives, two 850 modules, a 300 baud acoustic modem (not using it to surf the web, thanks!)... and I have a boxful of spare power supplies, cables and sundry manuals and such.

Dunno why I'm telling you all this, but I'm just excited to discover that the 8-bit Ataris still have a following!

:) Ken

--

Kenneth Simon e-mail: ksimon@cris.com
Oakland, California USA
homepage: http://www.cris.com/~ksimon/

3390. 1050 drive gone south

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-05 00:00:00 UTC
From: cdyson@sog.com
Message-ID: <31b50636.2741859@news.redshift.com>
Source record: 83317

Just fired up my 1050 drive after 8 years and its not working.
When power is applied the drive homes then spins for a short
time as usual but then starts spinning again every 10 or so seconds.
Doesn't respond to any commands from the 800. Anybody have
any idea what might be wrong with it? Worked fine the last time
I used it.

clarence

3391. Re: A little piece of plastic fell out of...

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-05 00:00:00 UTC
From: mldcs@anet-dfw.com
Message-ID: <4p3a26$s18@news.anet-dfw.com>
Source record: 83318

In article <31b4bc1b.39257396@news.demon.co.uk>,
andy@troas.demon.co.uk (Andy D) wrote:
>
>my 1010 tonight.
>
>just under an inch long, slightly bent at one end.
>
>It still works. So why did they waste all that plastic in all the
>1010's they made???????

Speaking of the 1010! I got mine back in '83, and I HATED the flimsy construction of those damn plastic buttons! They had thin stems inside that pressed against metal tabs to operate the mechanism. These stems were always breaking off! I can't remember HOW many times I tried to super glue, splint and otherwise try to reinforce those damn things!

It seems like it wasn't the world's most robust thing, either. I got a 410 years later that actually works much better!

I still have the 1010, though. Looks nice, but that's VERY deceptive!

;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.
; ;.
; Mark C. Lowe mldcs@anet-dfw.com ;.
; ARS KB5III ;.
; Dallas, TX ;.
; ;.
;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.

3392. FS: 2600 carts -OR_ will trade for 8-bit carts

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-05 00:00:00 UTC
From: mbates@s3.sonnet.com
Message-ID: <mbates-0506960031330001@ppp1-stk.sonnet.com>
Source record: 83319
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,rec.games.video.atari,comp.sys.atari.8bit

I am looking for Atari 8-bit software. WIll consider disk and cassette based but right now I am focusing on carts. To offer I have quite a bit of different stuff. 2600/5200/7800/8-bit/Lynx/Jag/Vectrex at least one from all of those! Just check out my trade pages on my web site. To get you looking here is what I have for the 2600:

Arcade Golf Sears
Backgammon (no label)
Bridge Activision
Carnival Coleco
Checkers
Activision
Combat
Crypts of Chaos Fox
Deadly Duck 20th Cent. Fox
Decathlon Activision
Defender Sears
Defender
Donkey Kong Coleco
Dragonfire imagic
Enduro Activision
Entombed US Games
Fishing Derby Activision
Football
Frogger Parker Bros.
Home Run
Journey Escape Data Age SEALED IN BOX
Laserblast Activision
Maze Craze
Miniature Golf
Missle Command
Name This Game US Games
Pac-Man
Sneak n Peek Vidtec
Space Invaders
Star Voyager imagic
Star Wars: Empire Strikes Back
Street Racer
Tanks But No Tanks Zimag
Target Fun Sears
Trick Shot imagic
Turmoil
20th Cent. Fox

Worm War I 20th Cent. Fox

Thanks

3393. Koronis Rift

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-05 00:00:00 UTC
From: eesurfer@aol.com
Message-ID: <4p3q1h$mla@newsbf02.news.aol.com>
Source record: 83320

Has anyone ever got to level 20? Is something special supposed to happen then? The game just never seemed to end in any way. Just wondering....

3394. Re: SIO2PC, -- a hard (re)start!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-05 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <DsJ0rv.GFs@iglou.com>
Source record: 83321

In article <1996Jun4.110128.13841@imada.ou.dk>,
Peter Mogensen <moriarty@imada.ou.dk> wrote:
> 3) What 8bit DOS are available?
>
> I have at least 6 different DOS:
>
> o ATARI DOS 2.0s, ATARI DOS 3.0 --- both pretty useless
>
> o ATARI DOS 2.5, 2.5XL, MACHDOS --- Standard DOS
>
> o MyDOS 4.53 --- Very powerful!
>
> o BIBODOS 6.1 ---- Very powerful, came with XF551.
>
In the US, the XF551 came with either DOS 2.5 or DOS XE. The DOS 2.5
manual didn't mention that the drive was capable of DSDD!

> Then there's SpartaDOS, which I haven't got.
>
> The FAQ just say: Go get MyDOS/SpartaDOS, but what about actually
> listing the differences? diskformats, SIOcommands, Drive needed,
> # of Drives....
>
Either Mydos or Spartados will work with almost any disk drive, up to 8
drives or hard disk partitions, and ramdisk. There are doc files for
Mydos, giving technical information about the disk formats and commands.
You can even get source code for it. On the other hand, Mydos does not
have built-in support for high-speed floppy drives like the US Doubler or
Happy. Spartados is shareware. You can get a manual from Fine Tooned
Engineering, but I don't think you can get source code.
--
Bill Marcum bmarcum@iglou.com
On 22 July, 1996, at 6:00 pm GMT, everyone in the world
just START HUMMING. Those who don't know will freak.

3395. Re: Req: Copy of Zombies

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-05 00:00:00 UTC
From: u9314667@muss.cis.McMaster.CA
Message-ID: <4p3u4p$t64@muss.CIS.McMaster.CA>
Source record: 83322

In article <31B32E43.47F8@rnet.com>, <hacker@rnet.com> wrote:
>had to get rid of them and my Atari. I recently got PCXformer and would be
>interested in playing it again. Does anyone have a .XFD file of Zombies? Please, I'm
>desperate.

Check ftp://ftp.valleynet.com/pub/users/j/justin/atari8. It's on one of
the games*.zip disk images, I think somewhere between games10.zip and
games15.zip (not sure off-hand).

--
Cameron Smith || "That's DAMN good coffee ....
Chair, McMaster IEEE Student Branch || ...and HOT!"
Computer Engineering & Mgmt. IV ||
McMaster University, Hamilton, Ont. || -Special Agent Dale Cooper, FBI

3396. Re: DCM,ATR,BIN,XFD???

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-05 00:00:00 UTC
From: jasonbar@nut.ucsb.edu
Message-ID: <4p47dd$3c2@nut.ucsb.edu>
Source record: 83323

Don Mahurin <dmahurin@donet.com> writes:

>Freeware 8bit emulators are available for Linux, DOS, Mac.

>MAC: Rainbow

>I think all of these can use ATR files(and PC Xformer). Dont know
>about XFD.

Howdy

Can anybody extrapolate on Rainbow? That is, where can I find it, how good is it, how well will it run on a slower Mac II, etc? (I'm not too optimistic--my computer had a bunch of trouble running Activision's Atari 2600 Action Pack :/)

Thanks
-Jason
--
Jason Bardis(jasonbar@nut.ucsb.edu www.engineering.ucsb.edu/~jasonbar)
The Simpsons.3DO.cycling.AbFab.PWEI.LEGO.Duckman.Tit Wrench.G-Force
autocrosses/rallyes.Atari.mechanical engineering.Ministry.Tempest.NIN
The Jitterbug.Bill Gibson.Robotics.Tim Burton.The Cult.fried cheese

3397. FS: Atari Hardware

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-05 00:00:00 UTC
From: ebrunne@orion.it.luc.edu
Message-ID: <4p47hq$f4@artemis.it.luc.edu>
Source record: 83324

Ok, the books have all been parted out. And though I have received
several offers on the hardware, none of them have panned out so im
offering this stuff again...

Time to clean out the basement. All of this 'stuff' has to go, you can
make me an offer on the whole lot or part of it. I will be inclined to
give a much better deal to the person who offers to take it all...

the stuff:

800xl without power supply (works fine, tested with my XE power supply)
1050 disk drive (unmodified) with powersupply/SIO cable works fine
1050 disk drive (not working/fixable?)
Joystick-connect 300 baud modem with manual
SIO-Parallel port (RS-232) cable
Joystick-Parallel port cable

Books: gone already

Make me your best offer plus shipping. This hardware weighs about 25# so
please don't make me a 'shipping included' offer.

Ted B

3398. Atari computer items for

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-05 00:00:00 UTC
From: gene.ehrich@compudata.com
Message-ID: <8C1F2B2.10C1000278.uuout@compudata.com>
Source record: 83325

```
Saturday, May 25, 1996

Atari Items for Sale plus shipping

Cable & TV Connector for Atari 130XE.............. $ 6
Atari 1050 Disk Drive with power supply.......... $44
Atari 1050 Disk Driver owners guide.............. $ 6
Atari 1050 Disk Drive - intro to Atari DOS........ $10
Peripheral Cable for Atari computer.............. $ 9
Slik Stix Joy Sticks (2)......................... $ 9 each
U-Print Model A printer interface for Atari Comp.... $10
Nintendo DMG-04 Cable............................ $ 6
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 5 each
printers. Black and some colors. (8)
16 single sided double density disks.............. $ 7
10 Nashua single sided double density disks........ $ 7
NEC Color monitor model JC-1215MA................ $44
MPS801 Printer for Commodore...(two).............. $15 each
Okimate 20 Color Printer for Commodore............ $39
Okidata 120 Printer Manual for Commodore Computers.. $ 2
................................................
Apple Green Monochrome Monitor................... $29

19 Single sided single density disks for $5
14 Double side double density disks for $5

Shipping $3 each, add $1 for each additional.
Except disk drives/computers/monitors $9 each
Diskettes $2 total first 10 diskettes then $1 each 10

Gene Ehrich P.O. Box 209 Marlton NJ 08053-0209
```

gene.ehrich@compudata.com
Gene_Ehrich@compuserve.com Gene_Ehrich@prodigy.com
GeneEhrich@AOL.COM Gene_Ehrich@MSN.COM

• OLXWin 1.00b • The problem w/ lawyers is that they grow-up 2 be senators

3399. Re: Koronis Rift

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-05 00:00:00 UTC
From: pih100@york.ac.uk
Message-ID: <4p4dun$reu@netty.york.ac.uk>
Source record: 83326

EESurfer (eesurfer@aol.com) wrote:
: Has anyone ever got to level 20? Is something special supposed to happen
: then? The game just never seemed to end in any way. Just wondering....

You're supposed to destroy the saucer base (which I expect you did). But then, as you say, nothing happens - just an empty landscape as far as I recall (though it has been at least 6/7 years since I played it properly). I think I used to save each time shortly before the first saucer appeared on every level. That way I wouldn't have to tackle the nasty ones with the red (?) coloured lasers (took me ages to get the best shield I could find to absorb one blast of that). Did anyone discover whether it has a more interesting ending?

3400. Re: APE PRO cable

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-05 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <152359@cup.portal.com>
Source record: 83327

Uh-oh.... Do you guys mean to say that an ordinary SIO2PC cable won't work with APE? Or am I missing something? I've got an SIO2PC cable that I haven't even TRIED OUT yet, and was planning to forego SIO2PC software entirely and just use APE... haven't done it yet, but it is on my list of "things to do soon..."

Chris Chiesa

3401. SIO2PC...Can you buy a cable?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-05 00:00:00 UTC
From: greywolf@Traveller.com
Message-ID: <4p4lho$bp6@tsunami.traveller.com>
Source record: 83328

I was wondering if the guy that maintains the SIO2PC software
makes and sells the cables too? If so how much and what's
his email address?
...Larry greywolf@Traveller.com

3402. CSS Multiplexer

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-05 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <19960605162452.aaaa0027d@babyblue.cs.yale.edu>
Source record: 83329

Date: Mon, 27 May 1996 22:46:15 -0500 (CDT)
From: Joseph Sliker <jmsliker@execpc.com>
Subject: CSS Multiplexer
X-Sender: jmsliker@earth
To: mcurrent@carleton.edu

Hi;
I'm kind of new to the internet thing, and am not quite sure how to get info around efficiently, but I found your name connected with 8-bit Ataris and wondered if you could pass this along to the embers of the Atari 8-bit community:
I am a (regretfully) lapsed Atari 8-bitter who collected a fair amount of equipment and software over the last couple of years. While I hope that I'll have some spare time some day to putz with this stuff again, one thing I seriously doubt that I will have any future need for is my Multiplexer from CSS (Bob Puff's group). If anyone out there would like to have this, please get back to me with a reasonable offer via my E-mail address. It's a shame to let this neat little gadget go to waste if there is someone out there who would enjoy using it.
jmsliker@execpc.com

3403. Re: APE PRO cable

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-05 00:00:00 UTC
From: "Craig P. Forbes" <craig@mccabe.com>
Message-ID: <31B5E986.41C67EA6@mccabe.com>
Source record: 83330

Chris_F_Chiesa@cup.portal.com wrote:
>
> Uh-oh.... Do you guys mean to say that an ordinary SIO2PC cable won't work
> with APE? Or am I missing something? I've got an SIO2PC cable that I haven't
> even TRIED OUT yet, and was planning to forego SIO2PC software entirely and
> just use APE... haven't done it yet, but it is on my list of "things to do
> soon..."

I can definately say the the one chip (max232) version of the SIO2PC cable will work with APE. I one of these mounted inside my 800xl and it has been working fine with APE.

As for the 2 chip version, I'm not sure (can't remember if I tried my two chip version) but I thought there was a configuration option to select 1 or 2 chip version.

Craig

3404. Re: Req: Copy of Zombies

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-05 00:00:00 UTC
From: etxansk@garbo.ericsson.se
Message-ID: <4p4ons$o97@erinews.ericsson.se>
Source record: 83331

hacker@rnet.com writes:

>I used to own a copy of Zombies, the cult classic arcade game, for my Atari 800. You
>had to run around collecting treasures and trying to avoid the zombies. It was really
>fun in 2-player mode. Unfortunately, my Atari's disk drive and tape drive broke and I
>had to get rid of them and my Atari. I recently got PCXformer and would be
>interested in playing it again. Does anyone have a .XFD file of Zombies? Please, I'm
>desperate.

This game was originally called something else, was it? A title
published by Electronic Arts. The only name I can recall is
"Quest for Quintana Roo", but Quintana Roo was a completely different
game.

"Zombies" had a snappy tune.

Anders Skelander

3405. Re: Req: Copy of Zombies

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-05 00:00:00 UTC
From: "Kyle R. Hofmann" <rhofmann@crl.com>
Message-ID: <4p4tn9$hor@nntp.crl.com>
Source record: 83332

In article <4p4ons$o97@erinews.ericsson.se>, wrote:
: hacker@rnet.com writes:

: >I used to own a copy of Zombies, the cult classic arcade game, for my Atari 800. You
: >had to run around collecting treasures and trying to avoid the zombies. It was really
: >fun in 2-player mode. Unfortunately, my Atari's disk drive and tape drive broke and I
: >had to get rid of them and my Atari. I recently got PCXformer and would be
: >interested in playing it again. Does anyone have a .XFD file of Zombies? Please, I'm
: >desperate.

: This game was originally called something else, was it? A title
: published by Electronic Arts. The only name I can recall is
: "Quest for Quintana Roo", but Quintana Roo was a completely different
: game.

I think it was the other way around... Zombies came first, and then EA
made Realm of Impossibility out of it. (But I'm not sure)

: "Zombies" had a snappy tune.

I can still remember it, too. (But it's *not* something you'd want to
be caught humming to yourself)

-Kyle R. Hofmann

3406. Re: APE PRO cable

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-05 00:00:00 UTC
From: andy@troas.demon.co.uk
Message-ID: <31b5f6de.31472645@news.demon.co.uk>
Source record: 83333

On 5 Jun 1996 11:20:12 -0700, Chris_F_Chiesa@cup.portal.com wrote:

>Uh-oh.... Do you guys mean to say that an ordinary SIO2PC cable won't work
>with APE? Or am I missing something? I've got an SIO2PC cable that I haven't
>even TRIED OUT yet, and was planning to forego SIO2PC software entirely and
>just use APE... haven't done it yet, but it is on my list of "things to do
>soon..."
>
>
>Chris Chiesa

No, there are 2 different types of cable - and they can both be made
using several different designs, but the same chips! Are you confused
yet?

SIO2PC, can be made with the old 2 chip design, the MAX232 or the 1489
(both work under 1 chip setting). This cable is used with SIO2PC _or_
APE to connect your Atari and disk drives to your PC. The PC emulates
additional disk drives using images, lets you print to lpt1: and with
APE you can use your PC modem.

APE Prosystem cable, can be made with MAX232 or 1489, this cable is
only used to connect a 1050 to your PC, to make exact copies of copy
protected diskettes which you then run on your Atari using the SIO2PC
cable.

I don't exactly know why two different cables are necessary but as
they seem to use different flow control techniques it might be
something to do with matching the speed exactly on the 1050. I'm sure
the inventors had good reasons!

--
andy@troas.demon.co.uk

3407. Re: SIO2PC...Can you buy a cable?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-05 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <4p4rre$ap7@zorak.acns.carleton.edu>
Source record: 83334

> I was wondering if the guy that maintains the SIO2PC software
>makes and sells the cables too? If so how much and what's
>his email address?

Try giving him a call:

Nick Kennedy
300 South Vancouver Ave.
Russellville, AR 72801
United States
tel: (501) 967-3843
Developer: SIO2PC 4.04

Michael Current, 8-Bit Atari FAQ & Vendor/Developer Lists maintainer
User groups: CAIN, SPACE, NWPAC / mailto:mcurrent@carleton.edu

3408. Re: Uncle Fester

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-05 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <31b5d411.2097793@news.demon.co.uk>
Source record: 83335

On 5 Jun 1996 01:02:52 -0600, thester@nyx10.cs.du.edu (Uncle Fester)
wrote:

>>Hate to break it to you UF, but you are not allowed to d/l it on the
>>XL-IT home page....Its there in B&W.....
>>
>>You must be a naughty boy mate......:-))
>>
>>Paul `Mclane` Irvine
>
> ROTFLMAO INDEED!
> This is *truly* hilarious.
>
> I guess someone out there keeps their heart on a shelf
> and it fell off due to one of my patented "less than polite"
> comments. A real twit it seems.

Must have been all those comments about piracy...

Now don`t go around upsetting people!!!
>
> Where the hell were these people when Windows came out!?
> It would have been nice to ban me from that pain as much
> as the pain that Xl-It! induces. But alas, the twits are
> too late--I've got the thing on my hard drive already.
> I'll be sure and delete it promptly!

Don`t you dare run it UF, it might be encrypted in a way to format
your HD...But I can already see you are worried out of your wits about
all this.....:-;

>
> Thanks Paul. I can sleep soundly now knowing that my place
> in the net world is safe for the time being.
>
I feel a warm glow all over.....

BTW what happened about your idea of posting games...

Paul `Mclane` Irvine

PC, ATARI8bit, C64
PSX, AMIGA, SNES
& PCL Code Hacker

3409. Uploaded: Atari800-0.4.2.tar.gz

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-05 00:00:00 UTC
From: David Firth <david@signus.demon.co.uk>
Message-ID: <1996Jun5.210854.289@signus.demon.co.uk>
Source record: 83336
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

```
The latest version of this emulator can be downloaded from:-

ftp://ftp.demon.co.uk/pub/emulators/atari/Atari800-0.4.2.tar.gz

It is distributed in source code format and should compile on all
UNIX systems using X Window. The emulator has also been run at
various times on non unix systems including: CBM Amiga (very slowly),
and VAX/VMS systems.

Changes in 0.4.2
----------------

- Test code for faster screen generation, enabled by defining DIRECT_VIDEO
within "atari_custom.c". It needs a little more thought with respect to
collision detection, hence it is disabled by default.
- Better PMG Priority Handling.
- Tidied up code accessing hardware registers
- Changed handling of B, D and I flags.
- Changed handling of NMIs.

Changes in 0.4.1
----------------

- Flashes background colour while performing direct Serial I/O
- Minor optimisation to Player/Player collision detection
- Minor changes in CPU emulation
- Correction to new cartridge code causing it to fail under XL/XE
emulation (Thanks to Neil Shipp)
- New targets in the Makefile for freebsd systems (Thanks to Ivo
van Poorten)

Major Features
--------------

+ 48K/52K Atari 400/800 emulation (optional RAM between 0xc000 and 0xcfff)
+ Atari 800XL emulation.
+ Atari 130XE emulation (but Antic access the same bank the CPU is using)
+ OSS Super Cartridges.
+ Wide / Normal / Standard Playfields.
+ Display List Interrupts.
+ Vertical Blank Interrupts.
+ All Antic Display modes.
+ GTIA graphics support for *all* Antic modes (GTIA Characters etc.)
+ Player Missile Graphics with priorities and collision detection.
+ Reads both ATR and XFD disk files.
+ Disk swapping for XVIEW, MOTIF and Amiga versions.
```

+ PIL modes - allows memory between 0x8000 and 0xbfff to be toggled
between RAM and ROM.
+ Horizontal and Vertical Fine Scrolling
+ Sound Support on Unix using the Network Audio System
+ Printer support
--
David Firth <david@signus.demon.co.uk>

3410. Re: Req: Copy of Zombies

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-05 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <4p525j$87o@crl6.crl.com>
Source record: 83337

Kyle R. Hofmann (rhofmann@crl.com) wrote:

: I think it was the other way around... Zombies came first, and then EA
: made Realm of Impossibility out of it. (But I'm not sure)

To be specific, Realm of Impossiblity was a sequel, I believe. Same
game, different layout I think. Well, I'll find out soon enough; I've
got RoI here on the PC hard drive, just about ready to go :)

: : "Zombies" had a snappy tune.

: I can still remember it, too. (But it's *not* something you'd want to
: be caught humming to yourself)

Hehehe, if you can hum that complicated monstrosity, I'll eat my hat :)

John
jvogel@crl.com

3411. Re: Linux ATR/XFD tools

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-05 00:00:00 UTC
From: David Firth <david@signus.demon.co.uk>
Message-ID: <1996Jun5.211321.361@signus.demon.co.uk>
Source record: 83338

Eric Tucker (et@flag-monster.stanford.edu) wrote:
: In article <1996Jun1.164446.323@signus.demon.co.uk>,
: David Firth <david@signus.demon.co.uk> wrote:
: >Place the .bin file in your current directory (make sure the file name
: >is lower case). If you boot the emulator into DOS you should be able to
: >run the program without loading it onto a disk image - select binary load
: >and prefixed the filename with H0: (e.g. "H0:xxxx.bin"). Alternatively
: >you can copy the file (with DOS) onto the current .xfd or .atr disk.

: i.e. I'm in Atari DOS 2.5. When I select "L" (binary load) and specify
: "H0:ARCHON.BIN", it loads fine. But when I select "C" (copy file) and
: specify "H0:ARCHON.BIN,D2:AUTORUN.SYS", it says Error 170 (file not found).
: How can this be?

Some version of DOS only allow access to the D: device and cannot
use C:, R: or even H: :-(I tend to use OSS DOS/XL since it doesn't
suffer from this problem.

HTH
--
David Firth <david@signus.demon.co.uk>

3412. Re: APE PRO cable

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-05 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <4p51kl$84m@crl6.crl.com>
Source record: 83339

Andy D (andy@troas.demon.co.uk) wrote:

: I don't exactly know why two different cables are necessary but as
: they seem to use different flow control techniques it might be
: something to do with matching the speed exactly on the 1050. I'm sure
: the inventors had good reasons!

Steven Tucker documents that APE may have timing problems under Windows
95; however, I've had no problems whatsoever using the APE cable running
APE in a DOS window. I'd figure the timing would be more critical using
the PRO cable, true?

John
jvogel@crl.com

3413. Re: I don't belive it!

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-05 00:00:00 UTC
From: bernard@twilight.xs4all.nl
Message-ID: <bernard.0bgz@twilight.xs4all.nl>
Source record: 83340

Hello Ericcron@wwa.com,

In a message of 04 Jun 96 Ericcron@wwa.com wrote to All:

Ewc> From: ericcron@wwa.com

Ewc> I belive I actually have some old software laying around here.

Ewc> Anyone ever hear of Keith Ledbetter? I think I have a copy of BBS
Ewc> Express. IS anyone running this anywhere? I would love to take a
Ewc> look, this bring back so many memories:

Yep, I hope you mean BBS Express for the ATARI 8-bit....
That one is now PD or $hareware....
There is a NEW BBS Express PRO..... Here is a list of PRO BBSses :

ABBUC BOX : +49-54-39326, Hours - 17:00-06:00 GMT
ACUTE : 610-648-8027
Atari Connection : 801-969-1468
Atari Express : 506-652-6826
Atari XE Group : 613-225-0901
Barvarian Gaus : 303-367-5877

Beco Tel : +31-20-6326859
Amsterdam, The Netherlands
ProNode 176, Bernard Kok. Hours - 17:00-06:00 GMT

Carnival : 810-235-0158
Closer to Home : 419-368-4413
Enterprise : 607-648-8027
Hard Core : 203-871-1842
Heechee Heaven : 803-788-7982
Inside 8bit 1 : 706-798-2474
Inside 8bit West : 510-895-8022
Iron Horse : 602-247-1036
JAIL : 416-762-9316
Menzobarranzen : 504-649-4194
New Nest : 516-234-4943
Northern Limits : 905-937-2786
Owl's Nest : 510-276-6394
Part Time : 216-582-1196
PAUGS/NWPAC : 602-278-8505
Pot Hole : 604-642-6795
Precinct : 504-766-3315
Repair Shop : 801-967-8738
Rest Stop : 916-568-1712
Revelstone : 717-263-9689

Slidell Express : 504-649-7921
SNACC : 702-438-2208
Star Wars : 210-737-3019
Wall : 904-730-8659
Westex : 610-776-7495

Ewc> The Underground Fone Freaks (TUFF) - I actually used their software to
Ewc> hack some long distance codez way back when.

Is that software ??? I like to have that ??

_
/_) |/
/_)ernard |\ok ////
(o o)
+-------------------------oOO--(_)--OOo-----------------------+
| PMN : 17:200/100.3 DAN : 55:100/121.3 WARP : 137:8/103.3 |
| NLA : 14:102/100.3 GFX : 98:101/100.3 FIDO : 2:280/315.3 |
| ERO : 68:311/416.3 AMY : 39:150/200.3 AGA : 171:103/200.3 |
| Internet : bernard@twilight.xs4all.nl |
+---+
.---.
| -=> The TWiLiGHT Zone BBS <=- -=> +31-(0)-20-6764584 <=- -=> 24 Hrs <=- |
| -=> Modules Heaven! <=- -=> 9600 to 28800 Baud <=- -=> /\MIG/\ Only <=- |
`---'

-- Via Xenolink 1.984, XenolinkUUCP 1.1

3414. 2-player option in Xformer?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-05 00:00:00 UTC
From: Thomas Main <tmain@appstate.campus.mci>
Message-ID: <31B644D0.6C88@appstate.campus.mci>
Source record: 83341

Hello:

Is there a way to play two-player games using PC Xformer?

I'm trying out the demo version 3.3 and have only had sucess with the cursor keys for player 1.

Also, does anyone who has the commercial version want to talk about how good the joystick support included in it is? I'd like to know. How about sound?

I'm also looking at XL-it!, but it seems to crash my computer a lot and runs terribly slow on my 486DX2/66 with Win95. What have your experiences been? Does it support joysticks? 2-players?

Thanks.

3415. Re: Other emulators

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-05 00:00:00 UTC
From: "Mr. Maddog" <mrmaddog@prolog.net>
Message-ID: <Pine.SOL.3.91.960605230536.20960C-100000@ns1.ptd.net>
Source record: 83342

On Tue, 4 Jun 1996, Tony Smolar wrote:

> > A lot of programs were made with only the 800 in mind. The XL's and XE's were
> > slightly different, and the fact that some programs don't like those modes
> > reflects this.
>
> I'm aware of this, but I was talking about games that run on my real 800XL
> with no translator. For some reason, they just die on Xformer in XL mode.

Perhaps even in emulatiom, some games need the translator disk. XL-it
which is only XL would need it, but Xformer has 800 mode so it's a moot
point there. Fix XL can be made into a disk image since it doesn't use
the boot sector like the Translator does.

Eric Noss
a.k.a
Mr. Maddog

3416. Re: 8 bit archive help

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-05 00:00:00 UTC
From: cybrchld <cybrchld@agetech.net>
Message-ID: <31B6562D.4DD3@agetech.net>
Source record: 83343

Yogi wrote:
>
> Does anyone know if this setup will work:
> I have an extra machine that I plan on installing Linux on.
> I get unlimited internet access.
> I will get an extra phone line.
> I will leave the extra machine connected to the internet, with some
> kind of re-connection when my server logs me off. (Which they do with
> alarming regularity. for no reason)
> Is there some software or some way for people in the net to access
> some kind of FTP thru this machine connected to the net?
> As I have the archive for 8 bits going, by email right now, and I
> cannot get any server space anywhere. (At least not for free!)
> As I am not looking to make a profit from this endeavor, I am also not
> looking to pay for space. I figure It will be about 50 MBS once its
> all collected. Right now I have about 15 MB, all zipped and ready to
> go. I have been u/l to justin's (link thru my homepage
> http://mars.superlink.net/scharles) but that's not as satisfying as
> having it sorted my way (Plus, all my stuff is tested).
> Does anyone have any input on this idea, or know where I can get an
> account on a University server somehow? They never seem to care what's
> on their servers!

the reason your probably being knocked of is because theres no activity between your machine and the ISP one
way to fix this is to get software that allows you to ping every so often. i've seen this for windows95 & NT
I'm sure there has to be one for linux. secondly if you are planning to go 28.8 people will fall asleep trying
to transfer files, if more the 5 users are on at a time I recomend you get ISDN a bit more expensive but worth
it. As for FTP Server theres a ton of shareware ones.(try www.shareware.com) if i were you just forget linux
get NT server 3.51 or beta 4.0 it comes with everything you need to set up an FTP and 10 times less
complicated to maintain.

Luis....:)

3417. Alternate Reality problem

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-05 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <4p5q94$oba@crl10.crl.com>
Source record: 83344

Years ago, I bought Alternate Reality: The City for my 400, but had to take it back because it didn't work after the character selection screen. (when the adventure was actually supposed to begin). Why it didn't, I don't know. Today I downloaded The City .ATR images and tried them on my 800 (via APE). I got exactly the same problem!

Was this a game written especially for the XL series? Or did it require more than 48K?

John
jvogel@crl.com

3418. Re: Req: Copy of Zombies

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-05 00:00:00 UTC
From: jasonbar@nut.ucsb.edu
Message-ID: <4p5gag$ggm@nut.ucsb.edu>
Source record: 83345

etxansk@garbo.ericsson.se writes:

[Zombies]

>This game was originally called something else, was it? A title
>published by Electronic Arts. The only name I can recall is
>"Quest for Quintana Roo", but Quintana Roo was a completely different
>game.

It was originally called Zombies, by some small outfit.

Electronic Arts, in their big licensing sweep, bought it up, cleaned it
up a little, added some levels, and re-released it as The Realm of
Impossibility.

Awesome game.

-Jason
--
Jason Bardis(jasonbar@nut.ucsb.edu www.engineering.ucsb.edu/~jasonbar)
The Simpsons.3DO.cycling.AbFab.PWEI.LEGO.Duckman.Tit Wrench.G-Force
autocrosses/rallyes.Atari.mechanical engineering.Ministry.Tempest.NIN
The Jitterbug.Bill Gibson.Robotics.Tim Burton.The Cult.fried cheese

3419. Re: APE PRO cable

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-06 00:00:00 UTC
From: chelm@ix.netcom.com
Message-ID: <4p5i5r$dog@dfw-ixnews7.ix.netcom.com>
Source record: 83257

In article <4p51kl$84m@crl6.crl.com>, jvogel@crl.com (John M. Vogel) wrote:
>Steven Tucker documents that APE may have timing problems under Windows
>95; however, I've had no problems whatsoever using the APE cable running
>APE in a DOS window. I'd figure the timing would be more critical using
>the PRO cable, true?

I think the safest bet would be to run the PRO system under dos itself, not a shell. The timing has to be very correct for it to be able to collect the needed info. As far as running APE under '95, it does perform well. Some 8-bit things are more sensitive to disruption than others however. Still the fault lays with '95's time slicing, which occurs and causes hiccups in most time critical software.

3420. XEGS Forsale

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-06 00:00:00 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <4p5qt1$86v@madeline.INS.CWRU.Edu>
Source record: 83258
Cross-posted to: comp.sys.atari.8bit,rec.games.video.marketplace

I found another XEGS system in the closet, so everyone who e-mailed
too late last time you have another chance :)

XEGS w/ Keyboard attachment, power supply and 5 games for $40.

Just e-mail :)

Steve
--
-- Video game playing, adventure junkie, choclate craving, woman loving,
Limbaugh hating, Trek watching, all around lazy computer fart.

!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

3421. Re: 2-player option in Xformer?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-06 00:00:00 UTC
From: chelm@ix.netcom.com
Message-ID: <4p5hvp$dog@dfw-ixnews7.ix.netcom.com>
Source record: 83259

In article <31B644D0.6C88@appstate.campus.mci>, Thomas Main <tmain@appstate.campus.mci> wrote:
>Hello:
>Also, does anyone who has the commercial version want to talk about how good
> the joystick support included in it is? I'd like to know. How about sound?

I own the registered version, and have never been able to get the joystick to work. The 'sound' support is a joke. Most of the good 8-bit games do not work properly on Xformer.

>I'm also looking at XL-it!, but it seems to crash my computer a lot and runs
> terribly slow on my 486DX2/66 with Win95. What have your experiences been?

The one saving grace of Xformer is that it is the fastest of the emulators, however you still may need more than a 66. As far as I'm concerned the Xformer still is an utter piece of rubbish, which fails to live up to almost every advertised function.

3422. RE: Just wondering...

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-06 00:00:00 UTC
From: chelm@ix.netcom.com
Message-ID: <4p5ifd$dog@dfw-ixnews7.ix.netcom.com>
Source record: 83260

In article <4p5bum$1e2@kirin.wwa.com>, ericcron@wwa.com wrote:
>to prove otherwise? Especially in the business enviroment. Is there even a
> spreadsheet
>I could run on the 800xl?

Actually there are several spreadsheets you could run on the 8-bit. Granted they won't have the power or flexibility of their monstrous PC cousins, but they are around.

3423. FREE Catalog of Atari 2600/5200/7800/Lynx and 8-BIT Hardware/Software

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-06 00:00:00 UTC
From: ice@skypoint.com
Message-ID: <4p5v2t$r4g@stratus.skypoint.net>
Source record: 83261
Cross-posted to: alt.atari,alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,comp.sys.atari.8bit

```
**************************************************************************
* *
* Looking for something for your good old 8-bit or game machine? *
* *
* Have you thought that you'd never find Atari 2600/5200/7800/Lynx *
* and 8-BIT items ever again? *
* *
* WELL LOOK NO FURTHER!!! *
* *
* *
* To receive a FREE catalog of all Atari 8-bit and game machine products, *
* email your full name and postal mailing address to: ice@skypoint.com *
* *
**************************************************************************
```

3424. Re: Req: Copy of Zombies

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-06 00:00:00 UTC
From: redeye@soreass.net
Message-ID: <31b69ade.1193959@news.servtech.com>
Source record: 83262

On 5 Jun 1996 19:55:39 GMT, etxansk@garbo.ericsson.se wrote:

>hacker@rnet.com writes:
>
>>I used to own a copy of Zombies, the cult classic arcade game, for my Atari 800. You
>>had to run around collecting treasures and trying to avoid the zombies. It was really
>>fun in 2-player mode. Unfortunately, my Atari's disk drive and tape drive broke and I
>>had to get rid of them and my Atari. I recently got PCXformer and would be
>>interested in playing it again. Does anyone have a .XFD file of Zombies? Please, I'm
>>desperate.

I Have the game Zombie. Sounds like what you discribe.
I'll have my sio2pc cable made by this weekend. so if someone
hasn't sent it to you by then, just tell me where you would like it
posted, or if you like I could e-mail it.

Dave

3425. Re: FS: C64/Apple/Amiga/Atari/TI-99 software (mostly) garage cleaning!

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-06 00:00:00 UTC
From: Scott Stasiowski <S.A.S@corenet.net>
Message-ID: <31B6B169.2B97@corenet.net>
Source record: 83263
Cross-posted to: comp.sys.cbm,comp.sys.ti,comp.sys.apple2,comp.sys.apple2.marketplace,comp.sys.amiga.software,comp.sys.atari.8bit,comp.sys.mac.games.marketplace,misc.forsale.computers.other.software,misc.forsale.computers.mac-specific.software

StSteven Reynolds wrote:
>
> I am posting this message for a friend without Internet access.
> ---
> Part 6. TI-99/4A cartridges (2 educational)

> === Part 6. TI-99/4A ==
>
> Working cartridges - no boxes
>
> $3 each
> -------
> Beginning Grammar, no docs
> Household Budget Management, w/ docs
>
> Cartridges WANTED (will also trade the above for or possibly buy):
> Beyond Parsec, Bigfoot, Computer War, Jumpman Jr., Space Journey,
> Spy's Demise, Star Maze, and Tris.
>
> be hand-carried on floppy disk or sent to me via modem only once or twice
> per week, it may take me a little while to respond.

Steven if your friend needs some carts let me know. I have a couple of boxes and plenty over here to let go of....

S.A.S@corenet.net

Or call my BBS at 1 - 414 - 284 - 6108 Harborside BBS 2400-28800

Please make reference to this Internet posting!!!

3426. Re: 2-player option in Xformer?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-06 00:00:00 UTC
From: Mark Elliott <Mark@cortexuk.demon.co.uk>
Message-ID: <834060700.26220.0@cortexuk.demon.co.uk>
Source record: 83264

Hey, hang on a minute I've got Xformer 3.5 and it works fine with my Gravis GamePad (its plugged into the Gameport of my Orchid SW32) and Donkey Kong works like a dream (sound and all), don't know about 2 play though !!

```
O|
/-\_/ \_ O
I # \|-\_
I The NBA: |
I I love /\
I this \ \
I game :-) / /
I
III__Mark@cortexuk.demon.co.uk__|
```

3427. Re: Need to find an architecture/functional spec for atari 8bit chips

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-06 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <DsKu9F.53L@iglou.com>
Source record: 83265

In article <DsK740.1uI@txnews.amd.com>, cy <cyrus.malek@amd.com> wrote:
>Where can I find an architectural or functional spec of the primary
>chips in an atari? I've got "Programming the 6502", and this book
>provides a good overview of the 6502, instructions, etc...
>
I think the closest thing you can find is "Mapping The Atari", which was
written by Ian Chadwick and published by Compute! Books.

--
Bill Marcum bmarcum@iglou.com
On 22 July, 1996, at 6:00 pm GMT, everyone in the world
just START HUMMING. Those who don't know will freak.

3428. Re: 8 bit archive help

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-06 00:00:00 UTC
From: Tony Smolar <asmolar@fast.net>
Message-ID: <Pine.LNX.3.91.960606085649.9511B-100000@firewall.nscs.fast.net>
Source record: 83266

On Wed, 5 Jun 1996, cybrchld wrote:

> Yogi wrote:
> >
> > Does anyone know if this setup will work:
> > I have an extra machine that I plan on installing Linux on.
> > I get unlimited internet access.
> > I will get an extra phone line.
> > I will leave the extra machine connected to the internet, with some
> > kind of re-connection when my server logs me off. (Which they do with
> > alarming regularity. for no reason)
> > Is there some software or some way for people in the net to access
> > some kind of FTP thru this machine connected to the net?
> > As I have the archive for 8 bits going, by email right now, and I
> > cannot get any server space anywhere. (At least not for free!)
> > As I am not looking to make a profit from this endeavor, I am also not
> > looking to pay for space. I figure It will be about 50 MBS once its
> > all collected. Right now I have about 15 MB, all zipped and ready to
> > go. I have been u/l to justin's (link thru my homepage
> > http://mars.superlink.net/scharles) but that's not as satisfying as
> > having it sorted my way (Plus, all my stuff is tested).
> > Does anyone have any input on this idea, or know where I can get an
> > account on a University server somehow? They never seem to care what's
> > on their servers!
>
> to transfer files, if more the 5 users are on at a time I recomend you get ISDN a bit
more expensive but worth
> it. As for FTP Server theres a ton of shareware ones.(try www.shareware.com)
> if i were you just forget linux get NT server 3.51 or beta 4.0 it comes with
> everything you need to set up an FTP and 10 times less
> complicated to maintain.

Most Linux distributions install and setup the FTP server for you. Can't get
any less complicated than that. Maintenance is simple too. Also Linux is
FREE, unlike Micro$oft NT.

3429. Cart Images and Disks for Rainbow

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-06 00:00:00 UTC
From: us029482@interramp.com
Message-ID: <us029482-0606960956210001@ip129.leesburg.va.interramp.com>
Source record: 83267

Where can I find cart images for use with the excellent Rainbow emulator?
My real Atari silicon is long gone and I am anxious to play some of my old
favourites again on my Macintosh. I also have had problems creating
bootable disks for it with Atari VD Editor and .ARC files (such as those
in the UMich archive). Where can I find this stuff, and how is it al
done?
Cheers,
Dr. Freeze

3430. Re: Atari 800 gone bad :(

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-06 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <4p6ofr$6ir@news.tcd.net>
Source record: 83268

It could be a couple things, first of all try opening the top if your modle has the flip out locks where you lift the lid to the cart port, if not then unscrew the two screws holding the door cover on, and you will see 4 banks of ram cards..

Pull the forward bank out and then pull the last bank out put the last bank in the slot where you pulled the first bank...boot it up, and see if you still have the problem, if so then move the second bank to the last bank..if the problem goes away with either then you have a ban 64k ram on the card you put in the last slot...the rams generaly are socketed and you can replace all of them inexpensively..

If it still has the problem after this, then go for the CPU..??

Or I have a working tested modle will send you for $15.00 shipped guranteed to work..?

The Ram cards will say RAM on the edge...

Bob

3431. Re: 8 bit archive help

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-06 00:00:00 UTC
From: andy@troas.demon.co.uk
Message-ID: <31b6ff4e.914317@news.demon.co.uk>
Source record: 83269

On Thu, 06 Jun 1996 00:40:18 GMT, scharles@superlink.net (Yogi) wrote:

>Would that be the same NYX that is persecuting Uncle Fester? No
>thanks.
>

:) Yeah I just read his message, I didn't realise they had this attitude.
I know people have different attitudes about this but personally I
think that it's a little anal to worry about copyright issues on games
which are no longer commercially available. To me it's like the issue
of a landlord who keeps perfectly good properties empty while there
are homeless people on the street outside. Well, maybe that
comparison is somewhat drastic. I used to work in an electrical
appliance shop, and if we took in something for a part exchange
promotion e.g. an old vacuum or whatnot, we had to break it up with a
lump hammer before we put it in the bins. What's the relevance? I
don't know. But it's still annoying me.

--
andy@troas.demon.co.uk

3432. Re: Alternate Reality problem

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-06 00:00:00 UTC
From: andy@troas.demon.co.uk
Message-ID: <31b700d0.1299760@news.demon.co.uk>
Source record: 83270

On 5 Jun 1996 22:28:04 -0700, jvogel@crl.com (John M. Vogel) wrote:

>Years ago, I bought Alternate Reality: The City for my 400, but had to
>take it back because it didn't work after the character selection screen.
>(when the adventure was actually supposed to begin). Why it didn't, I
>don't know. Today I downloaded The City .ATR images and tried them on my
>800 (via APE). I got exactly the same problem!
>
>Was this a game written especially for the XL series? Or did it require
>more than 48K?

I'm not sure about the memory requirements, but one thing to bear in
mind is that when you start the game, it writes some data out to disk
2 side 1 so when using real floppies you couldn't write protect the
second disk. You could also only use a character with the disk 2 that
you created it with, i.e. if you used your original disk, you had to
keep using it for that character. If you write protected the disk, it
would just stall at the point after you have 'joined' which sounds
something like what you're getting.
--
andy@troas.demon.co.uk

3433. Re: APE PRO cable

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-06 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <4p6vg9$8kf@crl13.crl.com>
Source record: 83271

Chris (chelm@ix.netcom.com) wrote:

: I think the safest bet would be to run the PRO system under dos itself, not a
: shell. The timing has to be very correct for it to be able to collect the
: needed info. As far as running APE under '95, it does perform well. Some
: 8-bit things are more sensitive to disruption than others however. Still the
: fault lays with '95's time slicing, which occurs and causes hiccups in most
: time critical software.

Do one of those hiccups include complete lockup of Win 95? I've had a
few running it in the DOS window.

John
jvogel@crl.com

3434. Re: Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-06 00:00:00 UTC
From: ShadowMan@nowhere.com
Message-ID: <31b701ee.35713012@news.slip.net>
Source record: 83272

UASZ40A@prodigy.com (Robert Stone) wrote:

>Yes, we might be a little crazy to stay with 8 bits, but it's fun...

Hay, I have 2 8-bits, a 130-XE and a 800XL. And that's not including the ones
that PC-Xformer emulates.

You have not trully lived, till you have died.
Shadowman.

3435. Re: 8 bit archive help

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-06 00:00:00 UTC
From: andy@troas.demon.co.uk
Message-ID: <31b70213.1622867@news.demon.co.uk>
Source record: 83273

On 5 Jun 1996 02:50:12 -0600, thester@nyx10.cs.du.edu (Uncle Fester)
wrote:

> While Nyx purports to have a "Philosophy of Nyx" policy
> that says (more or less) "do what thou wilt", and a "Free
> Speech" policy as well, it (Nyx) is schizoid when it comes
> to copyright issues, especially regarding old, dead, software
> for old, dead, platforms like the Atari 8-bit. And to quote

Why? I just can't see the reasons for this. Hosting an ftp site with
old out of date software seems a lot less naughty than running a news
server carrying alt.binaries.warez.* to me.

> one of admins here, "The issue is not debatable."

Well that's helpful.

--
andy@troas.demon.co.uk

3436. Re: APE PRO cable

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-06 00:00:00 UTC
From: andy@troas.demon.co.uk
Message-ID: <31b6fd9b.478902@news.demon.co.uk>
Source record: 83274

On 5 Jun 1996 15:27:33 -0700, jvogel@crl.com (John M. Vogel) wrote:

>Steven Tucker documents that APE may have timing problems under Windows
>95; however, I've had no problems whatsoever using the APE cable running
>APE in a DOS window.

Nope, me neither. It'd be a pain to have to restart in MSDOS mode
every time.

I'd figure the timing would be more critical using
>the PRO cable, true?

Yeah I would think so, the 1050 will only put out (!) at a set rate,
so in order to replicate those fuzzy sectors etc, I suppose the PC
would have to be listening to it continually.

--
andy@troas.demon.co.uk

3437. Re: Req: Copy of Zombies

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-06 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <4p6vae$8jg@crl13.crl.com>
Source record: 83275

redeye@soreass.net wrote:

: I Have the game Zombie. Sounds like what you discribe.
: I'll have my sio2pc cable made by this weekend. so if someone
: hasn't sent it to you by then, just tell me where you would like it
: posted, or if you like I could e-mail it.

Both are available at Justin's 8-bit archive:
ftp://ftp.valleynet.com/pub/users/j/justin/atari8
RoI is under the name of realmimp.zip

John
jvogel@crl.com

3438. Re: 2-player option in Xformer?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-06 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <31B7081B.BDC@ncweb.com>
Source record: 83276

Chris wrote:
>
> In article <31B644D0.6C88@appstate.campus.mci>, Thomas Main <tmain@appstate.campus.mci>
wrote:
> >Hello:
> >Also, does anyone who has the commercial version want to talk about how good
> > the joystick support included in it is? I'd like to know. How about sound?
>
> I own the registered version, and have never been able to get the joystick to
> work. The 'sound' support is a joke. Most of the good 8-bit games do not
> work properly on Xformer.
>
> >I'm also looking at XL-it!, but it seems to crash my computer a lot and runs
> > terribly slow on my 486DX2/66 with Win95. What have your experiences been?
>
> The one saving grace of Xformer is that it is the fastest of the emulators,
> however you still may need more than a 66. As far as I'm concerned the
> Xformer still is an utter piece of rubbish, which fails to live up to almost
> every advertised function.

.... A GREAT BIG "AMEN" to that! ....

Hi Chris,

Boy, can I empathize with you! Not only is PC Xformer CRAP, but its author,
Darek Mihoka, is mentally unstable (put kindly). I recently sent him an email
to ask for the 3.5 upgrade, as I'm a registered owner of 3.2. After not hearing
from him for 2 days (as in so many times in the past), I sent him ANOTHER msg,
saying that my next msg. would go to c.s.a.8. This got an immediate response!
He came back at me with a foul "nasty-gram", even though I was never impolite in
either of my msgs. to him. He even demanded an apology. Well, I COULD have gone
right off, but in the interest of peace and harmony, and not wanting to stoop to
his foul level, I DID offer an apology, then asked that we "bury the hatchet" and
would he just e-mail me the upgrade. His response??? He came back at me with
another "verbal bashing", calling me a "goddammed cheap bastard" for building my
own PC Xformer cable from plans which HE provided to all his customers in a mass
mailing! He then removed my name from his customer list, and deleted my access from
the registered download site! Can you imagine that?

I really feel sorry for anyone else that has had to put up with the unstable and paranoid
antics of Mr. Mihoka. Fortunately, he's the only software dealer on the internet that
I've had such dreadful problems with.

Best of luck to you ...

Bill
(ps .. I'm going to CC: this to the newsgroup, as I think that anyone even THINKING about buying PC Xformer should know what they are getting themselves into, BEFORE they buy it!)
--
****
* /_/\ /_/\ * mailto:cooncat@ncweb.com *
* Hi! | O O | | O O | * http://www.ncweb.com:80/users/lws *
* = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* from ^ ^ ************************************
* "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* Bill (my 2 cats) * *
* say "Hello" too! * Please spay or neuter your pets! *
****

--
****
* /_/\ /_/\ * mailto:cooncat@ncweb.com *
* Hi! | O O | | O O | * http://www.ncweb.com:80/users/lws *
* = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* from ^ ^ ************************************
* "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* Bill (my 2 cats) * *
* say "Hello" too! * Please spay or neuter your pets! *
****

3439. What is this monitor?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-06 00:00:00 UTC
From: ksimon@cris.com
Message-ID: <ksimon-0606960943350001@cnc009033.concentric.net>
Source record: 83277

I have an Amdek Color I Plus monitor which I used with my Atari 800.
Someone wants to take it off my hands, but he's asking me if it's VGA or
SVGA. What should I tell him? Is it either?

Thanks :)

--

Kenneth Simon e-mail: ksimon@cris.com
Oakland, California USA
homepage: http://www.cris.com/~ksimon/

3440. Atari 8bit carts for trade/sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-06 00:00:00 UTC
From: pancake@mail.utexas.edu
Message-ID: <4p730d$4ko@geraldo.cc.utexas.edu>
Source record: 83278

I have the following extra Atari 8bit carts that I'd like to trade for
ones I don't already have (see http://net.cs.utexas.edu/users/pancake/classic).
I'll sell them also, all together for $20.

Basic Programming, Centipede, Atariwriter, Frogger, Q*Bert, Music Composer,
and Choplifter!

3441. FREE Atari Stuff....(CA)

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-06 00:00:00 UTC
From: Brian Wiklem <brian_wiklem@interactive.sony.com>
Message-ID: <4p76ue$t0f@usenet1.sjc.in.sel.sony.com>
Source record: 83279

I picked up a bunch of Atari stuff, got what I wanted, and am either
going to give it away, or throw it away.....

I prefer if the person who wants this stuff comes and picks it up,
however, if you pay for shipping it's yours. I should warn you there is
about 20-30 pounds, and about six boxes of stuff....

here is the rough list (don't e-mail me for a complete list, I don't
have time to sort through everything....):

(1) Atari 400
(1) Atari 410 tape drive
(1) 16K Ram upgrade
(2) Atari 800's
(2) Atari 850 interfaces
(2) Atari modems (the old kind where you put the reciever on the modem
(1) Koala pad (have box too)
(1) Small monochrome monitor (about 9 inches?)
(3) boxes of books, software, and other misc. stuff.....

Again, I prefer if you pick up, but shipping is available (at a
cost to you, prior to shipping)> I'll take the first offer in
Northern California, and then consider shipping after.

If not claimed by Monday, June 10, it goes to Mr. Dumpster......
Sorry, not a lot of room in my office........

Brian

3442. Re: FREE Atari Stuff....(CA)

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-06 00:00:00 UTC
From: Brian Wiklem <brian_wiklem@interactive.sony.com>
Message-ID: <4p779f$t0f@usenet1.sjc.in.sel.sony.com>
Source record: 83280

Forgot, I am in San Mateo, about five miles south of San Francisco
Airport....

Brian

3443. Re: What is this monitor?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-06 00:00:00 UTC
From: ba930@FreeNet.Carleton.CA
Message-ID: <4p79l6$fi1@freenet-news.carleton.ca>
Source record: 83281

Kenneth Simon (ksimon@cris.com) writes:
> I have an Amdek Color I Plus monitor which I used with my Atari 800.
> Someone wants to take it off my hands, but he's asking me if it's VGA or
> SVGA. What should I tell him? Is it either?

Probably not, since Atari doesn't use PC standards. It's an RCA-type
monitor if it uses the DIN plug in the back of the console.

--
JESS | slave screams he has his own identity
TODD'S| slave screams he spends his life learning conformity
SPACE | slave screams he's going to cause the system to fall
------+ slave screams but he'd rather be chained to that wall

3444. Re: Rainbow Software Tranfers

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-06 00:00:00 UTC
From: malay@reston.unisysgsg.com
Message-ID: <DsLEsq.F3H@ftp.reston.unisysgsg.com>
Source record: 83282

In article <31b0c22c.1107712@news.superlink.net>, scharles@superlink.net (Yogi) writes:
|> >
|> >The Rainbow 8bit emulator for the Mac requires an 850 interface
|> >in order to transfer 8bit software to the Mac. Is there
|> >an alternative to this process?
|> >
|> Someone I know hooked his Atari up to the net with lynx and 300 baud
|> (mpp made a lot of modems that connected to the joystick ports) and
|> emailed the stuff to himself. (YUCKY SLOW!)

Ok, so I'm following up my own thread. I managed to come up with an
alternative method to transfer files from the 8bit to the Mac:

Requires ST Xformer and Xformer cable.

(1) connect 1050 to the Atari ST via the Xformer cable
(2) format a 720 DOS floopy on the Mac (PC Exchange enabled)
(3) insert the Mac formatted 720 DOS floppy into ST Drive
(4) copy the 1050 disk to an XFD image using the Xformer software
(5) copy the XFD image to the Mac 720 DOS floppy

I guess it could be made even easier by connecting the ST and Mac
together across some kind of serial link. The real trick here was
formatting the DOS floppy on the Mac, the MAC can't deal with ST
formatted floppies, but the ST had no problems with the Mac formatted
disk.

Bob Malay

--
//
/ /
/ Robert M. Malay Lockheed Martin TDS /
/ 9255 Wellington Road /
/ Manassas, VA 22110-4121 /
/ /
/ malay@reston.unisysgsg.com /
/ 703.367.2403 /
/ /
//

3445. Re: SIO2PC...Can you buy a cable?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-06 00:00:00 UTC
From: Rory McMahon <mcmahon@inil.com>
Message-ID: <31B73E64.307C@inil.com>
Source record: 83283

Larry Mears wrote:
>
> I was wondering if the guy that maintains the SIO2PC software
> makes and sells the cables too? If so how much and what's
> his email address?
> ...Larry greywolf@Traveller.com

Fair to mention, Steven Tucker of APE fame and I make 1489 Sio2Pc cables...

You can reach Steve at http://www.nacs/net/~classic

Or I at http://www.inil.com/users/mcmahon/index.htm
mcmahon@inil.com

3446. Re: SIO2PC...Can you buy a cable?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-06 00:00:00 UTC
From: Rory McMahon <mcmahon@inil.com>
Message-ID: <31B7422E.44CE@inil.com>
Source record: 83284

Jeez,

good thing I'm not washing mom's good china...

You can reach Steve at http://seka.nacs.net/~classics

Or I at http://www.inil.com/users/mcmahon/index.htm
mail://mcmahon@inil.com

3447. Re: SIO2PC...Can you buy a cable?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-06 00:00:00 UTC
From: Rory McMahon <mcmahon@inil.com>
Message-ID: <31B741A2.1B3F@inil.com>
Source record: 83285

Sorry...
You can reach Steve at http://seka.nacs/net/~classics

Or I at http://www.inil.com/users/mcmahon/index.htm
mcmahon@inil.com

3448. Re: What is an Atari 1450XLD and whos selling one??

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-06 00:00:00 UTC
From: ShadowMan@nowhere.com
Message-ID: <31b70929.37564486@news.slip.net>
Source record: 83286

Christopher Brett Strong <strong@cadesm44.eng.utah.edu> wrote:
>The prototypes also vary quite a bit. There are two different
>motherboard revisions (totally different, one with a floppy disk daughter
>board), as well as two versions of the sound chip.

What is strange about the 1450 is that there WERE a few sold, about 500 total.
So somebody out there does have one.

You have not trully lived, till you have died.
Shadowman.

3449. Re: FREE Atari Stuff....(CA)

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-06 00:00:00 UTC
From: Brian Wiklem <brian_wiklem@interactive.sony.com>
Message-ID: <4p7kd2$6nm@usenet1.sjc.in.sel.sony.com>
Source record: 83287

This stuff is already gone......been claimed.

Brian

3450. Re: 2-player option in Xformer?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-06 00:00:00 UTC
From: Deana Barrett <pwein@umich.edu>
Message-ID: <31B77796.71CC@umich.edu>
Source record: 83288

About the XFOrmer 3.5 ....
I have used it for over a month. Certainly it is not like the real thing. But it does support my joystick (Gravis Game Pad). I have plugged it into a joystick port on my soundcard or into a joystick port on my serial port card. Both work OK.
BUT, joysticks and the PC do not really go well together. Especially in DOS. In Windows, there is a joystick calibration module in the Control Panel. That helps keep things working OK. But you need to do that in each session, for best results. There is no calibration module for DOS programs??? (any ideas???)
I think that Darek is not making a whole lot of $$$ from the XFormer. I am guessing that he really is directing his business venture towards the Atari ST crowd. I do not own any ST's. I have 4 Atari 8-bits.
I consider the XFormer as kind of a convenient half-way device to look at your images and to run most BASIC software programs. I still enjoy using XFormer with SpartaDOS 3.3A. (If any one wants a copy, then you can e-mail me at DougF@gnn.com). I kinda doubt that Darek will continue to develop the XFormer. There is not that much $$$ in it for him. Remember that he is running a business. The XF3.3 (free) is almost as good as XF3.5 ($40).
Lately, I have changed my thinking that the best way to use Atari software is not with a PC emulation of the Atari CPU. BUT, the APE software and cable will allow you to bypass the Atari disk drive and get 100X better storage capacity and convenience, using your real Atari. You can copy over your real disks and just keep them for archive purposes.
It is amazing to me that there are still many grown-up (?) adults who are spending valuable (?) time with their Ataris. I continue to think of my Atari as "The Little Computer That Could".

Happy Computing to all, from Doug Feldman

3451. Re: Other emulators

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-06 00:00:00 UTC
From: asmolar@smol.fast.net
Message-ID: <slrn4qanj4.41.asmolar@smol.fast.net>
Source record: 83289

On Wed, 5 Jun 1996 23:07:50 -0400, "Mr. Maddog" <mrmaddog@prolog.net> wrote:
>On Tue, 4 Jun 1996, Tony Smolar wrote:
>
>> > A lot of programs were made with only the 800 in mind. The XL's and XE's were
>> > slightly different, and the fact that some programs don't like those modes
>> > reflects this.
>>
>> I'm aware of this, but I was talking about games that run on my real 800XL
>> with no translator. For some reason, they just die on Xformer in XL mode.
>
>Perhaps even in emulatiom, some games need the translator disk. XL-it
>which is only XL would need it, but Xformer has 800 mode so it's a moot
>point there. Fix XL can be made into a disk image since it doesn't use
>the boot sector like the Translator does.

This isn't a translator issue!! I'm talking about games that run on my
800XL, they run on XL-it, but they just die in XL mode on PC-Xformer.
(They run in 800 mode)

I think this is the reason why people think that Xformer has horrible
compatibility. Xformer defaults to XL mode, and I wonder how many
people switch to 800 mode and retry.

--

Tony Smolar

---
asmolar@fast.net home email
tonys@nscs.fast.net work email
http://www.users.fast.net/~smol homepage

3452. Re: What is this monitor?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-06 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <DsLost.76n@iglou.com>
Source record: 83290

>
>Kenneth Simon (ksimon@cris.com) writes:
>> I have an Amdek Color I Plus monitor which I used with my Atari 800.
>> Someone wants to take it off my hands, but he's asking me if it's VGA or
>> SVGA. What should I tell him? Is it either?
>
Neither. It's a composite video monitor which can be used with a VCR or
video game. I don't think VGA or SVGA even existed before the Atari
8-bits went out of production.

--
Bill Marcum bmarcum@iglou.com
On 22 July, 1996, at 6:00 pm GMT, everyone in the world
just START HUMMING. Those who don't know will freak.

3453. Re: Just wondering.....

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-06 00:00:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1996Jun06.221149.7598@wariat.UUCP>
Source record: 83291

(Eric C. asks WHY?)
WHY?, Eric? BECAUSE the A8s are neat. I can barely figure the busses, PCI, IDE, SIMMs, connections, etc. on my new 120 mh DX486 thingy I got. I must admit that I am a bit phoney in that I don't have an A8 set up. But I have a BUNCH of Atari stuff, I just got a sc1224 monitor from Don's Deals for $18 + $20 ship. Now where can you find a deal like that. I also got 'Atari Plantetarium' and 'Star Raiders' for my STs in this sale, and 10 Atari patches for $2.50. Where else can you get that kind of stuff?
Back to the guilty feeling about not having a A8 set up, for many months. My daughter got a divorce, there are 7 people, 7 cats and 6 dogs living in my house. My father-in-law passed away and now I'm piled up with stuff from his estate. We're crowded here. Oh, yes, guilt. The thing is, I WANT to set up my A8 and also check out my new ST stuff. I just don't have work bench space. Sure, I do word processing, communications, midi, etc. etc. on my new 486. But this 486 is like something I couldn't buy (I didn't, it was given to me.) I can buy A8s, take 'em apart, stick a 30 year old oscilloscope on it and look at wave forms and wonder how the thing works and come closer to understanding than I EVER will with the latest Pentium or Quadra Macintosh.
I'm not a 'power user'. A 'power user' is a sucker that buys new software and hardware every six months and wants to the computer to answer the fone, take a msg. send a fax, scan in Playboy', play a game that takes forty weeks to complete, and stuff like that. I want to understand how IT WORKS. I come closer with the A8 than I ever will with a new, expensive computer I can't afford to bust anything on.
I hope this lets you know some of the passion I have for Atari, particularly A8.
In my position, I've had no greater satisfaction (computer wise) than talking to Itay Chamiel over the internet for a couple weeks and actually figuring out how to make XMODEM crc16 work.
I'm sure others have other reasons, but theres mine.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-241-7541
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point

****

3454. IMAGEMAN help needed

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-06 00:00:00 UTC
From: "A.P. Hilliard" <pash@en.com>
Message-ID: <31B761D3.28AC@en.com>
Source record: 83292

I'm trying to use IMAGEMAN.EXE to put together disk images to use with either Xformer or that Atari.exe emulator, but none of the disk images I create with IMAGEMAN work! Both emulators give me a 'BOOT DISK ERROR' or something along those lines when I load a disk image I've made with Imageman.

Am I forgetting to include something in the images like DOS.SYS, and if so, how the heck would I put that on the disk image?

I've even tried editing disk images (both .XFD and .ATR) that work with the emulator, but as soon as I edit them (remove something or add something new) they won't work.

My copy of Imageman didn't come with a readme file (I don't think), so could someone clue me in?

The trouble I'm going through just to check out Qbert on the 8-bit! :)
--
-- ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
^ A.P. Hilliard -- ash@en.com ^
^ http://www.en.com/users/ash ^
^ "HELLO WORLD!" ^
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

3455. Re: Req: Copy of Zombies

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-06 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31b6256b.4492554@news.superlink.net>
Source record: 83346

>>interested in playing it again. Does anyone have a .XFD file of Zombies? Please, I'm
>>desperate.
>
>This game was originally called something else, was it? A title
>published by Electronic Arts. The only name I can recall is
>"Quest for Quintana Roo", but Quintana Roo was a completely different
>game.
>
>"Zombies" had a snappy tune.
>
>Anders Skelander
>
Actually, Zombies was from Bram, Electronic Arts liked it so much they
commisioned the author to write a sequel, of sorts; Realm of
Impossibility. It includes all the original Zombies mazes (With locks
on half of them!) And 6 more!
Gee Whiz!

3456. Re: APE PRO cable

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-06 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31b625d9.4602340@news.superlink.net>
Source record: 83347

Ultimately, what I see happening is that the Emulators will get up to
the level of the c-64 one, and 8 bits will disappear (I hope not)
along with the PRO system, unless it is incorporated into one of the
emulators. (Not likely at this juncture, I understand).
Besides, it's still fun to remove the copy protection.

3457. Re: 8 bit archive help

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-06 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31b6268f.4784788@news.superlink.net>
Source record: 83348

>Yes, it's called inetd and it comes with Linux :)
>If you choose the network option when installing your Linux
>distribution it will automatically start an ftp daemon when you boot
>Linux, the directory that people have anonymous access to differs with
>different distributions but you can change it all anyway. Get used to
>file permissions and chmod or you might find that although it's great
>how you can access all your msdos partitions from Linux, it's not so
>great when anonymous ftp'ers can do it! It defaults to a reasonably
>safe setup though. As far as I can tell, I don't pretend to be a
>Linux guru.
>
Actually, the machine I am going to put it on will not have any MS Dos
partitions on it- it will be dedicated to running the ftp site.
(Finally! A use for one of my extra machines!)
>
>Have you tried NYX? If you can get verified they seem to be very
>helpful. You'll need a notarised letter or summat. I know it's a
>hell of a lot harder from over the pond.
>
Would that be the same NYX that is persecuting Uncle Fester? No
thanks.

3458. Re: Just wondering.....

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-06 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31b6271a.4923620@news.superlink.net>
Source record: 83349

On 4 Jun 1996 23:59:19 GMT, ericcron@wwa.com (Eric Cron) wrote:

>Why are people still using 8-bits?
>
>Please....don't take it the wrong way. I am overjoyed that I found this group and I
>am looking forward to getting an 800xl and learning everything about it that I can,
> but I really need to satisfy my curiosity.
>
>Is is just for fun? Is it like old car clubs or something? Is it a challenge?
>The games? Nostalgia?
>
>It sure looks like everybody has come a long way. When I was using
>the 800xl there wasn't anything like the type of discussions going on here
>around (on the BBS's in the Chicago area that were all, or at least mostly,
>running BBS Express by Ledbetter,)
>
>I guess I just want to hear that it isn't just cost that is holding people back from using
a p.c.
>You can get a decent 386 for under 200 complete.
>
>please, no smart-ass responses to this post, I'm a good guy.......

Like being able to crack software protection on it. Can't do NOTHING
on the PC.
Plus, All the problems I've had with the last 3 pc's I've had make me
want to pound the @$@#%^~!@ing things through the #%@#(!%)(! Wall!
Nothing beats the simplicity of the old atari's and the simplicity of
adding most of the upgrades to them that are available.....No IRQ's,
and such to worry about. More truly PLUG AND PLAY than any pc.

3459. RE: Just wondering...

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-06 00:00:00 UTC
From: ericcron@wwa.com
Message-ID: <4p5bum$1e2@kirin.wwa.com>
Source record: 83350

I am concerned that people are actually comparing 8-bits to pentiums..

There is no comparison. I can understand the nostalgia, I want to be nostalgic,
it just that a p.c. is much more capable than an atari 8-bit. Why are people trying
to prove otherwise? Especially in the business enviroment. Is there even a spreadsheet
I could run on the 800xl?

I can't wait to see alt.comp.sys.pentium.

Example posting:

Does anybody know how to start Netscape from Windows ?95? ?
I click on the icon once, but nothing happens. I think that if I can get
it to run, I could browse some newsgroups at turtle speed (28.8)

Do I need more than the 32megz of RAM this dinosaur came with?

Anyway..

The 800xl will always have a special place in my heart, but lets not compare two.

Anybody have one for sale? (with a drive please)
email to ericcron@wwa.com
work 312-321-6240

3460. Re: Linux ATR/XFD tools

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-06 00:00:00 UTC
From: asmolar@smol.fast.net
Message-ID: <slrn4q8lkc.42.asmolar@smol.fast.net>
Source record: 83351

On Wed, 5 Jun 1996 21:13:21 GMT, David Firth <david@signus.demon.co.uk> wrote:

>: "H0:ARCHON.BIN", it loads fine. But when I select "C" (copy file) and
>: specify "H0:ARCHON.BIN,D2:AUTORUN.SYS", it says Error 170 (file not found).
>: How can this be?
>
>Some version of DOS only allow access to the D: device and cannot
>use C:, R: or even H: :-(I tend to use OSS DOS/XL since it doesn't
>suffer from this problem.

So I guess why that explains why I cant use H: with DOS 2.5.

>
>HTH
>--
>David Firth <david@signus.demon.co.uk>

--

Tony Smolar

---
asmolar@fast.net home email
tonys@nscs.fast.net work email
http://www.users.fast.net/~smol homepage

3461. Re: Linux ATR/XFD tools

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-06 00:00:00 UTC
From: et@flag-monster.stanford.edu
Message-ID: <4p5jdq$h0@nntp.Stanford.EDU>
Source record: 83352

```
In article <1996Jun5.211321.361@signus.demon.co.uk>,
David Firth <david@signus.demon.co.uk> wrote:
>Eric Tucker (et@flag-monster.stanford.edu) wrote:
>: In article <1996Jun1.164446.323@signus.demon.co.uk>,
>: David Firth <david@signus.demon.co.uk> wrote:
>: >Place the .bin file in your current directory (make sure the file name
>: >is lower case). If you boot the emulator into DOS you should be able to
>: >run the program without loading it onto a disk image - select binary load
>: >and prefixed the filename with H0: (e.g. "H0:xxxx.bin"). Alternatively
>: >you can copy the file (with DOS) onto the current .xfd or .atr disk.
>
>: i.e. I'm in Atari DOS 2.5. When I select "L" (binary load) and specify
>: "H0:ARCHON.BIN", it loads fine. But when I select "C" (copy file) and
>: specify "H0:ARCHON.BIN,D2:AUTORUN.SYS", it says Error 170 (file not found).
>: How can this be?
>
>Some version of DOS only allow access to the D: device and cannot
>use C:, R: or even H: :-( I tend to use OSS DOS/XL since it doesn't
>suffer from this problem.

But we know this version of DOS does allow access to H0: because I can
binary load off of it. It's the same version of DOS that can't find
the same file when I use the Copy command in place of the Binary load command.

??????

eric
```

3462. Re: APE and UltraSpeed+ OS?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-06 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31b6607b.3184320@news.superlink.net>
Source record: 83353

On Wed, 05 Jun 1996 00:15:14 GMT, jeffk914@groucho.roc.servtech.com
(Jeff Kyle) wrote:

>On Mon, 03 Jun 96 02:20:51 GMT, chelm@ix.netcom.com (Chris) wrote:
>
>>In article <31b21e65.718404@news.servtech.com>, jeffk914@groucho.roc.servtech.com (Jeff
Kyle) wrote:
>>>For those who haven't heard of it, it's Bob Puff's hot-rod OS setup. It had a
>>>switch to choose between three OSs - the original XL/XE, XL-Fix (400/800 with a
>>>couple hidden goodies - quick disk menu, sector copier, etc), and the US+ OS,
>>>which has a bunch of nice add-ons, such as the ability to turn lots of features
>>>(keyclick, disk beep, DMA, etc) on and off on-the-fly. One of the things is
>>>that, as the name implies, it has UltraSpeed turned on all the time, which was
>>
>>Say is that OS setup still available anywhere, that I'd love to get my hands
>>on. I've only got an Omnimon, and I thought that was cool.
>
>I'm not sure - quite possibly. You'd have to check with Computer Software
>Services here in Rochester, NY - the number/address has been posted a few times
>recently.
>
>I highly recommend it - I can't imagine using an Atari 8bit without it.
>
>| Jeff Kyle jeffk914@groucho.roc.servtech.com |
>| http://www.servtech.com/public/jeffk914 |
>| (auto photos, They Might Be Giants MIDI Archive, etc) |
>| Reality is for people who can't handle the internet. |

CSS is still in business? Didnt they make the 1050 duplicator and the
impossible?

3463. Need to find an architecture/functional spec for atari 8bit chips

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-06 00:00:00 UTC
From: cy <cyrus.malek@amd.com>
Message-ID: <DsK740.1ul@txnews.amd.com>
Source record: 83354

Where can I find an architectural or functional spec of the primary chips in an atari? I've got "Programming the 6502", and this book provides a good overview of the 6502, instructions, etc...

I don't think I have the information on the GTIA/POKEY/ANTIC/whatever chips there may be - and this is the info I need. I want to put together a behavioral model of an 8bit system that I can use to test add-on devices (via simulation).

Any help out there?

Also, I have asked this before, but what has happened to the info-atari digest/archive...I haven't seen much activity as of late in the archive.

Cyrus

3464. Re: Let's talk about building APE/Prosystem cables!

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-06 00:00:00 UTC
From: cdyson@sog.com
Message-ID: <31b652eb.1963886@news.redshift.com>
Source record: 83355

jvogel@crl.com (John M. Vogel) wrote:

>rack I saw a *lot* of different types of diodes, all with different
>voltages and materials (germanium, etc). Does anybody who's successfully
>built the cable know what to get?

Get a 1N32A or 1N914. You can get them at Radio Shack. I have used
the 1N914 but either should work. Should be able to use a 1N4148 to.

>The Mims book doesn't tell much about the actual construction of circuits
>so I'm looking for any tips anyone can share, and perhaps some of you
>would also be interested in doing it yourself. Let's talk!!! :)

Takes less than an hour to build it. You might find some help at your
local high school if they have an electronics program or from a local
amature radio club but its preaty much the same as how its layed out.
The only thing about the ProSystem interface is you need an external
5 volt supply to run it. Other than that, good luck..

>Off to practice some soldering...

It's really fun. Wish I could see better. Kind of do it by touch now
days.

Later.

Clarence
cdyson@sog.com

3465. Re: FOR SALE CHEAP: 800/810,books,games,lots of magazines,freebies

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-06 00:00:00 UTC
From: cdyson@sog.com
Message-ID: <31b655b1.2674388@news.redshift.com>
Source record: 83356

junkster@coho.halcyon.com (James Hague) wrote:

>Atari 800 & 810 disk drive, includes power supplies, RF adaptor, monitor
> cable, BASIC cartridge, most manuals, plus a joystick or two.
> Price: $25 (which includes shipping; I ain't gonna get rich...)

James,
If you still have them, I'll go for it. Could use some backups.
Might even pay shipping. Let me know.

clarence
cdyson@sog.com

3466. Re: Atari 800 gone bad :(

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-07 00:00:00 UTC
From: Jeff Colbert <jcolbert@earthlink.net>
Message-ID: <31B85D4A.6BCE@earthlink.net>
Source record: 83207

Nope, the one I have still works great purchased new in '85, but the 1050
doesn't work at all.

Jeff

Yogi wrote:
> Working Indus drives?
>
> Isn't that an oxymoron?

3467. WANTED: harddisk.sys for ATR-8000

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-07 00:00:00 UTC
From: cbarrett@frontiernet.net
Message-ID: <31b8707e.65802752@news.frontiernet.net>
Source record: 83208

Can someone please email me a copy of the ATR-8000 Z-TEC harddisk interface HARDDISK.SYS file. Any help is appreciated.

Chris

3468. Re: Hard drive installation

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-07 00:00:00 UTC
From: andy@troas.demon.co.uk
Message-ID: <31b86e7c.299292@news.demon.co.uk>
Source record: 83209

On 7 Jun 1996 07:40:06 -0700, Chris_F_Chiesa@cup.portal.com wrote:
I can't comment
>on what an "Atari PC3" motherboard might be. I'd be interested in hear-
>ing how this turns out, though. :-)

The PC3 was an IBM clone put out for a very short period by Atari,
around the ST era. It was about the time that Atari started it's long
trek into the wilderness.....
Not sure if they marketed it in the US, I only ever saw it at Silica
Shop over here, one of the biggest ST dealers of the day.

--
andy@troas.demon.co.uk

3469. Re: 2-player option in Xformer?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-07 00:00:00 UTC
From: terryr@newreach.net
Message-ID: <4p9t32$hrd@perry.zippo.com>
Source record: 83210

Bill Somrak <cooncat@ncweb.com> wrote:

>.............. A GREAT BIG "AMEN" to that! ....

>Hi Chris,

>Boy, can I empathize with you! Not only is PC Xformer CRAP, but its author,
>Darek Mihoka, is mentally unstable (put kindly).

Having met Darek in person a few times and also having talked with him via phone a few more I have not found either of your statements to be correct. First lets talk about PC Xformer 3.5 (I got my upgrade for 5.00) with no problem via Toad Computers. It works great. I have used a great deal of my Atari 8bit programs on it with lots of success. I can't even tell you the number of games I can run with it and lots of apps and utilitys as well. Alot of the problem I see people having I have not been able to duplicate here. While still other problems I find are caused by people not fooling around enough. Many programs did not work when I loaded them, however 90% of them worked by selecting different options such as 800, XL or 130xe modes along with basic off and turbo on/off.... Somethings don't work but I can say I have hopes they will and the way to make this possible is NOT by bad mouthing Derek or his software! If you don't care for Derek don't deal with him but go thru someone like Toad Computers their great people!

2nd Derek's personality: I don't care what Derek's personality is like personally. Though I have never had a hard time in my dealings with him, his improtance to me is not his view of life or what he does on his day off. It is supporting a program that I paid for and so far I keep getting updates and more things are working better!

I will say one thing, when every Atari finatic in the world was raving about those bastard Tramiels He was one of the few to step up and tell the truth about them. He has never tried to win a populaity contest and as far as I can see has remained loyal to the Atari userbase alot longer than Atari Corp themselves did! Remember they are the ones that shelved the 8bit system and introduced the ST platform and never supported it EITHER.

If you want get back to me via netmail at terryr@newreach.net and I will be more than happy to help ya with any of your PC Xformer problems I can.

Terry

3470. Re: Atari 800 gone bad :(

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-07 00:00:00 UTC
From: ziggy29@netgate.net
Message-ID: <ziggy29-0706961730580001@d27.netgate.net>
Source record: 83211

In article <31B85D4A.6BCE@earthlink.net>, Jeff Colbert
<jcolbert@earthlink.net> wrote:

> Nope, the one I have still works great purchased new in '85, but the 1050
> doesn't work at all.

What's wrong with it? Any ideas? The electronics? The drive mechanism?

Does anyone know of American Technavision still sells the 1050 drive
mechanism? Last I checked about a year ago, they had a bunch of 'em
for $14.95 each or 2 for $24.95.

If the problem is the drive mechanism, you may want to give 'em a call.
(I don't have the number handy but it was recently posted.) Even if
you can get a 1050 used somewhere else for almost the same price (actually,
1050s sell for more than the computers--usually 800 or 800XL--do), when
an item is "obsolete" and no longer being made, the importance of having
spare parts becomes greater and greater.

If the drive mechanism seems fine, heck, buy a 1050. Or two. For the
right price, I wouldn't mind buying 10 or 20 just to feel secure in
having enough backups for the rest of my life. (I only have 4 now, plus
two 1050 drive mechanisms acquired as described above.)

--
Tim Irvin, ziggy29@netgate.net :: Softball '96: 12G / 9-3 / .553
WWW: http://www.netgate.net/~ziggy29/
"Someone who wears a tie to WWDC (the major Mac developers show)...
needs to rebuild his desktop file and zap his parameter RAM."
-- Guy Kawasaki

3471. Re: Atari 800 gone bad :(

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-07 00:00:00 UTC
From: ziggy29@netgate.net
Message-ID: <ziggy29-0706961737360001@d27.netgate.net>
Source record: 83212

In article <mbates-0406960115490001@ppp9-stk.sonnet.com>,
mbates@s3.sonnet.com (Marlin Bates, IV) wrote:

> You could send/take it to B & C Computervisions in Santa Clara. They are
> very knowledgeable and resourceful. Quite frankly you would probably be
> better off getting a new one or perhaps an 800XL.
>
> B & C Computervisions - 408-986-9960

B&C is a great resource for the "can't get it anywhere else and/or
gotta have it *now*" items (which occasionally we *all* come across),
but I think B&C wants something like $50-60 for an 800XL. When I
first rediscovered the Atari in late '94, I found one at Goodwill in
virtually brand new condition for $6.99. People sell 'em here on
the newsgroup in the $20-30 range.

But living and working so close to Santa Clara, it's nice to have
such a resource close by when I really want it *now* or can't find
it cheaper anywhere else.

Take M.U.L.E. for instance. Last time I checked, they were selling
M.U.L.E. for $29.99 when most other games they had were selling for
$9.99-14.99. (Hell, I even broke down, cracked open the wallet and
forked over $33 with tax to buy a copy.) Why? Try finding it anywhere
else. Try getting someone to sell you a copy. That is the value of
B&C. Usually, they charge more than you can find on the net or in
private dealings (hey, they *do* have to pay for a storefront and put
food on the table and I can appreciate that), and few knowledgable
net-savvy Atarians will look there first, but as a last line of defense
they're a great resource for the "community."

I haven't gone there in at least six months. I'll have to make it
out there again soon. It's not like I work more than five miles
away from their store...

--
Tim Irvin, ziggy29@netgate.net :: Softball '96: 12G / 9-3 / .553
WWW: http://www.netgate.net/~ziggy29/
"Someone who wears a tie to WWDC (the major Mac developers show)...
needs to rebuild his desktop file and zap his parameter RAM."
-- Guy Kawasaki

3472. Re: Rainbow Software Tranfers

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-07 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31b8c0af.1187599@news.superlink.net>
Source record: 83213

On Thu, 6 Jun 1996 >
>Ok, so I'm following up my own thread. I managed to come up with an
>alternative method to transfer files from the 8bit to the Mac:
>
>Requires ST Xformer and Xformer cable.
>
>(1) connect 1050 to the Atari ST via the Xformer cable
>(2) format a 720 DOS floopy on the Mac (PC Exchange enabled)
>(3) insert the Mac formatted 720 DOS floppy into ST Drive
>(4) copy the 1050 disk to an XFD image using the Xformer software
>(5) copy the XFD image to the Mac 720 DOS floppy
>
>
>I guess it could be made even easier by connecting the ST and Mac
>together across some kind of serial link. The real trick here was
>formatting the DOS floppy on the Mac, the MAC can't deal with ST
>formatted floppies, but the ST had no problems with the Mac formatted
>disk.
>
>Bob Malay
>
>
Here's an even easier way- If you send me the disks, I will transfer
them for you and add whatever software is on them to the atari
archive. (If you like) the format on the pc is the same as the format
on Rainbow.

3473. Re: Someone tell me what type power an 800 computer needs? It doesn't say shit on case or board!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-07 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <DsnGyF.ED6@iglou.com>
Source record: 83214

In article <31b825e1.733429@news.atcon.com>,
Dick Spoots Loads <kingshit@ahole.com> wrote:
>

9 volts ac, unless it's an 800XL, which uses 5 volts dc.

--
Bill Marcum bmarcum@iglou.com
On 22 July, 1996, at 6:00 pm GMT, everyone in the world
just START HUMMING. Those who don't know will freak.

3474. Re: Req: Copy of Zombies

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-07 00:00:00 UTC
From: Scott Faulkner <a-scottf@microsoft.com>
Message-ID: <01bb54e2$50c8ce60$efaa389d@a-scottf>
Source record: 83215

> jvogel@crl.com (John M. Vogel) wrote in article
<4p6vae$8jg@crl13.crl.com>...
> redeye@soreass.net wrote:
>
> : I Have the game Zombie. Sounds like what you discribe.
> : I'll have my sio2pc cable made by this weekend. so if someone
> : hasn't sent it to you by then, just tell me where you would like it
> : posted, or if you like I could e-mail it.
>
> Both are available at Justin's 8-bit archive:
> ftp://ftp.valleynet.com/pub/users/j/justin/atari8
> RoI is under the name of realmimp.zip

Has anyone else tried these under Xl-it? I got Realm of Impossibility to
run, but only ran across 1 zombie, and
sometimes the screen would scroll to another area many screens away from
my character's present location,
either leaving him in limbo, or stranded in space. I don't know how to
run Zombies. Can anyone
tell me how to run .bin or .com files in Xl-it?

thanks,
-Scott

3475. WTB: Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-07 00:00:00 UTC
From: "John L. Borda" <borda@sqi.com>
Message-ID: <01bb5483.0c98f3a0$b58df2a3@borda>
Source record: 83216

I would like to buy an Atari 800. Have all the peripherals my "game"
computer just went bad and I WANT TO PLAY RIVER RAT AGAIN!!!!!!!

Thanks, John
--
>>>>>-------> John L. Borda <-------<<<<<
http://www.accessone.com/~gianni

3476. Re: 2-player option in Xformer?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-07 00:00:00 UTC
From: andy@troas.demon.co.uk
Message-ID: <31b77868.5474008@news.demon.co.uk>
Source record: 83293

On Thu, 06 Jun 1996 17:28:06 -0700, Deana Barrett <pwein@umich.edu>
wrote:

> Lately, I have changed my thinking that the best way to use Atari
>software is not with a PC emulation of the Atari CPU. BUT, the APE
>software and cable will allow you to bypass the Atari disk drive and get
>100X better storage capacity and convenience, using your real Atari. You
>can copy over your real disks and just keep them for archive purposes.

Definitely the way to go. I use a lot of emulation software, MSX,
Coleco, NES, GameBoy, and it's great. But when it comes to the Atari
stuff, 99.9% perfection isn't good enough. And I think we're pretty
spoiled now, just think back 10 years, if you could buy an SIO
subsystem which had 8 drives, a printer interface and a modem, how
much would you pay for it??

> It is amazing to me that there are still many grown-up (?) adults who
>are spending valuable (?) time with their Ataris. I continue to think of
>my Atari as "The Little Computer That Could".

Well, personally I think modern PC games are too complex for their own
good. There's nothing like firing up Defender on the 8 bit for a good
blast. There's a saying, "Keep It Simple, Stupid!".

--
andy@troas.demon.co.uk

3477. Re: Atari 800 gone bad :(

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-07 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31b78010.3159639@news.superlink.net>
Source record: 83294

>Actually I have an Atari 65XE which is in working order, so my Atari 800
>is just icing on the cake. I also have two working Indus drives, two 850
>modules, a 300 baud acoustic modem (not using it to surf the web,

Working Indus drives?

Isn't that an oxymoron?

3478. Re: Just wondering...

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-07 00:00:00 UTC
From: Jim Treber <jtreber@cris.com>
Message-ID: <31B7F3BF.29F8@cris.com>
Source record: 83295

Chris wrote:
>
> In article <4p5bum$1e2@kirin.wwa.com>, ericcron@wwa.com wrote:
> >to prove otherwise? Especially in the business enviroment. Is there even a
> > > spreadsheet
> >I could run on the 800xl?
>
> Actually there are several spreadsheets you could run on the 8-bit. Granted
> they won't have the power or flexibility of their monstrous PC cousins, but
> they are around.

I ran a business for years and used Home Card for my invoice
records and Visicalc for my CPA. It printed out as good as any and my CPA
never complained.

Jim

3479. FS: C64/Amiga/IBM/Apple/Atari/TI-99 software (mostly) garage cleaning!

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-07 00:00:00 UTC
From: steven@rain.org
Message-ID: <4p8gkk$nfo@news.rain.org>
Source record: 83296
Cross-posted to: comp.sys.ibm.pc.games.marketplace,comp.sys.cbm,comp.sys.ti,comp.sys.apple2,comp.sys.apple2.marketplace,comp.sys.amiga.software,comp.sys.atari.8bit,comp.sys.mac.games.marketplace,misc.forsale.computers.pc-specific.software,misc.forsale.computers.other.software,misc.forsale.computers.mac-specific.software

I am posting this message for a friend without his own Internet account.

ALL SOFTWARE PACKAGES ARE ORIGINALS WITH COMPLETE DOCS, DISKS, AND
BOXES, unless noted with a * which means there is no box. All opened disks
have been tested and I will guarantee they work.

Rather than post separate for sale messages for each computer as I have done
in the past, I thought I'd combine them into one large list so people could
see everything I have available. If you are interested in anything, please
read the end of the message before replying.

Items listed in this order:
Part 1. Commodore 64/128 game software (many: $2.50-$4 each), datasette
Part 2. Amiga 3.5" game software (4 games @ $4-$5 each)
Part 3. IBM old business software (several @ $3-$5 each)
Part 4. Apple II PFS disks, GS/Mac ADB-style MIDI interface
Part 5. Atari ST and 8-bit software (several non-games @ $2-$3 each)
Part 6. TI-99/4A cartridges (2 educational @ $3 each)
Part 7. DBase II/III computer books (several)

Feel free to make reasonable offers on anything below. Few prices are firm,
especially if you are buying several other items.

=== Part 1. Commodore 64/128 (all 5.25" disks) ================================

$2.50 each

Deceptor
Force 7
GEOS Desk Pack I *
Sky Runner

3 for $10

Blue Angels
Die Hard
Oil Barons (big and heavy package)
Paperclip 64 *
Paperclip Spell Pack *
PHM Pegasus
Print Power (+Atari)
Top 20 Solid Gold (Cosmi) *
Top Fuel Eliminator

TV Sports Football
X-15 Alpha Mission

$4 each

Ace of Aces
Beyond Dark Castle *
Beyond Zork 128 *
Border Zone *
Defender of the Crown
Grave Yardage *
Kings of the Beach *
Millionaire *
Monopoly (Leisure Genius)
Murder by the Dozen *
Nord and Bert *
Pipe Dream *
Tomahawk

Hardware:
Commodore 64/PET Datasette.....$7

=== Part 2. Amiga 3.5" disks ==

Jack Nicklaus' Golf, no box....$4
Midwinter.....$4 without box, $5 with box
Pioneer Plague, no box.....$5
Warlock.....$4 without box, $5 with box

=== Part 3. IBM (mostly 5.25" disks) ==

The following business programs are complete with original manuals and disks.

Chartmaster 6.21 by Ashton-Tate [*] $4
Comms (1987) by Zortech $3
Diskette Manager III 1.0 by Lassen Software [*] $3
Double DOS (1986) by Softlogic Solutions $4
Dr. DOS 6.0 by Digital Research [*] $4
Form Filler 1.5 by Block Publishing $5
Inside Track II by I-Track Corp $5
Lotus Freelance Plus 2.0 by Lotus $5
(can't tell if it's a demo - a sticker was neatly removed from each disk)
Lotus Graphwriter 1.0 by Lotus [*] $4
Lotus Metro 1.0 by Lotus [*] $4
PC Focus 3.0 by Information Builders $5
Primetime Personal (Time Manager) 1.23 by Prime Time [*] .$3
Prodex Phone Management System 1.4 by Prodex [*] $3
Q&A Write 1.02 by Symantec [*] $4
Secretary Bird (1988) by Software Toolworks $5

Note: [*] indicates that the package and/or disks have a sticker which say
something to the effect of "Evaluation Copy" or "Demo version - not for
resale". I think most, if not all, of these are still full working

versions which were meant for stores to demo to customers. Feel free
to make reasonable offers on the whole lot.

=== Part 4. Apple II+/e (all 5.25" disks) ==================================

Hardware: Apple-brand MIDI interface with cables (plugs into ADB port) - $16

ORIGINAL DISKS ONLY for 15 different PFS:File, PFS:Graph, PFS:Write, etc -
50 cents ea. disk - can provide a complete list if interested

=== Part 5. Atari ==

Atari ST 3.5" software - $2 each ** untested - I don't have an Atari ST but
I would refund your money on any unlikely bad items **
E-Z Track MIDI Sequencer - new, unopened (3 of them)
Personal Pascal *
ST Key *
Zork I disk (original disk only) - $1

Atari 8-bit 5.25" software - $3 each
Atariwriter (cartridge) *
Home Filing Manager (disk) *
Pilot language (cartridge) *
Print Power (Atari/C64 disks)
Print Shop (disk) *
Telelink (cartridge) *
Turtle Tracks (disk)

Also looking for Clowns & Balloons game disk for Atari 8-bit -- will trade

=> Take ALL 6 Atari ST and 7 Atari 8-bit items above for $24 + shipping

=== Part 6. TI-99/4A ===

Working cartridges - no boxes

$3 each

Beginning Grammar, no docs
Household Budget Management, w/ docs

Cartridges WANTED (will also trade the above for or possibly buy):
Beyond Parsec, Bigfoot, Choplifter, Computer War, Crossfire, Joust,
Jumpman Jr., Munchman 2, Scrabble, Space Journey, Spy's Demise, and Tris.

=== Part 7. Books ==

I have too many DBase books and would like to sell most of the following.
If any of them interest you, please make an offer on each in the $3-$6
range.

Advanced DBase III Plus Programming and Techniques by Miram Liskin
Advanced Programmer's Guide to DBase II and III by Luis Castro
Advanced Techniques in DBase II by Alan Simpsons
Advanced Techniques in DBase III by Alan Simpson

Command Performance DBase II by Douglas Hergert
DBase III Plus & Local Area Networks by William Bates
DBase III Plus Programmer's Library by Joseph-David Carrabis
DBase III Plus To Go by Peter Randall
Everyman's Database Primer Featuring DBase II by Robert Byers
Expert DBase III Plus by Judd Robbins
Programming with DBase II by Cary Prague
Understanding DBase III Plus by Alan Simpson
Using DBase II by Carl Townsend

==========

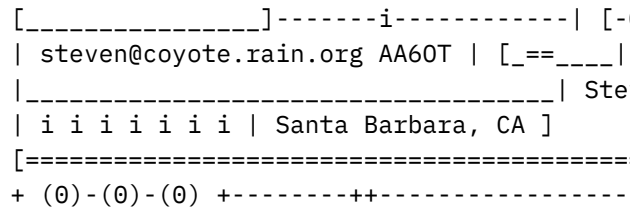
The above prices do not include shipping. I'm in California. Depending on how far away you are, how many items you want, if they have boxes, and how heavy everything is, the shipping cost usually ranges from $4 to $8 UPS or priority US mail. I don't have time to deal with lots of small transactions, so I need to ask a minimum of $15 worth of items. If you buy a lot of stuff at once, I will make you a deal on the shipping. In general, a few pieces of software cost $4 or $5 to ship.

I will only ship within the continental UNITED STATES.

Thank you,
Randall

Please send e-mail to steven@rain.org and include at the top of the message or in the subject header: "Forward to Randall". Because these messages will be hand-carried on floppy disk or sent to me via modem only once or twice per week, it may take me a little while to respond.

Steve
=====



3480. Re: Uploaded: Atari800-0.4.2.tar.gz

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-07 00:00:00 UTC
From: Dr Jest <robp@owl.co.uk>
Message-ID: <31B82F55.5079@owl.co.uk>
Source record: 83297
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

David Firth wrote:
>
> The latest version of this emulator can be downloaded from:-
>
> ftp://ftp.demon.co.uk/pub/emulators/atari/Atari800-0.4.2.tar.gz
>

Can someone get this version mirrored elsewhere, or email it to me
because I can't log on to demon.

3481. Re: Need to find an architecture/functional spec for atari 8bit chips

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-07 00:00:00 UTC
From: junkster@coho.halcyon.com
Message-ID: <4p8da3$s7r@news1.halcyon.com>
Source record: 83298

In article <DsKu9F.53L@iglou.com>, Bill Marcum <bmarcum@iglou.iglou.com> wrote:
>
>I think the closest thing you can find is "Mapping The Atari", which was
>written by Ian Chadwick and published by Compute! Books.

The official docs from Atari--"The Technical Reference Notes" (which include the hardware manual)--are available as well. I really regret not seeing them years ago when I was doing 8-bit programming. IMO they make all other sources of info ("Mapping the Atari," "De Re Atari") seem rather wordy and incomplete.

James Hague
junkster@halcyon.com

3482. Re: Need to find an architecture/functional spec for atari 8bit chips

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-07 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <4p92a2$99q@dfw-ixnews3.ix.netcom.com>
Source record: 83299

In <DsKu9F.53L@iglou.com> bmarcum@iglou.iglou.com (Bill Marcum) writes:

>
>In article <DsK740.1uI@txnews.amd.com>, cy <cyrus.malek@amd.com>
wrote:
>>Where can I find an architectural or functional spec of the primary
>>chips in an atari? I've got "Programming the 6502", and this book
>>provides a good overview of the 6502, instructions, etc...
>>
>I think the closest thing you can find is "Mapping The Atari", which
was
>written by Ian Chadwick and published by Compute! Books.
>
>--
>Bill Marcum bmarcum@iglou.com
>On 22 July, 1996, at 6:00 pm GMT, everyone in the world
>just START HUMMING. Those who don't know will freak.
>
Some info is in the original Developers manuals. The use to be
abailable at B&S Computervisions, probably still are. If you want to do
some serious programming and/or hardware hacking, you need these
manuals. They are available for all of the 8-bit machines except the
1400 series. If someone happens to see a set for the 1400XL or 1450XLD,
let me know. I want a set. I have the rest.

rely@ix.netcom.com

3483. Re: Need to find an architecture/functional spec for atari 8bit chips

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-07 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <4p9322$3fi@sjx-ixn3.ix.netcom.com>
Source record: 83300

In <4p8da3$s7r@news1.halcyon.com> junkster@coho.halcyon.com (James Hague) writes:
>
>In article <DsKu9F.53L@iglou.com>, Bill Marcum <bmarcum@iglou.iglou.com> wrote:
>>
>>I think the closest thing you can find is "Mapping The Atari", which was
>>written by Ian Chadwick and published by Compute! Books.
>
>The official docs from Atari--"The Technical Reference Notes" (which
>include the hardware manual)--are available as well. I really regret not
>seeing them years ago when I was doing 8-bit programming. IMO they make
>all other sources of info ("Mapping the Atari," "De Re Atari") seem rather
>wordy and incomplete.
>
>James Hague
>junkster@halcyon.com
>
Just to let you know, the Technical Reference Notes is a seperate document from the Hardware Manuals in the developers kit(s). Get all for serious work.

rely@ix.netcom.com

3484. Re: What is an Atari 1450XLD and whos selling one??

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-07 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <4p92rg$f99@dfw-ixnews7.ix.netcom.com>
Source record: 83301

In <31b70929.37564486@news.slip.net> ShadowMan@nowhere.com (Shadowman)
writes:
>
>Christopher Brett Strong <strong@cadesm44.eng.utah.edu> wrote:
>>The prototypes also vary quite a bit. There are two different
>>motherboard revisions (totally different, one with a floppy disk
daughter
>>board), as well as two versions of the sound chip.
>
>What is strange about the 1450 is that there WERE a few sold, about
500 total.
>So somebody out there does have one.
>---
>You have not trully lived, till you have died.
>Shadowman.
The 1400XL and 1450XLD were never released. There were a few prototypes
that got out. The 1400XL was aimilar in looks to the 1200XL, but (i
believe) had speech synthesis. The 1450XLD also included atleast 1
internal parallel connected floppy drive. It also looked like a 1200XL
but with the back part raised to house the floppy bays (2). I don't
remember what else it had, but at the time, it was the coolest piece
around and everyone wanted one. Sorry to say Atari dropped the ball and
then came out with the XE series instead.

rely@ix.netcom.com

3485. Re: What is this monitor?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-07 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <4p92gj$f57@dfw-ixnews7.ix.netcom.com>
Source record: 83302

In <ksimon-0606960943350001@cnc009033.concentric.net> ksimon@cris.com (Kenneth Simon) writes:
>
>I have an Amdek Color I Plus monitor which I used with my Atari 800.
>Someone wants to take it off my hands, but he's asking me if it's VGA or
>SVGA. What should I tell him? Is it either?
>
>Thanks :)
>
>--
>--
>Kenneth Simon e-mail: ksimon@cris.com
> Oakland, California USA
> homepage: http://www.cris.com/~ksimon/

It can't be either if you used it for your 8-bit. It must be composite and/or S-VHS (has y/c inputs) compatible. That is you have seperate luminance and chroma inputs if it is S-VHS compatible.

rely@ix.netcom.com

3486. Re: APE PRO cable

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-07 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <152375@cup.portal.com>
Source record: 83303

Craig P. Forbes (craig@mccabe.com, I think; I am typing this from memory)
writes:

>I can definately say the the one chip (max232) version of the SIO2PC cable wil
l
>work with APE. I one of these mounted inside my 800xl and it has been working
>fine with APE.
>
>As for the 2 chip version, I'm not sure (can't remember if I tried my two chip
>version) but I thought there was a configuration option to select 1 or 2 chip
>version.

Hmm. I don't know WHICH version I have. Someone whose name I can NEVER
recall when I need it, from this group, built it and shipped it to me.
Mystery person, if you're reading this, would you please remind me of
your identity AGAIN, and tell me which version of the cable I have? :-)

Re: this "configuration option": WHERE? On the cable itself somehow? Or
in the APE software?

Chris

3487. Re: Just wondering.....

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-07 00:00:00 UTC
From: marcg@mich.com
Message-ID: <4p9oef$36m@server3.mich.com>
Source record: 83304

In article <4p2ikn$50p@kirin.wwa.com>, ericcron@wwa.com says...
>
>Why are people still using 8-bits?
>
>Please....don't take it the wrong way. I am overjoyed that I found this group and I
>am looking forward to getting an 800xl and learning everything about it that I can,
> but I really need to satisfy my curiosity.
>
>Is is just for fun? Is it like old car clubs or something? Is it a challenge?

>The games? Nostalgia?
>

I'll add my $.02 to this discussion:

I've had a bunch of different computers over the years, starting with one of the very first 8K Commodore PETs, then an Atari 800, then a Commodore Amiga 2000, then (concurrently) the PC of the week, presently a 486DX5/133 MHz.

I will never say that the Atari is a "better" computer than my 486...I can't think of any sane person that would say that any of the 8-bit DOS versions are "better" than Windows NT Server, which is whay my 486 is running. Obviously, the 486 runs circles around the 800, and one can hardly compare 24Mb of RAM to 48Kb of RAM.

Having said all of this, I was so happy to get my old 800 back I was beside myself. You see, computers back in the early '80s had something these PCs don't have--personality. The machines were simple by today's standards, but they were FUN. I can't say that my 486 is fun--it's competent, fast, powerful, all of that stuff--but it's not FUN. I have spent about $100 so far getting my system back to where it was back in 1985, including getting some spare parts and such, mostly so I can play Archon. There's a PC version of Archon, but the version on the 800 is more FUN than the PC version.

The machines are so complex these days that neither I nor any other individual could ever understand all the wheels within wheels that make the things tick at a low level, even though I am a respected and highly-paid networking expert in the PC arena. I can tell you lots of stuff about how to make hardware and networks work, but I can tell you how to set up ROM calls to get the disk drive to read and write sectors on the 800. As another person mentioned, I can crack programs on the 800 but wouldn't have a prayer on a PC. Who's got time to learn x86 Assembler? It took me a couple of weeks to learn the simple 6502 instruction set.

Anyway, for me, the attraction to the 8-bit os a combination of nostalgia, fun, and an attraction to a much simpler type of machine.

Just my $.02.

3488. Re: Hard drive installation

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-07 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <152376@cup.portal.com>
Source record: 83305

Somebody quoted without adding a word:

>Peter Sundiata (yu121157@yorku.ca) wrote:
>: Hello. My name is Peter Sundiata. My brother and I are attempting to
>: install a 40 meg hard drive into an old 8088 computer that my wife
>: bought from Radio Shack about 5 years ago (even for back then it was a
>: rip-off). We no longer have any documentation and are having difficulty
>: with the installation. We were wondering if you knew where we might get
>: information for this attempt. It is an Atari PC3 motherboard with
>: revision # CIO3272. We are wondering what the "w" jumper settings are to
>: enable the board to accept the controller card for the hard and floppy
>: drives. This is opposed to the direct connection to the mother board.
>
>: Any information you could provide for us would be most helpful.
>
>: Thank You!
>: Peter Sundiata
>: E-mail: yu121157@yorku.ca

First of all, this guy doesn't seem to know what he's talking about!
"Old 8088 computer," indeed! And when did Radio Shack _ever_ sell
anything but Radio Shack (TRS-80) or Tandy computers? They certainly
never sold anything from Atari as far as _I_ ever heard! I can't comment
on what an "Atari PC3" motherboard might be. I'd be interested in hear-
ing how this turns out, though. :-)

Chris

3489. Re: Just wondering.....

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-07 00:00:00 UTC
From: dja1@iscp.bellcore.com
Message-ID: <4p9f1c$lqc@athos.cc.bellcore.com>
Source record: 83306

In article <4p2ikn$50p@kirin.wwa.com>, ericcron@wwa.com (Eric Cron) writes:
|> Why are people still using 8-bits?
|>
|>Is is just for fun? Is it like old car clubs or something?Is it a challenge?
|> The games? Nostalgia?
|>
The reason I still use my 8-bit has nothing to do with what technology I currently have access to, either at home or at work. First off, they ARE fun. they remind me of a time when THEY were the top of the line in graphics and home technology.

With the Atari 8-bit and it's vast array of memory maps and books on it's inner detailed workings and all it's available programming languages (BASIC, C, Pascal, ACtion! Logo, Forth, Assembly, etc.etc) and it's relatively small size, it's a machine you feel you can TOTALLY master. You can control every aspect of it. You can customize almost every part of it, hardware wise and software wise. You are the boss. It dances to your tunes.

It has great games you still can't find on any game machine, PC or whatever.

It has Alternate Reality! :)

Dave

--

Dave Arlington
Bell Communications Research
ISCP Customer Contact, Gateway Solutions
RRC 4A-365, x4941
dja1@iscp.bellcore.com

3490. Sio2pc Cables For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-08 00:00:00 UTC
From: Bradley.Bacik@uc.edu
Message-ID: <4pagnh$67j@dfw-ixnews7.ix.netcom.com>
Source record: 83217

I made myself and a few others in the group sio2pc cables last fall.
Because of the "minium order" one contends with at electronic
suppliers that have the 232's and the diode I happen to have 2 cables
to sell. These are Nick's one chip design and the will work with
sio2pc and APE. The asking price is $50 per cable which includes
shipping.
Anyone interested please email me at : Bradley.Bacik@uc.edu

Please specify what type of pc connector you want, 9 or 25 pin

-Brad

3491. For Sale Cool Atari Junk

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-08 00:00:00 UTC
From: dovereem@brutus.acs.ohio-state.edu
Message-ID: <4pau71$41s@charm.magnus.acs.ohio-state.edu>
Source record: 83218

Wow, this is really neat. I used to be really serious into the Atari 8bit scene many years ago, even wrote full bbs software. In any case, I have boxes of the stuff in the basement which someone might be interested in. Since I did development, some of it is particularly obscure:

A handful of Atari 800s (one with 80column adapter, all w/48k)
Atari 130XE
A handful of 850 adapters
A handful of 810 and 1050 drives (two of them HAPPY)
720K drive (requires percomm comtroller)
Multi-I/O board with HARD DISK CONNECTOR!
Atari HARD DISK will hook up to 130XE (including ADAPTEC controller)
(the hard disk is probably blown, but it only was 10meg anyway)
(the controller probably works though, will go up to 128meg)
(this thing is really neat, u never seen an atari move so fast...)
1027 printer
brother printer
pile of monochrome monitors
some 300 and 1200 baud modems
probably more I can't remember at the moment
also many great technical guides and info from ATARI and aftermarket publishers, including the MAPPING THE ATARI book.
Lots of software on disk, cartridges (basic xe, assembler editor, tools, and games)

This stuff can be viewed either in the Washington DC area or the Columbus, Ohio area. I travel between them frequently. Any reasonable offers accepted. I cannot guarantee operation of any individual piece because it has not been used in eons. I will ship it all if desired, but expect a lot of stuff...

David Overeem

send mail only! Address overeem.1@postbox.acs.ohio-state.edu

NeXT mail okay if you use it (man, do I have a thing for white elephants!)

3492. Old Forgotten Software?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-08 00:00:00 UTC
From: Bob Klaas <bobkla19@mail.tcd.net>
Message-ID: <4pb9cn$4h6@news.tcd.net>
Source record: 83219

About 5 years ago I started to put together some P/D, or
Copyrighted disks that I had the right to, perhaps someone out
there doesn't have them...??? Price per disk is $3.00 including
shipping..so far here is what I have uncovered in the mess I have
accumulated.

Disk 1001, Basic disk GAMES, ZAPP, RICHOCHET DRAGON ENCURE SEBAT
NORAD2, ARENA GOBBLERS MAKEDOG DISASTER LANDER BOMER GOLF
BATGAMON, CHICKEB GOBLENSS..

DISK 1002, DICE, ACROBAT BIFFDROP CANNONDUEL GAMBELR SKYDIVER
DUNEGEON MONOPOLY TIMEMACHINE STARWAR- SIMON GUESSER

DISK 1003, KEYNOTE THIS IS A NONBASIC FILE WRITTEN BY CLARENCE
TIPPETS, I

3493. Re: 2-player option in Xformer?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-08 00:00:00 UTC
From: chelm@ix.netcom.com
Message-ID: <4paqjc$5s6@sjx-ixn5.ix.netcom.com>
Source record: 83220

In article <4p9t32$hrd@perry.zippo.com>, terryr@newreach.net (Terry Russell) wrote:
>Bill Somrak <cooncat@ncweb.com> wrote:

>find are caused by people not fooling around enough. Many programs did
>not work when I loaded them, however 90% of them worked by selecting
>different options such as 800, XL or 130xe modes along with basic off

I cannot imagine where people are getting this unbelievable statistics from
for emulation. The program doesn't run at least *half* of the stuff I put
through it.

>and turbo on/off.... Somethings don't work but I can say I have hopes
>they will and the way to make this possible is NOT by bad mouthing
>Derek or his software! If you don't care for Derek don't deal with
>him but go thru someone like Toad Computers their great people!

Since I purchased the software, I will say whatever I feel about it. No one
is going to change my mind that the Xformer is crap. After all these years,
it should be working right by now. My biggest problem is the blatant lies
used in advertising it. It does not work as advertised. The fact that any
one could call emulation what that thing does for sound alone kills me. I
would never buy another thing from him again. It was a mistake to buy Xformer
in the first place. I'm not looking to bad mouth anyone, I am simply
providing my experience with the software, and sharing my views on it. Had
someone been honest to me about Xformer, I would never have purchased it.

3494. Lost Software???

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-08 00:00:00 UTC
From: Bob Klaas <bobkla19@mail.tcd.net>
Message-ID: <4pbb8t$4h6@news.tcd.net>
Source record: 83221

Just located some sofeware that I had prepaired 5 years ago?

K-P 1001, Basic games, Batts, Zapp, Richochet, Dragon , Encore
Seabat,Norad2, Arena, gobblers, Makedog, Disaster Lander,
Bomer,Golf Batgamon, Chickeb, Gooblins

K-P 1003, Keynote by Clarence Tippets, Non Basic, keyboard music
type file with source code you can modify..

K-P 1002, Dice, Acrobat, Biffdrop, Cannonduel, Gambler, Skydiver
Duengon, Monopoly, Timemachine, Starwarp, Simon, Guesser..these
are Basic type games..

K-P 1004, Times Table Tester math educational type disk written
because his daughters had a problem with math...by Clarence
Tippetts..Not before released.

K-P 1005, Demondungen Basic Game worth the effort...My 4 children
have used this game over the past 5 years and have enjoyed it,
None have beat this basic game due to the multi-levels envolved.

Price per disk...$3.00 shipping encluded...

3495. Re: Koronis Rift

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-08 00:00:00 UTC
From: uanrbza@grove.iup.edu
Message-ID: <1996Jun8.074641.7442@news.iup.edu>
Source record: 83222

In article <4p4dun$reu@netty.york.ac.uk>, pih100@york.ac.uk (Paul Halliday) writes:
>EESurfer (eesurfer@aol.com) wrote:
>: Has anyone ever got to level 20? Is something special supposed to happen
>: then? The game just never seemed to end in any way. Just wondering....
>
>You're supposed to destroy the saucer base (which I expect you did). But
>then, as you say, nothing happens - just an empty landscape as far as I
>recall (though it has been at least 6/7 years since I played it properly).
>I think I used to save each time shortly before the first saucer appeared
>on every level. That way I wouldn't have to tackle the nasty ones with
>the red (?) coloured lasers (took me ages to get the best shield I could
>find to absorb one blast of that). Did anyone discover whether it has a
>more interesting ending?
If You have the book, and read about how the components FIT together
then you would see how to configure all your componets together to make
a cool ship, my tank used to rip through everything, different componets
do different things, you have to have the BBOK for this one guys.

3496. Re: Return of Heracles, anyone?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-08 00:00:00 UTC
From: uanrbza@grove.iup.edu
Message-ID: <1996Jun8.074412.7441@news.iup.edu>
Source record: 83223

In article <4otm9m$n0u@nntp.Stanford.EDU>, et@flag-monster.stanford.edu (Eric Tucker) writes:
>Hey, does anyone know where one could get an image of Return of Heracles,
>by Stuart Smith? It was among my ten favorite games (along with Stuart's
>earlier effort, Ali Baba and the Forty Thieves, which I have found)... but
>I can't find it anywhere!
>
>I'd transfer it myself, but (a) my Atari system and disk collection is
>on the opposite coast in my parents' house, and (b) I don't think I have the
>right hardware to do the transfers anyway.
>
>thanks!
>Eric
I have more games than you can shake a stick at.
I can post all the public domain and many others to some
storage space I have and set up the homepage to link over
to that direcotry on that site...HOWEVER..I am
having a problem getting the hardware set up
I would like to use APE and give that a try
any1 selling a CHEAP ape or sio2pc cord, or
can mail me some good docs I have wizards to help me
to electronic cords/networks at our college CPU lab. 8)
let me know, I can post Heturn of hercules and MANY Infocom games if we
are allowed to post those??Copyrights anyone????
Email me at UANRBZA@oak.grove.iup.edu

thanks 8)
L8R!!!
-DISK DOCTOR

3497. Re: Hard drive installation

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-08 00:00:00 UTC
From: Jim Treber <jtreber@cris.com>
Message-ID: <31BA001C.7FBC@cris.com>
Source record: 83224

Andy D wrote:
>
> On 7 Jun 1996 07:40:06 -0700, Chris_F_Chiesa@cup.portal.com wrote:
> I can't comment
> >on what an "Atari PC3" motherboard might be. I'd be interested in hear-
> >ing how this turns out, though. :-)
>
> The PC3 was an IBM clone put out for a very short period by Atari,
> around the ST era. It was about the time that Atari started it's long
> trek into the wilderness.....
> Not sure if they marketed it in the US, I only ever saw it at Silica
> Shop over here, one of the biggest ST dealers of the day.
> I have a friend in Illinois who bought one new. I don't remember
if it was a 286 or 386 equivalent.

Jim

3498. Re: RE: Just wondering...

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-08 00:00:00 UTC
From: Bob Klaas <bobkla19@mail.tcd.net>
Message-ID: <4pcf0k$7bj@news.tcd.net>
Source record: 83225

Sure there is a spreadsheet for the Atari 800xl and other computers, There was one packaged with the Indus Disk Drive, Synase, put out Syncalc avanced electronic spreadsheet for the older machines and a version to take advantage of the 128k in the 130XE.

Peachtree, put out a complete business package for the Atari they do not have it avaiable anymore, I have a complete set, called Accounting, Back to basics accounting system, General Ledger, Accounts Receivable, Accounts Payable, for use with the Atari 800, 800xl, 1200xl...works on the 130xe also.

And there are probably several more products out there for users that others are familiar with and will respond.

As to competing with a PC, it just wasn't designed to in the first place. It does a good job for its class, and many hackers have taken it far beyond what Atari had in mind for it at the time..

3499. Re: 850 power supply and price? (was: Re: 850 interface cables, !!! Thanks Marc !!!)

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-08 00:00:00 UTC
From: Bob Klaas <bobkla19@mail.tcd.net>
Message-ID: <4pceb0$7bj@news.tcd.net>
Source record: 83226

It takes the same power supply as the old 400/800 and or 810/1050
disk drive power supply 9v AC, 31va although the va can be less
due to the fact that it doesn't draw much..

Price, depends on you. I sell them guranteed without cables but
with a power supply for $25.00 shipped...

3500. Re: 2-player option in Xformer?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-08 00:00:00 UTC
From: terryr@newreach.net
Message-ID: <4pclmr$mjr@perry.zippo.com>
Source record: 83227

chelm@ix.netcom.com (Chris) wrote:

>I cannot imagine where people are getting this unbelievable statistics from
>for emulation. The program doesn't run at least *half* of the stuff I put
>through it.

I said it run 90% of what I fed into it and it does. Nothing about it
unbelievable to me! The first day I got it I sad and loaded perhaps 50
games. I found like 3 that did not work at all. I found a few that I
had to tinker with and still more that I needed to adjust the screen
with such as RiverRaid. I could not get SpartaDos to work but now that
I have 3.3a even it works great!

>Since I purchased the software, I will say whatever I feel about it. No one
>is going to change my mind that the Xformer is crap.

Thats your opinion and like you said since you bought and paid for it
you can say whatever you like. However there are always others with
there own opinions. Such as mine.

> After all these years, it should be working right by now.

Maybe so but many of those years were devoted on running it on the
Atari ST which had no where near the horsepower or the hardware to do
it! I BOUGHT the Transformer for my ST. I paid 39.00 for it with the
cable at the World of Atari show in DearBorn Mi back in 87 or 88. A
week or so later the program became public domain! Was I pissed? A
little but the idea that maybe with the PD available more people would
use it and help develope it. I was rather naive back then and actually
believed the ST had a chance of doing it. BIG MISTAKE! The PC version
though actually has a machine with the abilitys needed to make it work
without the hardware limitations. I've used XLit and found it to be
VERY promising but not a faithful as Xformer yet. With xformer I am
using joystick, d/d d/s disk imgs heck I have even created 360k
*.ATR files with programs on them that work great. Sound works though
not completly perfect, and I can use my 1050/ Track drives. I will say
I was a little upset that I have not been able to write to the
external disk drive only read/boot...

> My biggest problem is the blatant lies used in advertising it.
> It does not work as advertised.

Yup I'll admit there is much hype in its claims and I agree with you
there should be a little more honesty. However I have found far worse
blatant lies and hype from MANY companys including Atari themselves.

> I would never buy another thing from him again. It was a mistake to buy Xformer
>in the first place. I'm not looking to bad mouth anyone,

Maybe it was for you and I can appreciate your feelings. However as
far as badmouthing goes it would appear that you are doing just that.
Of course maybe your own dealings with Derek have warrented this. I
merely offered a counter position in that came from my experiance.

>Had someone been honest to me about Xformer, I would never have
> purchased it.

Yes it does sound that it was not close to your personal expectations.
Honestly though consider that you can buy an Atari 8bit computer like
the 130XE for as little as 5.00 today it would seem that the best way
of emulating would instead just buying the real thing. I did not by
the xformer to replace my Atari 8bit systems I bought it as sorta a
toy so it don't really bother me a great deal since I spent so little
on it...

3501. Re: Koronis Rift

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-08 00:00:00 UTC
From: pih100@york.ac.uk
Message-ID: <4pcl4o$a0o@netty.york.ac.uk>
Source record: 83228

DISK DOCTOR (uanrbza@grove.iup.edu) wrote:
: If You have the book, and read about how the components FIT together
: then you would see how to configure all your componets together to make
: a cool ship, my tank used to rip through everything, different componets
: do different things, you have to have the BBOK for this one guys.

I have the book (original disk version) - had all the components - have even mapped all the levels somewhere. And selected all the best bits, stored the better ones and tested them in combination. From memory though I couldn't find a shield that charged proficiently in one particular band that some saucers attacked with - it charged slowly in that band only from excess energy produced by the generator - meant it would only survive one or two shots in that region before becoming empty - didn't manage to find a shield that gave me large quantities in _all_ bands though, only ones that charged best in specific bands and small amounts in the remaining ones).

Saving before each saucer appeared however meant I was able to rip through the later levels with sub-standard equipment and pick up better bits early - it was only about 6 years ago (a few years after I first completed it) that I bothered to collect everything, and was still unable to find the perfect shield.

Anyway, did you find anything of interest after destroying the saucer base on level 20 or just an empty level and nothing left to do?

Paul.

3502. Pharoh's Curse in an XFD

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-08 00:00:00 UTC
From: <>
Message-ID: <33c_9606081507@pandabbs.com>
Source record: 83229

Does anyone have a copy of Pharoh's Curse from Synapse in an XFD file? I would love to be able to use this game on the IBM so people who don't own an Atari can play it.

--

|Fidonet: Chris Friend 1:333/894
|Internet: Chris.Friend@Chris.Friend@*user@*site.*domain.com.com
| Web URLs: http://www.pandabbs.com & http://www.tiac.net/users/panda
| Standard disclaimer applies: The views of this user are strictly their own.
| PandA's Den BBS FidoNet <> internet gateway - email info@pandabbs.com

3503. WANTED: Atari 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-08 00:00:00 UTC
From: LFHQ23A@prodigy.com
Message-ID: <4pd2i3$mcq@usenetz1.news.prodigy.com>
Source record: 83230

I want an Atari 130XE or whatever 8-bit had a hard drive. If you have one please let me know. And also let me know what kind of condition its in, what your asking for it, and what you still have that goes with it.

E-mail me at this address only...

<adam.hill@hookline.com>

3504. Good News, Bad News (help!)...

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-08 00:00:00 UTC
From: vhase@pop3.cris.com
Message-ID: <vhase-0806962147390001@cnc008031.concentric.net>
Source record: 83231

So, after poking around and finding out about as much as I can for a person who's never seen one before -- I go out in search of an Atari 800...

What I find at a Swap Meet is awesome! A guy unloading an 800, 410 cassette recorder, 1025 printer, tons of software and, what I thought was the coolest part, a Indus GT Disk Drive (that's a HALF height drive? Wow, I thought Apple II Drives were big!). All the power adapters and manuals. A bunch of Analog magazines. All of this at a decent price, $60 -- I know, some will think that's a real BAD price, but, hey, I got everything I needed all at once so leave me alone about it, 'kay? =)

So, that's the Good news..

Then, tragedy strikes (this would now be, of course, the bad news). During my first day of retro-gaming mania, the very cool, GT drive bites the dust. Dead. It's very cool sector display just shows gibberish and it spins no more. Gone (sniffle). I do some investigating and find that the seemingly-nice-guy-who-is-in-reality-a-filthy-no-good-so-and-so didn't have the right power adapter for the drive, so he just stuck one in that was kinda' close (drive and power supply were MIGHTY hot at the time of death).

HELP!! I NEED A DISK DRIVE!! I CANT BE BROUGHT THIS CLOSE TO THE EDGE AND JUST LEFT HANGING!! all those wonderful games -- ALL ON DISK (unless, of course, I want to play the Kids On Keys or Alphabet Zoo carts -- *blech*)!

Darn it, it was such a nice drive. Double density, two ports in the back to allow daisy-chained drives (or the cassette recorder) without an interface. LED track display, write-protect button. Switch from single to double with the press of a button (gotta stop now, getting all misty-eyed again)....

So, If you've got a drive or two to unload, drop me an E-Mail. I can do NOTHING until you do (except re-learn the alphabet).

Thanks in advance ---

Vincent Hase
(vhase@cris.com)

BTW, will I need the interface if I use more than one Atari drive (or, worse yet, with the first one)?

3505. Re: 2-player option in Xformer?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-09 00:00:00 UTC
From: andy@troas.demon.co.uk
Message-ID: <31ba127f.3374890@news.demon.co.uk>
Source record: 83232

On Sat, 08 Jun 1996 22:41:51 GMT, terryr@newreach.net (Terry Russell)
wrote:

>use it and help develope it. I was rather naive back then and actually
>believed the ST had a chance of doing it. BIG MISTAKE! The PC version
>though actually has a machine with the abilitys needed to make it work
>without the hardware limitations.

er, lets remember that when the 520ST came out, your average PC ran at
4.77Mhz, maybe had an 8Mhz TURBO mode and came with 640K and an EGA
screen if you were lucky. A winchester drive (hard disk) was a costly
optional extra for ALL machines then, even PC's. I don't think that
spec of PC clone could emulate a dog turd, never mind an 800XL.

--
andy@troas.demon.co.uk

3506. Re: Just wondering...

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-09 00:00:00 UTC
From: pmulvey@newshost.li.net
Message-ID: <4pdcqm$9a5@linet06.li.net>
Source record: 83233

ericcron@wwa.com wrote:
: I am concerned that people are actually comparing 8-bits to pentiums..

: There is no comparison. I can understand the nostalgia, I want to be nostalgic,
: it just that a p.c. is much more capable than an atari 8-bit. Why are people trying
: to prove otherwise? Especially in the business enviroment. Is there even a spreadsheet
: I could run on the 800xl?

: I can't wait to see alt.comp.sys.pentium.

: Example posting:

: Does anybody know how to start Netscape from Windows ?95? ?
: I click on the icon once, but nothing happens. I think that if I can get
: it to run, I could browse some newsgroups at turtle speed (28.8)

: Do I need more than the 32megz of RAM this dinosaur came with?

: Anyway..

: The 800xl will always have a special place in my heart, but lets not compare two.

: Anybody have one for sale? (with a drive please)
: email to ericcron@wwa.com
: work 312-321-6240

3507. Re: Just wondering.....

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-09 00:00:00 UTC
From: pulliam@inwave.com
Message-ID: <09960505223254.OUI04.pulliam@inwave.com>
Source record: 83234

>> Since I studied EE, I know how a computer operates, but it still makes me wonder when I watch a simple BASIC program sum 1^2 to 100^2 in seconds. Strangely, I don't get such a feeling when I work with a PC or a Mac. <<

Amen to that!

I've been using computers for many years. I use PCs at work and home every day, but I love to program and play with the many features on my Atari 130 XE.

BTW, I have three Atari 130s at work running character generators programs written in basic as "advertising billboards". They just keep looping the programs, 24 hours a day, day in and day out, with just an occasional power supply burnout.

--Ed L. Pulliam
pulliam@inwave.com

3508. Re: Hard drive installation

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-09 00:00:00 UTC
From: chelm@ix.netcom.com
Message-ID: <4pdfbg$qfb@dfw-ixnews9.ix.netcom.com>
Source record: 83235

In article <4pat54$ael@nyx.cs.du.edu>, thester@nyx.cs.du.edu (Uncle Fester) wrote:
> As for "Atari PC3" motherboards, if I'm not severely mistaken,
> Atari actually dabbled in PC clones for a short time, selling
> them through Toys 'R' Us as "Big Blue" computers. I may not
> have the name correct, but they _did_ make 'em for a while.
> Needless to say, like much of Atari Corp's attempts to
> market product, they failed. The machines were not too
> expandable either.

Yeah, I remember them too. They were 286 or 386 class machines though. And
Atari did ignore the one thing that really made IBM clones... The
expandability. Atari's PC's were crappy and overpriced.

3509. Looking for SpartaDos 16 meg disk image

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-09 00:00:00 UTC
From: mleair@oucsace.cs.ohiou.edu
Message-ID: <DspsC8.GzG@boss.cs.ohiou.edu>
Source record: 83236

Hi everyone,

Awhile back I found a large 16 meg sparta dos disk image for sio2pc...

Since then I have lost it as well as the ft site which I obtained it from.

Does anyone have such an image out there? Anyone know of an FTP site I
can obtain this image from? Please send email since I am unable to check
this site on a regular basis...

Thanks,

Mark

3510. Black Box

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-09 00:00:00 UTC
From: Jim Graham <jacomp@one.net>
Message-ID: <31BA6608.74E@one.net>
Source record: 83237

I have a CSS Black Box with cables for SCSI, modem, and printer. I also have the drive I used, but it has
striction(it sticks!) problems. Works great when I can get the drive to spin. Make me an offer. Send to
jacomp@one.net I also have a couple of 800XL's(working),a 130XE(works) and 2-1050 drives(also work).

If someone out there is interested, I might sell my entire collection of machines and software. This
includes at least one of every production 8-bit Atari made.(One is a Rambo 800XL with 256 and Newell Omniview
OS with a switch for the original OS.) (from the 400 to the XEGS). Also many other things such as 810 drive,
Indus drive, Atari's 360K drive(XF..), US doubled 1050, ICD Serial/Parallel interface, 80 col. box with Atari
Writer 80, a couple parallel interfaces, new in box 1020 printer, old 820 printer, about 50 carts and many
disks, with instructions. I also have a good collection of Analog, Antic, and Compute! magazines and many
books. Atari touch tablet, ect. I really don't want to piece all this out, I don't have the time to fool with
it. E-mail for a complete list if you are really interested. Everything mentioned above works and most is in
almost new condition. I do not have boxes for most, but I do have most of the documentation.

If you're really into classic computers, I also have several Commadore machines, 64 & drives, Vic 20,
SX-64. A couple of TI 99/4a's,(biege and silver) one with expansion box, an Aquarius(Mattel), a Timex Sinclair
with 16K, a Apple II+ and drive II, and a Tandy Color Computer 2.
Thanks -Jim jacomp@one.net

3511. WTB: Amdek 3" Disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-09 00:00:00 UTC
From: mbates@s3.sonnet.com
Message-ID: <mbates-0906960044170001@ppp17-stk.sonnet.com>
Source record: 83238

All right! Someone has one of these and someone out there MUST want to
sell it. I would like it. Please!

Get ahold of me via e-mail IMMEDIATELY please!

Cash or trade whatever you like!

-Marlin

3512. 1050 in a daze...

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-09 00:00:00 UTC
From: mldcs@anet-dfw.com
Message-ID: <4pe4pa$j6s@news.anet-dfw.com>
Source record: 83239

I left my 1050 on for several days, and yesterday I noticed that it was sitting there with the "door" open and the access light coming on every five seconds and shutting off again. I can hear some kind of motion inside when the light is on. The system will not boot from the floppy anymore. It goes straight to the Memo Pad. Does this sound like anything easy to fix? Or is it time to shell out for a new 1050?

Thanks...

```
;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.
; ;.
; Mark C. Lowe mldcs@anet-dfw.com ;.
; ARS KB5III ;.
; Dallas, TX ;.
; ;.
;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.
```

3513. Re: Atari 800 gone bad :(

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-09 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31ba9c79.6955577@news.superlink.net>
Source record: 83240

>Yogi wrote:
>> Working Indus drives?
>>
>> Isn't that an oxymoron?

What I meant was that I never was able to buy an Indus drive that
didnt get CONSTANT G4 Read errors- I had three of them then I learned
better and stuck with 1050 happies for my DD use.....everyone who
called my BBS back in 83-85, sorry for all those bad D/l! Eventually I
ended up storing the bulletins on them (the ones that werent in the
ramdisk)

3514. Re: IMAGEMAN help needed

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-09 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31ba9d0e.7104709@news.superlink.net>
Source record: 83241

If I recall from my last usage of xformer, if you enter a command line
like this it will boot dos, and set the image as d2:
ATARI mydos.atr qbert.bin
where atari is whatever your xformer executable is called, mydos.atr
whatever your dos is called, etc. etc. etc.

3515. Re: Good News, Bad News (help!)...

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-09 00:00:00 UTC
From: Don Mahurin <dmahurin@donet.com>
Message-ID: <31BAB182.5B8000D3@donet.com>
Source record: 83242

> spins no more. Gone (sniffle). I do some investigating and find that the
> seemingly-nice-guy-who-is-in-reality-a-filthy-no-good-so-and-so didn't
> have the right power adapter for the drive, so he just stuck one in that
> was kinda' close (drive and power supply were MIGHTY hot at the time of
> death).
>

Yes, Indus drives were pretty cool back in Atari days. But they were
the drive that used DC adapters with the same plug as everything
else(AC).

Have you tried finding the correct power supply?

Don Mahurin
dmahurin@donet.com

3516. Help

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-09 00:00:00 UTC
From: Bernie MacKinnon <bmackinn@highlander.cbnet.ns.ca>
Message-ID: <01bb561d.2d3af720$230a7ec7@bmackinn>
Source record: 83243

As many have done lately, I too have revisited my 130XE in the basement, I also have an old 386/16 with a 100Meg HD..

Is there software/methods of using the atari software with the 386 or better still can I beef up the atari with the parts from the 386. I would be nice to use the HD with the 130XE

3517. Ape Diagrams.Anyone..?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-09 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <31bb1366.3147795@news.demon.co.uk>
Source record: 83244

After driving Steven mad asking questions re APE I now want to get on
and build the 2 cables. I have had not much luck getting one of them
from the online manual for ape.....Very busy page and I have only
limited time to get online at the moment...:-((

SO if anyone has diagrams for the cables (1489 & 14c89 versions)
please please mail them to me so I can start storing my collection in
the safest possible means....

BTW thanks for the help Scott (yogi). Keep the CD going...

TIA....

Paul `Mclane` Irvine

PC, ATARI8bit, C64
PSX, AMIGA, SNES
& PCL Code Hacker

3518. Re: Good News, Bad News (help!)...

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-09 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <4pfbeb$epq@blackice.winternet.com>
Source record: 83245

> Don Mahurin <dmahurin@donet.com> writes:
> > spins no more. Gone (sniffle). I do some investigating and find that the
> > seemingly-nice-guy-who-is-in-reality-a-filthy-no-good-so-and-so didn't
> > have the right power adapter for the drive, so he just stuck one in that
> > was kinda' close (drive and power supply were MIGHTY hot at the time of
> > death).
> >
>
> Yes, Indus drives were pretty cool back in Atari days. But they were
> the drive that used DC adapters with the same plug as everything
> else(AC).
>
> Have you tried finding the correct power supply?
>
>>>>
FYI, I just took a look at one of mine. The Output is listed as
11.5 VDC @ 1.95Amps. I have fixed them in the past, a couple that someone
connected to a 1050 Power Supply. In both cases all I had to do was
replace the 2 Voltage Regulators mounted on the Main board, towards the
rear. They are a little tricky getting the Floppy deck out if they are the
early production ones.
Good Luck; Rich Mier

3519. getting started with a 800XE

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-09 00:00:00 UTC
From: zabin@berlin.snafu.de
Message-ID: <4pf9i5$2k0@unlisys.unlisys.net>
Source record: 83246

I just bought an Atari 800XE with a XC12 tape drive (at a flea market), and was wondering how it works. I tried hooking it up to my TV but all I see is a black screen. Do I need system software or is it in ROM? I don't have any tapes. I don't even know if the computer works, I would appreciate some help for a true 8-bit beginner!
Thanks, Hal

3520. Re: Help

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-09 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31bb543d.1262008@news.superlink.net>
Source record: 83247

On Sun, 9 Jun 1996 13:03:19 -0300, "Bernie MacKinnon"
<bmackinn@highlander.cbnet.ns.ca> wrote:

>As many have done lately, I too have revisited my 130XE in the basement, I
>also have an old 386/16 with a 100Meg HD..
>
>Is there software/methods of using the atari software with the 386 or
>better still can I beef up the atari with the parts from the 386. I would
>be nice to use the HD with the 130XE
>
Time to get APE dude

3521. Re: Linux ATR/XFD tools

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-09 00:00:00 UTC
From: David Firth <david@signus.demon.co.uk>
Message-ID: <1996Jun9.201423.627@signus.demon.co.uk>
Source record: 83248

```
David Firth (david@signus.demon.co.uk) wrote:
: Eric Tucker (et@flag-monster.stanford.edu) wrote:
: : i.e. I'm in Atari DOS 2.5. When I select "L" (binary load) and specify
: : "H0:ARCHON.BIN", it loads fine. But when I select "C" (copy file) and
: : specify "H0:ARCHON.BIN,D2:AUTORUN.SYS", it says Error 170 (file not found).
: : How can this be?

: Some version of DOS only allow access to the D: device and cannot
: use C:, R: or even H: :-( I tend to use OSS DOS/XL since it doesn't
: suffer from this problem.

I take this back :-) The problem was that DOS 2.5 supplied the filename
to the H: device H0:ARCHON.BIN,D2:AUTORUN.SYS and the H: device didn't
recognize the comma seperating the two filenames.

The following patch when applied to "devices.c" will correct the
problem.

112,133d111
< int Device_isvalid (char ch)
< {
< int valid;
<
< if (isalnum(ch))
< valid = TRUE;
< else
< switch (ch)
< {
< case ':' :
< case '.' :
< case '_' :
< valid = TRUE;
< break;
< default :
< valid = FALSE;
< break;
< }
<
< return valid;
< }
<
142c120
< while (Device_isvalid(memory[bufadr]))
---
> while (isprint(memory[bufadr]))
```

HTH
--
David Firth <david@signus.demon.co.uk>

3522. Re: Uploaded: Atari800-0.4.2.tar.gz

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-09 00:00:00 UTC
From: David Firth <david@signus.demon.co.uk>
Message-ID: <1996Jun9.201918.705@signus.demon.co.uk>
Source record: 83249
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

```
David Firth (david@signus.demon.co.uk) wrote:
: The latest version of this emulator can be downloaded from:-

: ftp://ftp.demon.co.uk/pub/emulators/atari/Atari800-0.4.2.tar.gz

: It is distributed in source code format and should compile on all
: UNIX systems using X Window. The emulator has also been run at

The following patch corrects an error in the H: devices that prevented
DOS 2.5 coping files to/from the device.

112,133d111
< int Device_isvalid (char ch)
< {
< int valid;
<
< if (isalnum(ch))
< valid = TRUE;
< else
< switch (ch)
< {
< case ':' :
< case '.' :
< case '_' :
< valid = TRUE;
< break;
< default :
< valid = FALSE;
< break;
< }
<
< return valid;
< }
<
142c120
< while (Device_isvalid(memory[bufadr]))
---
> while (isprint(memory[bufadr]))

HTH
--
David Firth <david@signus.demon.co.uk>
```

3523. Atari 800 giveaway

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-09 00:00:00 UTC
From: freethinkr@aol.com
Message-ID: <4pft9n$938@newsbf02.news.aol.com>
Source record: 83250

How's this for a deal...I'm giving my Atari 800 and other hardware away for FREE. All you have to do is pay for the shipping. I have an 800, 2 5.25" floppy drives (one is a 1050, one is from Indus), a 300 baud modem, and a bunch of software with the manuals. All the cables are included and all the hardware still works, as far as I know (it did the last time I hooked it up two years ago). I would like to give all of it to the same person so I don't have to deal with shipping hassles. I would like to give this stuff to a charity, but I will give it to any good home if no charity is interested. If you are interested, drop me a note at FreeThinkr@AOL.COM.
FreeThinkr@AOL.COM

3524. Re: Atari 800 gone bad :(

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-09 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.91.960609212546.4556B-100000@moose.erie.net>
Source record: 83251

On Fri, 7 Jun 1996, Yogi wrote:

> >Actually I have an Atari 65XE which is in working order, so my Atari 800
> >is just icing on the cake. I also have two working Indus drives, two 850
> >modules, a 300 baud acoustic modem (not using it to surf the web,
>
> Working Indus drives?
>
> Isn't that an oxymoron?

Hmmm, why do you say that? I've worked with the Atari 8-bit disk drives for years and have always found them to be the most reliable. I'm still using the one I originally bought in 1983. Rana's were the most troublesome, even when they were working!!! :)

3525. Re: Good News, Bad News (help!)...

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-09 00:00:00 UTC
From: vhase@pop3.cris.com
Message-ID: <vhase-0906962213460001@cnc008035.concentric.net>
Source record: 83252

In article <4pfbeb$epq@blackice.winternet.com>, rbmier@winternet.com (Rich Mier) wrote:

> FYI, I just took a look at one of mine. The Output is listed as
>11.5 VDC @ 1.95Amps. I have fixed them in the past, a couple that someone
>connected to a 1050 Power Supply. In both cases all I had to do was
>replace the 2 Voltage Regulators mounted on the Main board, towards the
>rear. They are a little tricky getting the Floppy deck out if they are the
>early production ones.
> Good Luck; Rich Mier

Well, now this makes things more interesting... My supply IS 11.5 volt @ 1.95 amps. I THOUGHT that was incorrect due to the original brochure (this guy kept everything) listing a power consumption of 12 volt @ 2.5 amps.

Perhaps that was just the working specs in the listing. Obviously, we can't both have the same incorrect supply (a Databyte?) -- and yours work.

So that leaves me with a new question -- what the heck happened?

The power DOES come on, but it doesn't spin and go through the startup "pass". In the track window is something that looks to me almost like an error code, First a 6 appears, then an 8 and another 8. If, after multiple turn-ons, the drive DOES spin (this has happened twice), nothing else happens. It just spins with no information in the track window. In either case, the Atari doesn't recognize it anymore.

Were the units that you fixed totaly dead, or did they show strange signs of life like I have mentioned above? Also, how hot do your drives and power supplies get? When mine stopped, as I mentioned, they were extremely hot (not "egg cooking" level, but definitely beyond the realm of normal -- somewhere around "frighteningly hot").

I'll definitely look into replacing the voltage regulators anyway. Why not, it does no good to just sit there and STARE at the thing. =)

Thanks for your input --

Vincent Hase (VRH)
(vhase@cris.com)

3526. 8BIT GAMES FOR AUCTION

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-09 00:00:00 UTC
From: jrm8248@cc.utah.edu
Message-ID: <4pfa3m$o5l@news.cc.utah.edu>
Source record: 83253

```
THe following games are part of a larger auction that I am currently
having....for more info, email jrm8248@u.cc.utah.edu

-------------------------------------------
ATARI 400/800-LOOSE GAMES
-------------------------------------------
```

-Basic;
-Caverns of Mars
-Centipede;
-Chess (Parker Brothers) $1.00 slapdash
-Choplifter $1.00 slapdash
-Donkey Kong;
-Donkey Kong Jr. $2.00 ghunter
-Dig Dug
-Galaxian;
-Gorf
-Hardball (Atari XE)
-Jawbreaker II $3.00 slapdash
-Joust;
-Jungle Hunt;
-Millipede $2.00 ghunter
-Miner 2049�er
-Missle Command;
-Pac-Man.
-River Raid (Activision);
-Space Invaders
-Space Shuttle (Activision) $1.00 slapdash
-Star Raiders
-Star Trek: SOS (Sega) $1.00 slapdash

3527. Forward to Randall

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-10 00:00:00 UTC
From: Mark Price <bytor@tulsa.oklahoma.net>
Message-ID: <4pgif7$b4u@dallas.net>
Source record: 83157
Cross-posted to: comp.sys.ibm.pc.games.marketplace,comp.sys.cbm,comp.sys.ti,comp.sys.apple2,comp.sys.apple2.marketplace,comp.sys.amiga.software,comp.sys.atari.8bit,comp.sys.mac.games.marketplace,misc.forsale.computers.pc-specific.software,misc.forsale.computers.other.software,misc.forsale.computers.mac-specific.software

```
>Commodore 64/PET Datasette.....................................$7
>Atari 8-bit 5.25" software - $3 each
> Atariwriter (cartridge) *
> Telelink (cartridge) *

I will give you $15 for all of the above INCLUDING shipping.

Mark

bytor@tulsa.oklahoma.net
```

3528. Re: FREE Atari Stuff....(CA)

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-10 00:00:00 UTC
From: Mark Price <bytor@tulsa.oklahoma.net>
Message-ID: <4pgir6$b4u@dallas.net>
Source record: 83158

Brian Wiklem <brian_wiklem@interactive.sony.com> wrote:
>I picked up a bunch of Atari stuff.............
>If not claimed by Monday, June 10, it goes to Mr. Dumpster......
>Sorry, not a lot of room in my office........
>
I hope this doesn't get there too late, I just saw this post.

I have use for most everything that you mentioned and may be able to arrange for shipping/pickup through RPS which will take care of that hassle for you.

Hope you haven't thrown it away yet!

3529. Re: FREE Atari Stuff....(CA)

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-10 00:00:00 UTC
From: Mark Price <bytor@tulsa.oklahoma.net>
Message-ID: <4pgiro$b4u@dallas.net>
Source record: 83159

Brian Wiklem <brian_wiklem@interactive.sony.com> wrote:
>I picked up a bunch of Atari stuff.............
>If not claimed by Monday, June 10, it goes to Mr. Dumpster......
>Sorry, not a lot of room in my office........
>
I hope this doesn't get there too late, I just saw this post.

I have use for most everything that you mentioned and may be able to arrange for shipping/pickup through RPS which will take care of that hassle for you.

Hope you haven't thrown it away yet!

3530. Re: FREE Atari Stuff....(CA)

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-10 00:00:00 UTC
From: Mark Price <bytor@tulsa.oklahoma.net>
Message-ID: <4pgirq$bej@dallas.net>
Source record: 83160

Brian Wiklem <brian_wiklem@interactive.sony.com> wrote:
>I picked up a bunch of Atari stuff.............
>If not claimed by Monday, June 10, it goes to Mr. Dumpster......
>Sorry, not a lot of room in my office........
>
I hope this doesn't get there too late, I just saw this post.

I have use for most everything that you mentioned and may be able to arrange for shipping/pickup through RPS which will take care of that hassle for you.

Hope you haven't thrown it away yet!

3531. Re: FREE Atari Stuff....(CA)

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-10 00:00:00 UTC
From: Mark Price <bytor@tulsa.oklahoma.net>
Message-ID: <4pgisf$bej@dallas.net>
Source record: 83161

Brian Wiklem <brian_wiklem@interactive.sony.com> wrote:
>I picked up a bunch of Atari stuff.............
>If not claimed by Monday, June 10, it goes to Mr. Dumpster......
>Sorry, not a lot of room in my office........
>
I hope this doesn't get there too late, I just saw this post.

I have use for most everything that you mentioned and may be able to arrange for shipping/pickup through RPS which will take care of that hassle for you.

Hope you haven't thrown it away yet!

3532. Re: FREE Atari Stuff....(CA)

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-10 00:00:00 UTC
From: Mark Price <bytor@tulsa.oklahoma.net>
Message-ID: <4pgj2l$bej@dallas.net>
Source record: 83162

Just saw your post regarding Atari equipment that you were giving/throwing
away

I'll take care of Shipping Charges and may be able to have it picked up
through RPS

Mark

3533. Re: ASM multiplication subroutine

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-10 00:00:00 UTC
From: euatbl@eua.ericsson.se
Message-ID: <4pgj55$oru@euas20.eua.ericsson.se>
Source record: 83163
Cross-posted to:
comp.sys.m6809,comp.lang.asm,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.apple2.programmer

```
> cp32207@pinus.cc.etf.hr (christian pluym) writes:
>
> > Hi!
> > I need a assembler source for multiplying two 8 bit unsigned
> > numbers on a 6800 motorola, but any source for any 8-bit
> > processor would help. It has to work by shifting and adding,
> > not simply by adding. The result should be a 16-bit unsigned.
> > Tnx in advance,
> > Christian
```

Well, better late than never. I remembered I once saw such a routine
in Motorola's M6800 Microprocessor Programming Manual, and yesterday
I found it. It's 1975 vintage code, but what the heck! Mind you,
if it doesn't work, blame Mototola - not me.

Regards,
Tommy

```
************************************************************
* Reentrant multiplication
*
* Multiplies two 8 bit unsigned numbers giving
* a 16 bit unsigned product
*
* A * B = A, B
************************************************************
MPY8 PSH A multiplicand to stack
LDA A #8
PSH A count to stack
TSX (X) pointer to stacked data
CLR A
ROR B
M3 BCC M4 do not add
ADD A 1,X add multiplicand
M4 ROR A
ROR B
DEC 0,X decrement count
BNE M3
*
INS restore stack
INS
RTS
*
* calling example
```

```
*
LDA A #10
LDA B #20
JSR MPY8

*
```

3534. Multithreading OS for the C64

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-10 00:00:00 UTC
From: fachat@physik.tu-chemnitz.de
Message-ID: <4pgvij$4mn@narses.hrz.tu-chemnitz.de>
Source record: 83164
Cross-posted to: comp.sys.cbm,comp.emulators.cbm,comp.sys.apple2,comp.sys.atari.8bit

```
OS/A65
------

This is the announcement of "OS/A65" version 1.3.6g,
a 6502 CPU Multitasking/Multithreading operating system
I wrote some time ago and which I have put on the Web.
It's copyrighted under the GNU public license.

For those who do not already know about it, please see the info at
the end of this text.

The new stuff in this version is:

Fully tested and ported C64 version available!!!
-------

The C64 port means, that the whole stuff has successfully been ported
to a computer without MMU (which the originating CS/A Computer had),
including making all the stuff 'thread-safe'.

The C64 port will also surely give a good base for other ports to common
6502-based computers without MMU, namely the apple ][ and some Atari 8-bit
machines. But I don't have any of these machines any actually I don't have
the time. But if any of you wants to do this, feel free to do so.
Finding the '#ifdef C64' should be a good start to see what is
C64 specific and what needs to be changed for other systems
(have a look at oa1/oa1si.a65, oafs/fsiec.a65, oadev/oa1dt.a65).

You find it at the usual place: http://www.tu-chemnitz.de/~fachat/csa/

From the old announcement:

------------------------------------------------------------------------

OS/A65
------

This is the announcement of "OS/A65", a 6502 CPU operating system
I wrote some time ago and which I now put on the Web. It is
copyrighted under the GNU public license.

Some of its features are:

- preemptive multitasking/multithreading

- (kind of) microkernel design
```

- filesystems for PC FAT disks and CBM floppy drives on a IEEE488 interface
or CBM serial IEC bus

- runs on 6502 computer with and without MMU

- developed on a selfdesigned and -built 6502 computer

If someone is really interested in, I can also write an article for
a publication or so about it. But, well, 8 bit times are gone...

I'm coming from the Commordore world, not from atari (8bit) nor apple side.
The hardware is close to CBM3032 compatible, but the kernel itself is
completely hardware independent. So just the device drivers have to
be rewritten for porting it to another platform.

It is a good machine/OS to do some small control tasks,
where you can watch them from another shell...
My computer controls my audio equipment via infrared signals ;-)

Well, if you are interested in, here is it's homepage:

http://www.tu-chemnitz.de/~fachat/csa/

so long
Andre Fachat

--
Andre Fachat, Tel:++49-371-531-3551|"I do not feel obliged to believe that the
Stadlerstr 17, 09126 Chemnitz, FRG | same God who has endowed us with sense,
a.fachat@physik.tu-chemnitz.de | reason, and intellect has intended us to
http://www.tu-chemnitz.de/~fachat | forego their use" -- Galileo Galilei

3535. Re: Someone tell me what type power an 800 computer needs? It doesn't say shit on case or board!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-10 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <4ph0qg$960@dfw-ixnews5.ix.netcom.com>
Source record: 83165

In <31b825e1.733429@news.atcon.com> kingshit@ahole.com (Dick Spoots Loads) writes:
>
>
It needs a 9VAC 1A power supply. The computer has its own AC/DC conversion and regulation inside.

rely@ix.netcom.com

3536. Re: WANTED: Atari 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-10 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <4ph1mu$hr5@dfw-ixnews9.ix.netcom.com>
Source record: 83166

In <4pd2i3$mcq@usenetz1.news.prodigy.com> LFHQ23A@prodigy.com (Steve Smith) writes:
>
>I want an Atari 130XE or whatever 8-bit had a hard drive. If you have

>one please let me know. And also let me know what kind of condition its
>in, what your asking for it, and what you still have that goes with it.
>
>
>E-mail me at this address only...
>
><adam.hill@hookline.com>
>
>
None of the 8-bit computers ever came with any kind of storage drive floppy, hard or otherwise. You can add a hard drive to the 600XK, 800XL, 65XE and 130XE since the XL's have PBI ports and the XE's have the ECI port. To do this you need some interface unit such as the CSS Black Box, or ICD MI/O. Then you need an SCSI or SASI to MFM or RLL adaptor and of course the hard drive and power supply to run the drive. You'll also need a DOS that can deal with hard drives, like MyDOS or (IHMO better) SpartaDOS. I use SpartaDOS X, a 10MB drive a 256KMI/O and SASI/MFM adaptor on my 130XE. Works Great!

rely@ix.netcom.com

3537. Re: What is this monitor?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-10 00:00:00 UTC
From: Michael Ellis <michael@anest4.anest.ufl.edu>
Message-ID: <4ph8j8$ore@no-names.nerdc.ufl.edu>
Source record: 83167

ksimon@cris.com (Kenneth Simon) wrote:
>I have an Amdek Color I Plus monitor which I used with my Atari 800.
>Someone wants to take it off my hands, but he's asking me if it's VGA or
>SVGA. What should I tell him? Is it either?
>
>Thanks :)
>
>--
>--
>Kenneth Simon e-mail: ksimon@cris.com
> Oakland, California USA
> homepage: http://www.cris.com/~ksimon/

It's a COMPOSITE COLOR MONITOR -- It is NOT VGA or SUPER VGA compatible.

-Michael Ellis

3538. Re: Help w. 800! Does this comp. have a prgm. lang. or what? How do I use notepad screen??

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-10 00:00:00 UTC
From: Tony Smolar <asmolar@fast.net>
Message-ID: <Pine.LNX.3.91.960610094410.662B-100000@firewall.nscs.fast.net>
Source record: 83168

> This is what I'd like to know..
> - Does this computer have a built in Basic Language? If so, where can
> I get a Text manual for it? Can I get a Doc for using the note pad
> screen, when it's first turned on?

The original 800 did not have basic built in, it was released on cartridge.
(The XL and XE's do have built-in BASIC, however)

As for the memo pad, there's really not much to do with it other than type
messages on the screen.

> - How do I use the data cassette, if I can fix it, and where can I
> get a schematic for the data cable& cassette player.

To use the cassette, hold down the start key when you turn on the computer.
The machine will make a long beep-like sound. This is the prompt to
load a cassette, you then need to push play, and return on the computer
(I think) The tape should then start loading.

If the program on cassette is a BASIC program, you of course, will need
a BASIC cart. To load a basic program from cassette, use either
CLOAD or LOAD "C:", when it's finished loading, type RUN.

> - What type of carts does an 800 take? e.g. Same as game machine XX??

Do you mean "XE Game Machine"? If so, yes. Many cartridges are labeled
"LEFT CARTRIDGE" on the top, but nearly all use the left cartridge slot on
the 800.

3539. Re: Hard drive installation

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-10 00:00:00 UTC
From: Tony Smolar <asmolar@fast.net>
Message-ID: <Pine.LNX.3.91.960610093611.662A-100000@firewall.nscs.fast.net>
Source record: 83169

> In article <152376@cup.portal.com>, <Chris_F_Chiesa@cup.portal.com>
> wrote:
> >
> >First of all, this guy doesn't seem to know what he's talking about!
> >"Old 8088 computer," indeed! And when did Radio Shack _ever_ sell
> >anything but Radio Shack (TRS-80) or Tandy computers? They certainly
> >never sold anything from Atari as far as _I_ ever heard! I can't commen
> >on what an "Atari PC3" motherboard might be. I'd be interested in hear-
> >ing how this turns out, though. :-)
> >
> >Chris

I remember that recently Radio Shack started selling classic Atari carts
through their catalog. I don't know if they've discontinued this practice.

Also they no longer sell Tandy computers, they're now into selling IBM
branded machines, and recently they were selling ASTs.

> As for "Atari PC3" motherboards, if I'm not severely mistaken,
> Atari actually dabbled in PC clones for a short time, selling
> them through Toys 'R' Us as "Big Blue" computers. I may not
> have the name correct, but they _did_ make 'em for a while.
> Needless to say, like much of Atari Corp's attempts to
> market product, they failed. The machines were not too
> expandable either.
>
> Am I dreaming this, or does anyone else remember this as well?

You are correct. They came up with a few clones. (1986 or 87 I believe)
The line didn't last long, the lack of expansion slots was their downfall.

3540. Re: getting started with a 800XE

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-10 00:00:00 UTC
From: Tony Smolar <asmolar@fast.net>
Message-ID: <Pine.LNX.3.91.960610095424.662C-100000@firewall.nscs.fast.net>
Source record: 83170

> I just bought an Atari 800XE

A What? Do you mean XL?

> wondering how it works. I tried hooking it up to my TV but all I see is a black
> screen.

How exactly did you hook it up? The single RCA jack in the back is not for
composite video, it requires a switchbox (which Radio Shack still sells).
If you have a monitor port on your model, you can get a connector for it
which has composite output.

> Do I need system software or is it in ROM? I don't have any tapes. I
> don't even know if the computer works, I would appreciate some help for a true

You should have BASIC built-in. Most software was distributed on cartridge
or 5 1/4" disks. It's tough to find cassette tape software. Cassettes are
a royal pain anyway, you won't WANT to use them.

3541. Re: Help

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-10 00:00:00 UTC
From: "Yoda <Chris Hackmann>" <hacker@rnet.com>
Message-ID: <31BC35DB.602B@rnet.com>
Source record: 83171

Bernie MacKinnon wrote:
>
> As many have done lately, I too have revisited my 130XE in the basement, I
> also have an old 386/16 with a 100Meg HD..
>
> Is there software/methods of using the atari software with the 386 or
> better still can I beef up the atari with the parts from the 386. I would
> be nice to use the HD with the 130XE

I don't think that the 130XE will take your PC's hard drive -- if you really want to waste your hard drive (please don't flame this response), I'd get an emulator -- I think Branch Always Software sells one -- and place that along with a ton of ROMs on your hard drive, upgrade the 386 to a 586 -- Global and other mail order places sell them -- and then, you have a really supercharged Atari without bothering with all the wires inside it (plus, you will still have some more space to run apps on your PC). Granted, a few of the programs will not work, but I can't really find a better solution.\

```
_____
_/ \_
_//-\ /-\\_ "Consume you it will!"
\--___| (*) ^ (*) |___--/
\_ | \_/ - \_/ | _/ "The Force is your greatest ally."
\__| |__/
\_ ----- _/ Yoda - hacker@rnet.com
\_ _ _ _/
\_-_/ http://www.rnet.com/hp/hackmann/yoda.htm
~
```

3542. Please donate your Atari equipment!

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-10 00:00:00 UTC
From: LFHQ23A@prodigy.com
Message-ID: <4phciq$ft2@usenetz1.news.prodigy.com>
Source record: 83172

If you have some Atari Computer equipment that you no longer need or use, please donate it to me! I am student in high school and I would really appreciate it considering that I don't make enough money to buy alot of goo Atari hardware. I would buy some hardware of my own but, I just do not have enough money to pay for shipping, tax, repairs, ect... But, I do love Atari and wouldn't you rather see your old Atari equipment going to someone who is going to use it rather than the trash can....

Thanx,

Please write to me at this address only...<adam.hill@hookline.com>

3543. Re: Help w. 800! Does this comp. have a prgm. lang. or what? How do I use notepad screen??

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-10 00:00:00 UTC
From: LFHQ23A@prodigy.com
Message-ID: <4phc4b$sb2@usenetz1.news.prodigy.com>
Source record: 83173

the original 800 didnt come with a programing language, note pad is just some shit. all note pad is, is where you type something and it appears on the screen...kinda like a note pad.

3544. Re: getting started with a 800XE

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-10 00:00:00 UTC
From: "Yoda <Chris Hackmann>" <hacker@rnet.com>
Message-ID: <31BC3798.3946@rnet.com>
Source record: 83174

Tony Smolar wrote:
>
> > I just bought an Atari 800XE
>
> A What? Do you mean XL?
>
> > wondering how it works. I tried hooking it up to my TV but all I see is a black
> > screen.
>
> How exactly did you hook it up? The single RCA jack in the back is not for
> composite video, it requires a switchbox (which Radio Shack still sells).
> If you have a monitor port on your model, you can get a connector for it
> which has composite output.
>
> > Do I need system software or is it in ROM? I don't have any tapes. I
> > don't even know if the computer works, I would appreciate some help for a true
>
> You should have BASIC built-in.Basic came on a cartridge -- without it, very few things would work on the system.
(You'd just appear at the friendly memo pad)

> Most software was distributed on cartridge
> or 5 1/4" disks. It's tough to find cassette tape software. Cassettes are
> a royal pain anyway, you won't WANT to use them.

Cassettes have probably disappeared from the market, not because they weren't popular (remember all the Thorn Emi games that were only sold on tape format), but since the tapes have probably deteriorated (anyone who has used them lately will realize how often the tape will snap in the middle of loading an old program). You're probably right about not wanting to use the cassettes -- they were a real big pain.

Anyway, I'd look for a 1050 disk drive (mine held up pretty well until I blew it up by plugging in the wrong power supply); it's a LOT EASIER to use -- Atari copied its usability off of the old Apple II's -- and some of the newer, better games that were released after the companies migrated from tapes to disks and before the PC changed everything, will run pretty well (if you look for them).

_____
_/ _
_//-\ /-_ "Consume you it will!"
\--___| (*) ^ (*) |___--/
_ | _/ - _/ | _/ "The Force is your greatest ally."
__| |__/
_ ----- _/ Yoda - hacker@rnet.com
_ _ _ _/

_-_/ http://www.rnet.com/hp/hackmann/yoda.htm
~

3545. XL mode on PC XFormer

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-10 00:00:00 UTC
From: Ken Siders <103311.1224@CompuServe.COM>
Message-ID: <4phdh2bce1@mhafn.production.compuserve.com>
Source record: 83175

To make more ML programs work in XL mode.

Make a backup of ATARIXL.ROM, you might still need it for some cases. If you don't have this file with PC Xformer download an earlier version if Xformer and get it from there and put it in the same directory as the PC Xformer EXE file. (seems like it wasn't with XF33demo when I downloaded it). If ATARIXL.ROM is present it loads it, if it is missing I think it has an internal copy it uses.

In the ATARIXL.ROM file: (assuming first byte in file is byte 0)

Change bytes 17, 291, 657, and 1137 to 169
Change bytes 18, 292, 658, and 1138 to 0
Change bytes 19, 293, 659, and 1139 to 234

Change bytes 0 and 1 (word size) to the new sum of bytes 2 through 8191.
(This should be decrementing the value by 12 but I am not sure)

This changes a LDA TRIG3 command to LDA #0 and NOP to let the OS know a cartridge is not installed.

Let me know if this works for anyone.

--
Ken Siders
103311.1224@compuserve.com

3546. Re: Help

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-10 00:00:00 UTC
From: Dr Jest <robp@owl.co.uk>
Message-ID: <31BC3D3E.10D3@owl.co.uk>
Source record: 83176

Bernie MacKinnon wrote:
>
> As many have done lately, I too have revisited my 130XE in the basement, I
> also have an old 386/16 with a 100Meg HD..
>
> Is there software/methods of using the atari software with the 386 or
> better still can I beef up the atari with the parts from the 386. I would
> be nice to use the HD with the 130XE

Go to http://www.nacs.net/~classics/ and read about APE.
Get (or build) the sio2pc cable and use your PC's HD to store
your atari files as disk images (.xfd / .atr).
You can now use the PC as an atari disk drive !

3547. Atari goodies for sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-10 00:00:00 UTC
From: gene.ehrich@compudata.com
Message-ID: <8C242D9.10C100030B.uuout@compudata.com>
Source record: 83177

Monday, June 10, 1996

Atari Items for Sale plus shipping

Cable & TV Connector for Atari 130XE..... $ 6
Atari 1050 Disk Drive with power supply..... $44
Atari 1050 Disk Driver owners guide..... $ 6
Atari 1050 Disk Drive - intro to Atari DOS..... $10
Peripheral Cable for Atari computer..... $ 9
Slik Stix Joy Sticks (2)..... $ 9 each
U-Print Model A printer interface for Atari Comp.... $10
Nintendo DMG-04 Cable..... $ 6
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 5 each
printers. Black and some colors. (8)
16 single sided double density disks..... $ 7
10 Nashua single sided double density disks..... $ 7
NEC Color monitor model JC-1215MA..... $44
MPS801 Printer for Commodore...(two)..... $15 each
Okimate 20 Color Printer for Commodore..... $39
Okidata 120 Printer Manual for Commodore Computers.. $ 2
.....
Apple Green Monochrome Monitor..... $29

19 Single sided single density disks for $5
14 Double side double density disks for $5

Shipping $3 each, add $1 for each additional.
Except disk drives/computers/monitors $9 each
Diskettes $2 total first 10 diskettes then $1 each 10

Gene Ehrich P.O. Box 209 Marlton NJ 08053-0209

gene.ehrich@compudata.com
Gene_Ehrich@compuserve.com Gene_Ehrich@prodigy.com
GeneEhrich@AOL.COM Gene_Ehrich@MSN.COM

• OLXWin 1.00b • Daddy, what does "Formatting Drive C" mean?

3548. Re: getting started with a 800XE

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-10 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <Dssp46.D60@iglou.com>
Source record: 83178

In article <31BC3798.3946@rnet.com>, Yoda <Chris Hackmann> wrote:
>
>> You should have BASIC built-in.Basic came on a cartridge -- without
>it, very few things would work on the system.
>(You'd just appear at the friendly memo pad)
>
All the XL and XE models except the 1200XL had Basic built in. The
original poster said he had an 800XE: a European model equivalent to the
800XL or 65XE.

--
Bill Marcum bmarcum@iglou.com
On 22 July, 1996, at 6:00 pm GMT, everyone in the world
just START HUMMING. Those who don't know will freak.

3549. FS: Atari 8bit Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-10 00:00:00 UTC
From: ebrunne@orion.it.luc.edu
Message-ID: <4phrgt$eas@artemis.it.luc.edu>
Source record: 83179

```
Subject: FS: 800XL n stuff
Newsgroups: comp.sys.atari.8bit
Summary:
Keywords:

Time to clean out the basement. All of this 'stuff' has to go, you can
make me an offer on the whole lot or part of it. I will be inclined to
give a much better deal to the person who offers to take it all...

the stuff:

800xl without power supply (works fine, tested with my XE power supply)
$8 plus shipping

1050 disk drive (unmodified) with powersupply/SIO cable works fine
$15 plus shipping
-or- take it and the 800xl for $20

1050 disk drive (not working/fixable?)
**sold**

Joystick-connect 300 baud modem with manual
$12 shipped

SIO-Parallel port (RS-232) cable
Joystick-Parallel port cable
take them both for $10 shipped

Ted B
```

3550. Re: IMAGEMAN help needed

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-10 00:00:00 UTC
From: Mariano Dominguez Molina <mariano@ce.fciencias.unam.mx>
Message-ID: <31BC9999.41C6@ce.fciencias.unam.mx>
Source record: 83180

A.P. Hilliard wrote:
>
> I'm trying to use IMAGEMAN.EXE to put together disk images to use with
> either Xformer or that Atari.exe emulator, but none of the disk images I
> create with IMAGEMAN work! Both emulators give me a 'BOOT DISK ERROR'
> or something along those lines when I load a disk image I've made with
> Imageman.
>

Hi !!.
You need not only write DOS.SYS and DUP.SYS on a disk to make it boot.
you need to write dos files using Dos.
In the Xformer emulator comes a file named DOS25.XFD, you can convert it
ti ATR for use with XL-it!
start your emulator like this:

atari -nobasic DOS2.5.ATR YOURDISK.ATR

where YOURDISK.ATR means the disk you wnt use as boot file,
then go to DOS menu and select option (H), write dos files to disk 2

so, you can use now yout .atr file as a boot disk.

3551. Atari Web Site: Bravo Sierra Computers!

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-10 00:00:00 UTC
From: Bravo Sierra Computers <bensmith@teleport.com>
Message-ID: <Pine.SUN.3.92.960610162624.4057E-100000@kelly.teleport.com>
Source record: 83181
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech

Check out my Web Page for Bravo Sierra Computers. Where you can find Both Classic Atari 8 Bit & Atari ST. HardWare, SoftWare, Books & Accessories. My Web Address is below. On-Line Catalogs that you can View and Contact me via my Web Page! Or Request Catalogs in E-Mail. Specify Classic 8 Bit or ST. E-Mail: bensmith@teleport.com. And Now BSC Catalogs are Available for Download at Our new FTP Site Linked to BSC's Web Site. Web Site Address Below.

BSC has just acquired, tested and added more stock to catalogs, available now on WWW. So feel free!

http://www.teleport.com/~bensmith/bscomputers.shtml

Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST. Reply to bensmith@teleport.com ***FREE*** Catalogs Available Through WebSite! http://www.teleport.com/~bensmith/bscomputers.shtml Bravo Sierra Computers!!

3552. use an 1029 dot matrix printer with a PC ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-10 00:00:00 UTC
From: amdf@mail.telepac.pt
Message-ID: <31bcb0a7.175382@news.telepac.pt>
Source record: 83182

Is it possible to use my good old 1029 dot matrix printer
with my PC ?

All suggestions and solutions are wellcomed.

***
****
Agostinho M. Silva Ferreira. From Coimbra, Portugal: amdf@mail.telepac.pt

url: http://www.algonet.se/~sikter/user/peper/home.htm

http://www.Sverige.net/usr/alen.agic/peper/home.htm

Please Help Me My ISP is Telepac
****
***

3553. Wanted: MIO to XE Connector

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-10 00:00:00 UTC
From: DougF@gnn.com
Message-ID: <4pippc$30t@news-e2b.gnn.com>
Source record: 83183

Greetings,
Does anyone have a working cable to connect an Atari XE to an MIO box,
that you would like to sell? I will also pay your shipping.
I have an extra XL to MIO box cable, if anyone is interested?

Or does anyone have a parts list on how to build the XE to MIO cable?
Unfortunately, my wiring skills are not the greatest, but I always like to
try these things....

Thanks for your replies / or advice.

Happy Computing, from Doug Feldman in Ann Arbor, MI

3554. Re: Hard drive installation

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-10 00:00:00 UTC
From: david.moeser@ccc-bbs.com
Message-ID: <8C24184.111C000AD7.uuout@ccc-bbs.com>
Source record: 83184

```
-> "Old 8088 computer," indeed! And when did Radio Shack _ever_ sell
-> anything but Radio Shack (TRS-80) or Tandy computers? They certainly
-> never sold anything from Atari as far as _I_ ever heard!

You're right. In the past they were always very hostile toward any
other platform, especially one like Atari. However, lately they seem to
have quit trying to sell their own computer line. It's gone, and
they're now selling the IBM Aptiva!!

--david.moeser@ccc-bbs.com
Censornati, Ohio
```

3555. Please donate your Atari equipment!

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-10 00:00:00 UTC
From: LFHQ23A@prodigy.com
Message-ID: <4phcjk$mle@usenetz1.news.prodigy.com>
Source record: 83185

If you have some Atari Computer equipment that you no longer need or use, please donate it to me! I am student in high school and I would really appreciate it considering that I don't make enough money to buy alot of goo Atari hardware. I would buy some hardware of my own but, I just do not have enough money to pay for shipping, tax, repairs, ect... But, I do love Atari and wouldn't you rather see your old Atari equipment going to someone who is going to use it rather than the trash can....

Thanx,

Please write to me at this address only...<adam.hill@hookline.com>

3556. Help w. 800! Does this comp. have a prgm. lang. or what? How do I use notepad screen??

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-10 00:00:00 UTC
From: killerz@atcon.com
Message-ID: <31bb1fcb.3625588@news.atcon.com>
Source record: 83254

I'm starting a cmputer collection, picked up an atari 800 with no
power supply and a data cassette with a broken data cable for $4 .
Also an atari cart. that didn't fit in either slot.
I know nothing about Atari computers, thanks to Atari8bit FAQ I found
out my Fax modem power supply was the same as an 800's.

This is what I'd like to know..
- Does this computer have a built in Basic Language? If so, where can
I get a Text manual for it? Can I get a Doc for using the note pad
screen, when it's first turned on?
- How do I use the data cassette, if I can fix it, and where can I
get a schematic for the data cable& cassette player.
- Can I connect my PC to the 800 without having to find a RS232 "Box"
to trensfer programs& gamefiles?
- What type of carts does an 800 take? e.g. Same as game machine XX??

3557. Re: New version of Imageman

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-10 00:00:00 UTC
From: RCAD40A@prodigy.com
Message-ID: <4pg7ub$172i@usenetw1.news.prodigy.com>
Source record: 83255

Ivan,
Your new version of Imageman (2.0) is fantastic. I was using your previous version almost daily. This upgrade is terrific. Now I don't have to remember the names of the images I want to manipulate. This is a major improvement.
Thank you for your programming efforts.

3558. Re: Help w. 800! Does this comp. have a prgm. lang. or what? How do I use notepad screen??

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-10 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <Dsrv6M.CBx@iglou.com>
Source record: 83256

In article <31bb1fcb.3625588@news.atcon.com>,
Dick Spooter <killerz@atcon.com> wrote:
>This is what I'd like to know..
> - Does this computer have a built in Basic Language? If so, where can
>I get a Text manual for it? Can I get a Doc for using the note pad
>screen, when it's first turned on?
The 800 does not have a built in language. It uses a Basic cartridge.
The 600XL, 800XL, and XE models had Basic built in.
The Note Pad doesn't really do anything except let you type on the screen.
You can't even save what you type. The XL/XE computers had self test
programs instead of a note pad.

> - How do I use the data cassette, if I can fix it, and where can I
>get a schematic for the data cable& cassette player.
If you find any pre-recorded cassette games, you would run them by
pressing Start on the computer and Play on the cassette player.
You might find schematics somewhere, but it's probably easier to find
another cassette player, or better yet, a disk drive.

> - Can I connect my PC to the 800 without having to find a RS232 "Box"
>to trensfer programs& gamefiles?
Look up "SIO2PC" in this newsgroup on Dejanews or Altavista.

> - What type of carts does an 800 take? e.g. Same as game machine XX??
>
Same as the Atari XL or XE. Not the same as the 2600, 5200 or 7800.
--
Bill Marcum bmarcum@iglou.com
On 22 July, 1996, at 6:00 pm GMT, everyone in the world
just START HUMMING. Those who don't know will freak.

3559. Re: Atari 800 gone bad :(

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-11 00:00:00 UTC
From: ksimon@cris.com
Message-ID: <ksimon-1006962226590001@cnc009049.concentric.net>
Source record: 83186

In article <31b78010.3159639@news.superlink.net>, scharles@superlink.net (Yogi) wrote:

>>Actually I have an Atari 65XE which is in working order, so my Atari 800
>>is just icing on the cake. I also have two working Indus drives, two 850
>>modules, a 300 baud acoustic modem (not using it to surf the web,
>
>Working Indus drives?
>
>Isn't that an oxymoron?

I don't know... I've owned these two Indus GT drives since 1984 or so, and they've never given me any trouble. I've loved them!

--

Kenneth Simon e-mail: ksimon@cris.com
Oakland, California USA
homepage: http://www.cris.com/~ksimon/

3560. Re: Koronis Rift

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-11 00:00:00 UTC
From: uanrbza@grove.iup.edu
Message-ID: <1996Jun11.070352.7459@news.iup.edu>
Source record: 83187

In article <4pcl4o$a0o@netty.york.ac.uk>, pih100@york.ac.uk (Paul Halliday) writes:
>DISK DOCTOR (uanrbza@grove.iup.edu) wrote:
>: If You have the book, and read about how the components FIT together
>: then you would see how to configure all your componets together to make
>: a cool ship, my tank used to rip through everything, different componets
>: do different things, you have to have the BBOK for this one guys.
>
>I have the book (original disk version) - had all the components - have
>even mapped all the levels somewhere. And selected all the best bits,
>stored the better ones and tested them in combination. From memory though
>I couldn't find a shield that charged proficiently in one particular band
>that some saucers attacked with - it charged slowly in that band only
>from excess energy produced by the generator - meant it would only survive
>one or two shots in that region before becoming empty - didn't manage to
>find a shield that gave me large quantities in _all_ bands though, only
>ones that charged best in specific bands and small amounts in the
>remaining ones).
>
>Saving before each saucer appeared however meant I was able to rip through
>the later levels with sub-standard equipment and pick up better bits early
>- it was only about 6 years ago (a few years after I first completed it)
>that I bothered to collect everything, and was still unable to find the
>perfect shield.
>
>Anyway, did you find anything of interest after destroying the saucer base
>on level 20 or just an empty level and nothing left to do?
>
>Paul.
No paul,
Sorry to say...even with the cool laser that killed ships in 1 or 2
hits, adn the shields that recharged almost instantly in all 5 or 6
bands, the game still ended rather sadly after all the bases were hit on
level 20..I think I do remember going back and forth and killing level
20 several times over..if you dont save it, you should be able to
re-deploy there...It has been far too long (six years or so) since I
have played it also....Just one more reason I need to backup all my
Atari software on IBM format and get with the 90's.
Especially since Im a COMP science major...My atari can ONLY do soo much
for me....Mind you..attaching to my mainframe on a dummy terminal
through 9600 baud isn;t anything to sneeze at for my setup using
an atari....But I would like to save some of these disks before they
desolve in front of me.
L8R!!!

3561. Re: Wanted: MIO to XE Connector

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-11 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <4pjk6p$ldv@sjx-ixn6.ix.netcom.com>
Source record: 83188

In <4pippc$30t@news-e2b.gnn.com> DougF@gnn.com (Douglas Feldman)
writes:
>
>Greetings,
> Does anyone have a working cable to connect an Atari XE to an MIO
box,
>that you would like to sell? I will also pay your shipping.
> I have an extra XL to MIO box cable, if anyone is interested?
>
> Or does anyone have a parts list on how to build the XE to MIO
cable?
>Unfortunately, my wiring skills are not the greatest, but I always
like to
>try these things....
>
>Thanks for your replies / or advice.
>
>Happy Computing, from Doug Feldman in Ann Arbor, MI
>
Sorry, I have only the one board. The interface to the XE is a card
like device that has 2 cart slots on it. It plugs into the MI/O cabme
then into the ECI port. Works great with R-Time8,SpartaDOS X and BASIC
XE (All plugged in at the same time.) I suggest contacting Fine Tooned
Engineering or possibly B&C Computervisions.

rely@ix.netcom.com

3562. FS/T: Atari 8-bit computer items [06/11/96]

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-11 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <4pje2f$jle@sjx-ixn6.ix.netcom.com>
Source record: 83189

All VGA FS/T lists are updated weekly and are available on the WWW at
http://www.io.com/~vga2000/

This list was last updated on 06/11/96

NOTE: Screen shots of some of these games are available on my
web site.

I have the following Atari 8-bit software and hardware for sale or
trade.

There are a few items that are listed as untested. When I bought
these items I was told that they all worked, but due to a lack of
time, I have been unable to test them myself.

SALE CONDITIONS:

1) Sales are first come, first served. For faster service, please
include your full postal mailing address in your reply.

2) Everything is sold as is. Unless specified, all games and
systems have been tested and are in working order. I very
rarely sell items that aren't working, but if I do, they are
clearly labeled as such.

3) Trade offers, in particular for items that I need, will be
given priority (especially if the trade offer overwhelms me).
I collect for over 40 different systems, so please feel free
to send me a trade list. Ask for my want lists!

4) Buyer has ten (10) days to send payment, and pays all shipping
costs. Shipping cost depends on both the weight of the order
and the distance that the order must travel, unless a set
amount is already listed.

5) No package deals on games or systems. All prices are clearly
listed. If you want a better deal, please check out the
volume discounts listed at the beginning of this message.

6) If you have a problem with the listed price, please remember
that nobody is forcing you to buy from me. My personal
philosophy is that something is only worth what someone is
willing to pay for it.

7) Payment must be made in U.S. funds, by either check or money
order, drawn from a U.S. bank branch. Orders from outside the
U.S. are also accepted.

8) I reserve the right to refuse any sale or trade offer, and to correct mistakes made while typing this message.

SOFTWARE:

NOTE: If the company name isn't listed, then the game was released by the same company as the system.

NOTE: All cartridges are loose (ie. without box and manual), unless specified.

NOTE: Since all cartridges are used, some labels will have small defects. Major defects will be listed.

ATARI 8-BIT COMPUTER:

Loose cartridges, no box or manual:
$ 6.00 Atariwriter
$ 5.00 Basic -- for the 400 and 800
$ 6.00 Basketball
$10.00 Delta Drawing (Spinnaker)
$ 7.50 Deluxe Invaders (Roklan)
$10.00 Jumbo Jet Pilot (Thorn EMI)
$10.00 Kids on Keys (Spinnaker)
$10.00 River Raid (Activision)

Cartridges with case and manual:
$15.00 Alphabet Zoo (Spinnaker)

HARDWARE:

NOTE #1 FOR THOSE BUYING SYSTEMS: If you buy certain systems (they are marked) you will have the option of buying a BRAND NEW RF switchbox for $5 that is virtually identical to one sold at Radio Shack for $7, plus tax. It allows for the connection of both 300 OHM and 75 OHM antenna lead-in's.

If you already have an RF switchbox, most systems will work fine with it. Some systems still include one, please read carefully.

NOTE: The Lots listed below include only what is listed!

LOT #1

ATARI 1200XL COMPUTER.

This item has not been tested.

$19.00

*****

LOT #2

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 800XL COMPUTER with original power supply.

I will also throw in a second non-working ATARI 800XL for parts, FREE.

This is a complete system, except for RF switchbox and RCA cable.

$44.00

*****

LOT #3

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 65XE COMPUTER with original power supply.

This is a complete system, except for RF switchbox and RCA cable.

$34.00

*****

LOT #4

ATARI 1050 (127K) DISK DRIVE, with original power supply, and
one (1) Molex connector cable.

$39.00

*****

LOT #5

ATARI 1050 (127K) DISK DRIVE.

This disk drive doesn't include the power supply, or Molex
connector cable.

$32.00

*****

LOT #6

ATARI 410 PROGRAM RECORDER, with built-in power cord and Molex
connector cable.

This item has not been tested.

$ 9.00

*****

LOT #7

ATARI 820 PRINTER, with one (1) roll of paper and built-in
power cord.

This item has not been tested.

$24.00

*****

LOT #8

ATARI 800 COMPUTER *AND* ATARI 1050 DISK DRIVE, for parts only!

These items are not working, but might be used as a source of parts
(example: the 800 keyboard and chips).

$14.00

*****

LOT #9

OKIMATE 10 COLOR PRINTER, with built-in power cord, "Learn to Print"
Atari DOS 2.0 and 3.0 disk, "Learn to Print" cassette tape [for
400/800, 800XL, 1200XL and 600XL], and extra ribbon (Okidata).

This item has not been tested.

$29.00

*****

To reserve an item listed here, please contact me.

Please include a list of the items that you are interested in,
and your full postal mailing address. Thank you!

Michael J. Novak Jr.
VGA2000@ix.netcom.com -- for quickest response
VGA2000@io.com
dw901@cleveland.freenet.edu

--
Michael J. Novak Jr. BUYING / SELLING / TRADING systems and games from:
Video Game Advantage 3DO, Atari, NEC, Nintendo, Sega, Sony, as well as
6861 Anthony Lane all Classic video game and Classic cartridge based
Parma Hts., OH 44130 computers, for over 2 years on the Internet!
(216) 843-8815 Voice Visit us on the WWW at http://www.io.com/~vga2000/
for FS/T & Want lists, FAQ's, Screen Shots, Collecting tips and much more...

For current list, or to be placed on my e-mail list, please leave E-Mail at:
VGA2000@ix.netcom.com OR VGA2000@io.com OR dw901@cleveland.freenet.edu

3563. digests

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-11 00:00:00 UTC
From: Halliwell E Sra 436TS/TAC <halliwee@TS436.dyess.af.mil>
Message-ID: <19960611084623.aaaa001df@babyblue.cs.yale.edu>
Source record: 83190

Hello.....?

I haven't received a csa8 digest in a LOOOOOONG
time. Are they still being generated?

--
Clay Halliwell | ATARI XL/XE DO + THE
halliwee@ts436.dyess.af.mil | 8 - B I T S --------
e.halliwell@genie.com | /////////// M A T H

3564. help w/Alien Garden

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-11 00:00:00 UTC
From: glennb <glennb@interport.net>
Message-ID: <31BDB500.467E@interport.net>
Source record: 83191

I posted this once before but I'm going to give it another shot...

Does anyone have documentation on how to play Alien Garden (Epyx). If not the dox, can somebody clue me in as to how to play!

Thanks a lot,
Glenn

glennb@interport.net

3565. WTB: PAL Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-11 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31bd8f0b.2023419@news.superlink.net>
Source record: 83192

I am looking to buy an Atari in America that's been modified with the PAL Antic so that the screen doesn't jump on the PAL software. Prefer a 130xe but will live with an 800xl. This acqusition is essential to the building of the 8 bit archive, as I am receiving hundreds of games that seem to be PAL, they start to run, but crash, and I can't tell if this is because it's a corrupt file or because I do not have a PAL machine. Or if anyone has the PAL antic available and the modified OS rom, will buy those for insertion in my own 130xe.
Thanks! Email info to: scharles@superlink.net

3566. Community Memory discussion list

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-11 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <19960611120858.aaaa001vW@babyblue.cs.yale.edu>
Source record: 83193

From: Patrick Hogan <phogan@ala.org>

NEW LIST ANNOUNCEMENT

Community Memory -- Discussion List on the History of Cyberspace

Please repost widely

Computer Professionals For Social Responsibility (CPSR) announces the creation of "Community Memory -- Discussion List on the History of Cyberspace," a moderated discussion list whose purpose is to explore the origins, history and development of computer networks, computer hardware, software, and computer science, and the environment collectively known as "cyberspace." Emphasis is placed on human factors -- on who knew whom, how ideas spread and originated.

This list is dedicated to the belief that awareness of history is an essential ingredient which can help us make reasoned decisions in the present and future. By exploring the history of cyberspace, topical issues we face today -- such as privacy concerns, equality of access to computing, hacking, computer literacy, intellectual property rights, funding long-term R&D -- are placed in a broader, historical context. A primary focus will be the evolution of ideas in computing and the use of computers.

Many of the people involved in the creation of important technologies and organizations are on-line and we ask them to consider joining this list. CPSR hopes to attract people who can provide first-hand accounts from a wide-range of experiences, going back to origins of digital computing in the 1940s to the present day. These include government-funded projects, academic programs and organizations, private enterprise, grass-roots organizations.

CPSR also invites anyone with a curiosity and interest in learning about the origins and history of cyberspace to subscribe.

This list is named Community Memory for two reasons. It wishes to store and record the memories of how this world of interconnected computers and people came to be. The name also makes reference to the original Community Memory Project in San Francisco, created in the early 1970s, which may be the world's first grass-roots electronic bulletin board (whether this is true is an example of an appropriate discussion subject). This list will be archived and stored in a companion World Wide Web site, with information stored by topic (http://www.reach.com/matrix/community-memory.html). Archival material, in electronic format, is also welcome on the Web site.

Given the breadth of this subject, Community Memory is moderated to insure topicality and focus. The degree to which this discussion list fulfills its mission depends entirely on its ability to attract people with primary-source information. It is difficult to judge what message flow will be like at this point. The moderator, David S. Bennahum (http://www.reach.com/matrix) welcomes questions at davidsol@panix.com.

To subscribe to:
"Community Memory -- Discussion List on the History of Cyberspace"
please send a message to:

listserv@cpsr.org

The body of the message should read:

subscribe cpsr-history <your first name> <your last name>

****
ABOUT CPSR:
CPSR (http://www.cpsr.org/home.html) is a public-interest alliance of computer scientists and others interested in the impact of computer technology on society. As technical experts, CPSR members provide the public and policymakers with realistic assessments of the power, promise, and limitations of computer technology. As concerned citizens, we direct public attention to critical choices concerning the applications of computing and how those choices affect society.

Please Repost Widely
****

3567. Re: use an 1029 dot matrix printer with a PC ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-11 00:00:00 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <4pkbid$qj8@madeline.INS.CWRU.Edu>
Source record: 83194

In a previous article, amdf@mail.telepac.pt (Agostinho M. Silva Ferreira) says:

>Is it possible to use my good old 1029 dot matrix printer
>with my PC ?
>
>All suggestions and solutions are wellcomed.

It would be quite possible w/ the prosystem cable and a small TSR to
capture requests to the printer and send them to the 1029 using the
correct protocol.

If there is enough interest I might write such a program. Anyone
interested please e-mail.

Steve
--
-- Video game playing, adventure junkie, choclate craving, woman loving,
Limbaugh hating, Trek watching, all around lazy computer fart.

!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

3568. Cheats archive ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-11 00:00:00 UTC
From: Mariano Dominguez Molina <mariano@ce.fciencias.unam.mx>
Message-ID: <31BDD4DE.41C6@ce.fciencias.unam.mx>
Source record: 83195

HI !!
Where can I get a list of cheats to 8-bit games ?

Anybody knows the cheat for inmortality in conan?

TNX

3569. Re: IMAGEMAN help needed

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-11 00:00:00 UTC
From: Ivan Mackintosh <ivan@rcp.co.uk>
Message-ID: <31BD23BA.8FD@rcp.co.uk>
Source record: 83196

Mariano Dominguez Molina wrote:
>
> A.P. Hilliard wrote:
> >
> > I'm trying to use IMAGEMAN.EXE to put together disk images to use with
> > either Xformer or that Atari.exe emulator, but none of the disk images I
> > create with IMAGEMAN work! Both emulators give me a 'BOOT DISK ERROR'
> > or something along those lines when I load a disk image I've made with
> > Imageman.
> >
>
> Hi !!.
> You need not only write DOS.SYS and DUP.SYS on a disk to make it boot.
> you need to write dos files using Dos.
> In the Xformer emulator comes a file named DOS25.XFD, you can convert it
> ti ATR for use with XL-it!
> start your emulator like this:
>
> atari -nobasic DOS2.5.ATR YOURDISK.ATR
>
> where YOURDISK.ATR means the disk you wnt use as boot file,
> then go to DOS menu and select option (H), write dos files to disk 2
>
> so, you can use now yout .atr file as a boot disk.

Imageman creates disks as though they were formatted with AtariDOS. This
includes the 3 sector boot loader. In Imageman version 0.1 this boot
loader was corrupt and hense if you copied DOS.SYS and DUP.SYS onto the
disk it still wouldn't boot. Version 0.2 is out with this bug fixed.
It can be obtained from the XL-IT site:
http://www.htw.uni-sb.de/people/mgietzen/atari/xl-it.html

By following the Emulator Tools link.

Ivan

3570. Re: Help

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-11 00:00:00 UTC
From: "Richard T. Tirico" <rt74@interpoint.net>
Message-ID: <31BD84C5.6C1C@interpoint.net>
Source record: 83197

Bernie MacKinnon wrote:
>
> As many have done lately, I too have revisited my 130XE in the basement, I
> also have an old 386/16 with a 100Meg HD..
>
> Is there software/methods of using the atari software with the 386 or
> better still can I beef up the atari with the parts from the 386. I would
> be nice to use the HD with the 130XE

As someone else once said...
... It's time to become an APE!!

Check out this page and BUY it! it's the best thing you could ever do
to your 130xe. It's EXACTLY what I'm doing.
http://www.nacs.net/~classics/

-Rich.

3571. Re: 1050 in a daze...

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-11 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <152427@cup.portal.com>
Source record: 83198

I left my 1050 on for several days, and yesterday I noticed that it was sitting there with the "door" open and the access light coming on every five seconds and shutting off again. I can hear some kind of motion inside when the light is on. The system will not boot from the floppy anymore. It goes straight to the Memo Pad. Does this sound like anything easy to fix? Or is it time to shell out for a new 1050?

Thanks...

```
;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.
; ;.
; Mark C. Lowe mldcs@anet-dfw.com ;.
; ARS KB5III ;.
; Dallas, TX ;.
; ;.
;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.
```

3572. Re: 1050 in a daze...

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-11 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <152428@cup.portal.com>
Source record: 83199

Oops... I have a sinking feeling that I just REPOSTED Mark C. Lowe's recent article without even putting ">" marks in front of it, much less adding anything. The hand is quicker than the brain.

Anyway. In a recent article, Mark C. Lowe (mldcs@anet-dfw.com) writes:

>I left my 1050 on for several days, and yesterday I noticed that it was
>sitting there with the "door" open and the access light coming on every five
>seconds and shutting off again. I can hear some kind of motion inside when
>the light is on. The system will not boot from the floppy anymore. It
>goes straight to the Memo Pad. Does this sound like anything easy to fix? Or

>is it time to shell out for a new 1050?

Call Computer Software Services, at the telephone number(s) recently posted here (or call directory assistance for Rochester, NY, area code 716), and speak with Bob Puff. Believe it or not, he has in the past been able to diagnose drive problems over the phone, by listening to 'em run (or not), along with your description of the symptoms. Then he can presumably tell you whether HE can fix it, or what to have someone ELSE fix. Best of luck to ya.

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

3573. Koronis Rift

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-11 00:00:00 UTC
From: DAG.HUGDAHL@flight.org
Message-ID: <ea3_9606130106@flight.org>
Source record: 83200

Quoting From: eesurfer@aol.com (EESurfer)

E >Has anyone ever got to level 20? Is something special supposed to happen
E >then? The game just never seemed to end in any way. Just wondering....

I've been there and the same thing happened to me. I guess I was
expecting something more too...

-Dag- --> dag.hugdahl@flight.org

---
* PabQwk 2.0 #23 * Death & his dog- "Fetch...heel...play dead" <thump> "Spot?
Spot?"
---------- -//- ----------
Internet: DAG.HUGDAHL@flight.org
flightline bbs [msp] 612/544-5118 Note: the views
expressed by this user are strictly his/her own.

3574. Jay B's Video Game Auction #2 Update #5 (Part 2)

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-12 00:00:00 UTC
From: Jason Bonanno <jayb@worldnet.att.net>
Message-ID: <4plc48$i34@mtinsc01-mgt.ops.worldnet.att.net>
Source record: 83107

```
Jay B's VideoGame Auction #2 (Part #2) (Update #5)

Please send all bids to jayb@worldnet.att.net
All rules are listed at the beginning of Part 1 of this auction.
Please refer to Part 1 if you have any questions.

ATARI 2600 CARTRIDGES (BY OTHER COMPANIES)

414. Adventure (Sears)(MT).....$5.00 ccoffin@
415. Adventures of Tron (Mattel)(White Lable)(EX).....$2.00
mfmurdock@
416. Adventures of Tron (Mattel)(EX).....$2.00 mfmurdock@
417. Air Lock (Data Age)(FR).....$1.00 emeral29@
418. Air Raiders (Mattel)(MT).....$2.00 avery@
419. Alien (20th Century Fox)(PR).....$2.00 ktel@
420. Amidar (Parker Brothers)(GD).....$1.00 emeral29@
421. Arcade Pinball (Sears)(EX).....$1.00 emeral29@
422. Armor Ambush (Mattle)(MT).....$1.00 emeral29@
423. Astroblast (Mattel)(MT).....$1.00 emeral29@
424. Atlantis (Imagic)(FR).....$1.00 min
425. Barnstorming (Activision)(EX).....$1.00 emeral29@
426. Beany Bopper (20th Century Fox)(GD).....$3.00 at455@
427. Berzerk (Sears Color Lable)(GD).....$2.00 msnyder@
428. Blue Print (CBS)(FR).....$2.00 mfmurdock@
429. Bowling (Sears)(GD).....$1.00 kingkong@
430. Breakaway IV (Sears)(MT).....$1.00 emeral29@
431. Chopper Command (Activision)(FR).....$1.00 emeral29@
432. Code Breaker (Sears)(FR).....$2.50 at455@
433. Commando Raid (U.S. Games)(Case is Cracked)(PR).....$1.00
emeral29@
434. Cosmic Ark (Imagic)(EX).....$1.00 emeral29@
435. Crackpots (Activision)(FR).....$2.50 at455@
436. Dark Cavern (Mattel)(MT).....$1.00 emeral29@
437. Demon Attack (Imagic)(Non Picture Lable)(GD).....$1.00 min
438. Demon Attack (Imagic)(EX).....$1.00 emeral29@
439. Dolphin (Activision)(FR).....$3.00 at455@
440. Donkey Kong (Coleco)(EX).....$2.00 cuerveman@
441. Dragonfire (Imagic)(EX).....$2.00 mfmurdock@
442. Dragster (Activision)(FR).....$1.00 emeral29@
443. Fantastic Voyage (20th Century Fox)(GD).....$2.00 kingkong@
444. Fire Fighter (Imagic)(EX).....$1.00 avery@
445. Freeway (Activision)(GD).....$1.00 kingkong@
446. Frogger (Parker Brothers)(GD).....$2.00 cuerveman@
447. Frogs & Flies (Mattel)(EX).....$1.00 emeral29@
448. Gangster Alley (Spectravision)(MT).....$2.00 larrys@
```

449. G.I.Joe Cobra Strike (Parker Brothers).....$2.00 mfmurdock@
450. Gorf (CBS)(MT).....$1.00 emeral29@
451. Grand Prix (Activision)(EX).....$1.00 kingkong@
452. Ice Hockey (Activision)(GD).....$1.00 kingkong@
453. Journey Escape (Data Age)(EX).....$2.00 ken_rosen@
454. Kaboom! (Activision)(GD).....$1.00 emeral29@
455. Laser Blast (Activision)(GD).....$1.00 emeral29@
456. Lost Luggage (Apollo)(GD).....$3.00 alex@
457. Megamania (Activision)(FR).....$2.00 mfmurdock@
458. Mega Force (20th Century Fox)(FR).....$2.00 at455@
459. Missle Command (Sears)(MT).....$1.00 msnyder@
460. Mouse Trap (Coleco)(FR).....$1.00 emeral29@
461. Pitfall! (Activision)(GD).....$2.00 cuerveman@
462. Pitfall II (Activision)(Lable Ripped)(PR).....$2.00 homer79163@
463. Planet Patrol (Spectravision)(MT).....$2.00 avery@
464. Pressure Cooker (Activision)(FR).....$2.00 larrys@
465. Q*bert (Parker Brothers)(EX).....$2.00 ael@
466. Race (Sears)(MT).....$2.00 mfmurdock@
467. Riddle of the Sphinx (Imagic)(FR).....$2.00 alex@
468. River Raid (Activision)(FR).....$1.00 emeral29@
469. Robot Tank (Activision)(FR).....$2.00 ktel@
470. Sea Quest (Activision)(PR).....$1.00 emeral29@
471. Smurfs Save the Day (Coleco)(All I Get is a Title
Screen)(GD).....$12.00 kingkong@
472. Sneak'n Peek (Vidtec)(MT).....$2.00 larrys@
473. Solar Fox (CBS)(FR).....$1.00 emeral29@
474. Space Attack (Mattel)(EX).....$1.00 emeral29@
475. Space Chase (Apollo)(GD).....$2.00 mfmurdock@
476. Space Cavern (Apollo)(GD).....$2.00 larrys@
477. Space Invaders (Sears)(GD).....$2.00 msnyder@.
478. Space Jockey (Vidtec)(MT).....$1.00 emeral29@
479. Speedway II (Sears)(GD).....$2.00 larrys@
480. Spider Fighter (Activision)(EX).....$1.00 emeral29@
481. Spider-Man (Parker Brothers)(PR).....$2.00 cuerveman@
482. Stampede (Activision)(PR).....$1.00 emeral29@
483. Star Master (Activision)(EX).....$1.00 emeral29@
484. Star Raiders (Sears)(Color Lable)(GD).....$2.00 msnyder@
485. Star Raiders (Mattel)(EX).....$1.00 emeral29@
486. Star Trek (Sega)(EX).....$3.00 ken_rosen@
487. Star Voyager (Imagic)(Non Picture Lable).....$1.00 kingkong@
488. Star Voyager (Imagic)(EX).....$1.00 emeral29@
489. Strategic Space Combat (Sears)(Missing End Lable)(PR).....$2.00
larrys@
490. Super Breakout (Sears)(MT).....$3.00 msnyder@
491. Super Challenge Baseball (Mattel)(GD).....$1.00 min
492. Super Challenge Football (Mattel)(EX).....$1.00 min
493. SW:The Empire Strikes Back (Parker Brothers)(FR).....$1.00
emeral29@
494. Tag-Scan (Sega)(GD).....$2.00 larrys@
495. Target Fun (Sears)(MT).....$1.00 emeral29@

496. Tennis (Activision)(FR).....$1.00 min
497. Towering Inferno (U.S.Games)(MT).....$2.00 cuerveman@
498. Trick Shot (Imagic)(Non Picture Lable)(GD).....$1.00 kingkong@
499. Trick Shot (Imagic)(EX).....$1.00 emeral29@
500. Tron Deadly Discs (Mattel)(Missing Lable).....$1.00 emeral29@
501. Tunnel Runner (CBS)(MT).....$5.00 kingkong@
502. Tutankham (Parker Brothers)(PR).....$2.00 alex@
503. Wizard of War (CBS)(MT).....$2.00 avery@
504. Word Zapper (Vidtec)(MT).....$1.00 emeral29@
505. Worm War I (20th Century Fox)(FR).....$2.00 mfmurdock@

ATARI 2600 IN THE BOX

506. Jungle Hunt (Shrinked).....$4.00 alex@
507. Moon Patrol (Shrinked).....$4.00 alex@
508. RealSports Baseball (Shrinked).....$3.00 min
509. Warlords (Factory Sealed)(Box is Fading).....$2.00 cuerveman@

ATARI 5200 CARTRIDGES

510. Centipede (MT).....$2.00 avery@
511. Frogger (Parker Brothers)(EX).....$2.00 avery@
512. Defender (MT).....$3.00 alex@
513. Jungle Hunt (MT).....$2.00 alex@
514. Missle Command (EX).....$2.00 alex@
515. Pac-Man (MT).....$2.00 min
516. Pole Position (MT).....$2.00 alex@
517. RealSports Baseball (MT).....$2.00 avery@
518. RealSports Football (MT).....$3.00 mfmurdock@
519. Space Invaders (MT).....$2.00 alex@
520. Star Raiders (MT).....$2.00 alex@
521. Super Breakout (EX).....$2.00 min

ATARI 5200 IN THE BOX
**All boxes are in Good Cond. and Include Inst., but no Overlays.

522. Centipede.....$3.00 kingkong@
523. Pac-Man.....$3.00 alex@
524. RealSports Baseball.....$2.00 mfmurdock@

ATARI 7800 CARTRIDGES

525. Asteroids (MT).....$3.00 mfmurdock@
526. Food Fight (MT).....$4.00 alex@
527. Galaga (MT).....$3.00 mfmurdock@
528. Joust (EX).....$4.00 alex@
529. Ms. Pac-Man (MT).....$3.00 mfmurdock@
530. Pole Position II (EX).....$3.00 alex@

BALLY ASTROCADE CARTRIDGES

531. 2009 Astro Battle (FR).....$3.00 ael@
532. Basic (EX).....$3.00 ael@

533. Dog Patch (GD).....$3.00 ael@
534. Sea Wolf & Missle (GD).....$3.00 ael@

COLECOVISION CARTRIDGES

535. Congo Bongo (Screw Holes)(PR).....$2.00 kingkong@
536. Cosmic Avenger (GD).....$2.00 min
537. Donkey Kong (MT).....$2.00 min
538. Donkey Kong Jr. (GD).....$2.00 min
539. Ken Uston Blackjack/Poker (VG).....$2.00 kingkong@
540. Lady Bug (GD).....$2.00 kingkong@
541. Mr. Do! (EX).....$3.00 mfmurdock@
542. Popeye (Parker Brothers)(FR).....$2.00 jeffbod@
543. Slither (GD).....$2.00 kingkong@
544. Smurf Rescue in Gar. Castle (FR).....$2.00 min
545. Squish'em Sam (Interphase)(MT).....$2.00 mfmurdock@
546. Super Action Baseball (EX).....$2.00 avery@
547. Turbo (FR).....$2.00 min

COMMODORE C-64 CARTRIDGES

548. Centipede (MT).....$1.00 yqxc81a@
549. Defender (MT).....$1.00 yqxc81a@
550. Fast Load (Epyx)(Lable Ripped)(PR).....$5.00 dross@
551. Gorf (MT).....$1.00 yqxc81a@
552. Gridrunner (HesWare)(Lable Ripped)(PR).....$1.00 yqxc81a@
553. Robotron 2084 (MT).....$2.00 slapdash@

COMMODORE C-64 DISKS IN THE BOX

554. Nord & Bert Couldn't Make Head or Tail of It
(Complete)(GD).....$5.00 dross@
555. Print Shop (Complete)(GD).....$1.00 min
556. Sargon III (Complete)(GD).....$1.00 min

COMMODORE C-64 DISKS
** These are All Original Disks. (No Boxes or Instructions)
** They are All in Good Cond. and Have Been Tested.

557. 100,000 Pyramid (Box Office).....$.50 min
558. Computer Quarterback (SSI).....$.50 min
559. L.A. Swat/Panther (Mastertronic)(SideBincl. Atari800XL/130XE
Ver.).....$.50 min
560. Mr. Robot and His Robot Factory (Datamost).....$.50 min
561. Out Run (Sega).....$1.00 dross@
562. Platoon (????).....$.50 aa363@
563. Rambo III (Taito).....$.50 aa363@
564. Sky Fox (Electronic Arts).....$.50 min
565. Star League Baseball (Gamestar).....$.50 yqxc81a@
566. The Designer's Pencil (Activision).....$.50 min
567. The Incredible Musical Keyboard (Music Software).....$.50 min
568. Zenji (Activision).....$.50 aa363@

GENESIS BOXES ONLY

569. Caesars Palace.....$.50 min
570. PGA Tour Golf II.....$.50 min

GENESIS CARTRIDGES

571. Lethal Enforcers (MT).....$5.00 min
572. Sports Talk Baseball (Lable Ripped)(PR).....$5.00 min

GENESIS CARTRIDGES IN THE BOX
** All of them have no Instructions-Boxes are all EX Cond.
Cartridge Condition is listed below

573. Ariel the Little Mermaid (Lable Ripped)(PR).....$5.00 min
574. Cal Ripken Jr. Baseball (MT).....$6.00 cccp00a@
575. Castle of Illusion (Lable Ripped)(PR).....$6.00 mcarlos@
576. ESPN National Hockey Night (MT).....$6.00 min
577. G-Loc Air Battle (MT).....$6.00 emeral29@
578. James "Buster" Douglas Knockout Boxing (Lable
Ripped)(PR).....$5.00 emeral29@
579. Jennifer Capiati Tennis (MT).....$6.00 min
580. King Salmon (MT).....$6.00 emeral29@
581. Lakers Vs. Celtics & the NBA Playoffs (Lable Ripped).....$5.00
min
582. Madden 94 (MT).....$6.00 min
583. MLBPA Baseball (MT).....$6.00 avery@
584. Muhammad Ali Heavyweight Boxing (MT).....$6.00 min
585. NBA Action 94 (MT).....$6.00 min
586. NBA Live 95 (MT).....$6.00 avery@
587. NHL Hockey (Lable Ripped)(PR).....$5.00 min
588. Road Rash (Lable Ripped)(PR).....$5.00 emeral29@
589. Tecmo Super NBA Basketball (Lable Ripped)(PR).....$5.00 min
590. World Series Baseball (MT).....$6.00 cccp00a@

IBM PC IN THE BOX

591. Might & Magic III (New World Computing)(3 1/2)(MT).....$2.00
eflorek@
592. Prophecy of the Shadow (SSI)(3 1/2)(MT).....$1.00 mcarlos@
593. The Immortal (Electronic Arts)(5 1/4)(MT).....$1.00 mcarlos@
594. Ultima VIII Pagen (Includes Speach Pak and Clue
Book)(CD)(MT).....$6.00 eroswelkr@

INTELLIVISION CARTRIDGES

595. Astrosmash (FR).....$1.00 mfmurdock@
596. Carnival (FR).....$1.00 min
597. Commando (White Lable)(MT).....$4.00 at455@
598. Las Vegas Poker & BJ (MT).....$1.00 min
599. Lock & Chase (FR).....$1.00 min
600. Pitfall! (MT).....$2.00 homer79163@
601. Sea Battle (MT).....$1.00 avery@
602. Super Pro Football (White Lable)(MT).....$4.00 at455@

603. Utopia (MT).....$1.00 mfmurdock@
604. World Championship Baseball (White Lable)(MT).....$4.00 at455@

INTELLIVISION IN THE BOX
**Carts are All in VG Condition. The Conditions below are for the boxes.

605. AD&D (Complete)(GD).....$6.00 alex@
606. Armor Battle (Complete)(PR).....$2.00 min
607. Astrosmash (Complete)(PR).....$2.00 mfmurdock@
608. B-17 Bomber (Complete)(FR).....$2.00 min
609. Frogger (Complete)(GD).....$2.00 mystere@
610. Las Vegas Poker & BJ (Complete)(FR).....$1.00 min
611. Lock 'n' Chase (Complete)(PR).....$2.00 min
612. Math Fun (Complete)(VG).....$2.00 min
613. NFL Football (Complete)(PR).....$2.00 avery@
614. NHL Hockey (Complete)(PR).....$2.00 avery@
615. Night Stalker (Complete)(FR).....$2.00 min
616. PGA Golf (Complete)(PR).....$2.00 min
617. Sea Battle (Complete)(FR).....$2.00 mfmurdock@
618. Space Armada (Complete)(GD).....$2.00 min
619. Space Battle (Complete)(PR).....$2.00 min
620. Star Strike (Missing 1 Overlay)(PR).....$1.00 min
621. Tron Deadly Discs (Complete)(PR).....$2.00 mfmurdock@

JAGUAR CARTRIDGES IN THE BOX
**Boxes are in Good Condition and Include Instructions

622. Raiden.....$8.00 jky@
623. Trevor McFur in the Crescent Galaxy.....$7.00 ael@

MSX CARTRIDGES

624. Monkey Academy (Konami)(MT).....$3.00 surfcat@

NES CARTRIDGES

625. 1942 (EX).....$3.00 emeral29@
626. Alpha Mission (EX).....$5.00 mfmurdock@
627. Baseball (MT).....$3.00 emeral29@
628. Break Time Billiards (MT).....$3.00 emeral29@
629. Championship Bowling (VG).....$4.00 justir@
630. ChessMaster (VG).....$3.00 emeral29@
631. Captain Comic (Light Blue Cart)(MT).....$5.00 mfmurdock@
632. CastleVania II (MT).....$5.00 mfmurdock@
633. Donkey Kong (MT).....$5.00 mfmurdock@
634. Donkey Kong Jr. (MT).....$5.00 mfmurdock@
635. Double Dribble (MT).....$3.00 emeral29@
636. Dragon Warrior (EX).....$5.00 mfmurdock@
637. Duck Hunt (MT).....$1.00 emeral29@
638. Freedom Force (MT).....$5.00 mfmurdock@
639. Friday The 13th (MT).....$5.00 mfmurdock@
640. Gotcha! (MT).....$5.00 mfmurdock@
641. Hoops (MT).....$3.00 emeral29@

642. Ice Hockey (MT).....$3.00 emeral29@
643. Jackal (EX).....$5.00 mfmurdock@
644. Karate Champ (EX).....$5.00 msnyder@
645. Major League Baseball (PR).....$3.00 emeral29@
646. NARC (MT).....$5.00 mfmurdock@
647. NFL (MT).....$3.00 emeral29@
648. Operation Wolf (MT).....$5.00 mfmurdock@
649. Platoon (MT).....$3.00 emeral29@
650. Punchout!! (MT).....$3.00 emeral29@
651. Roger Clemens' MVP Baseball (MT).....$3.00 emeral29@
652. Side Pocket (MT).....$3.00 emeral29@
653. Skate or Die (MT).....$3.00 emeral29@
654. Super Mario (MT).....$1.00 emeral29@
655. Super Mario / Duck Hunt (MT).....$1.00 emeral29@
656. Super Mario 3 (MT).....$3.00 emeral29@
657. Tecmo Bowl (MT).....$3.00 emeral29@
658. Wizards & Wariors (MT).....$5.00 mfmurdock@
659. Zelda (EX).....$3.00 emeral29@
660. Zelda II (FR).....$5.00 mfmurdock@

NES CARTRIDGES IN THE BOX
**All Carts are in MT Cond. & Include Instructions
Conditions below are for the Boxes

661. Baseball Simulator 1.000 (EX).....$4.00 emeral29@
662. Base Wars (MT).....$4.00 emeral29@
663. Double Dragon (MT).....$4.00 emeral29@
664. Double Dragon II (No Inst.)(MT).....$3.00 emeral29@
665. Jordan Vs. Bird:One on One (VG).....$4.00 emeral29@
666. R.B.I. Baseball (EX).....$4.00 emeral29@
667. R.B.I. Baseball 2 (VG).....$4.00 emeral29@
668. Shadow of the Ninja (No Inst.)(MT).....$3.00 emeral29@
669. Super Dogeball (VG).....$6.00 alex.holden@
670. Tecmo World Wrestling (MT).....$5.00 justir@
671. Teenage Mutant Ninja Turtles (Shrinked)(MT).....$5.00 eroswelkr@
672. Wizardry (MT).....$5.00 kingkong@

ODYSSEY 2 CARTRIDGES

673. Blockout!/Breakdown! (EX).....$1.00 avery@
674. K.C.'s Krazy Chase! (EX).....$1.00 mfmurdock@
675. Out of This World!/Helicopter Rescue! (EX).....$1.00 mfmurdock@
676. Pick Axe Pete! (EX).....$1.00 mfmurdock@
677. Speedway!/Spin-Out!/Crypto-Logic! (EX).....$1.00 avery@

ODYSSEY 2 CARTRIDGES IN THE BOX
**All Boxes are in GD Cond. or Better-All Carts are MT Cond.-All Include
Inst.

678. Alien Invaders-Plus!.....$3.00 mfmurdock@
679. Alpine Skiing!.....$3.00 mfmurdock@
680. Armored Encounter!/Sub Chase!.....$3.00 mfmurdock@

681. Baseball!.....$3.00 mfmurdocl@
682. Bowling!/Basketball! (No Inst.).....$3.00 ael@
683. Casino Slot Machine!.....$3.00 mfmurdock@
684. Computer Golf!.....$3.00 ael@
685. Computer Intro! (No Inst.).....$3.00 ael@
686. Cosmic Conflict!.....$3.00 mfmurdock@
687. Dynasty!.....$3.00 mfmurdock@
688. Football!.....$3.00 mfmurdock@
689. Freedom Fighters! (Box is FR Cond.).....$3.00 min
690. Hockey!/Soccer!.....$3.00 mfmurdock@
691. Invaders From Hyperspace!.....$4.00 ael@
692. K.C. Munchkin!.....$3.00 mfmurdock@
693. Las Vegas Blackjack!.....$3.00 min
694. MonkeyShines!.....$3.00 mfmurdock@
695. Out of This World!/Helicopter Rescue!.....$3.00 mfmurdock@
696. Pachinko!.....$3.00 mfurdock@
697. Pocket Billiards!.....$3.00 mfmurdock@
698. Showdown in 2100 A.D.....$4.00 mfmurdock@
699. Thunderball!.....$4.00 ael@
700. UFO!.....$3.00 mfmurdock@
701. War of Nerves!.....$4.00 ael@

ODYSSEY 2 MASTER STRATEGY CARTRIDGES IN THE BOX

702. Conquest of the World (It's Missing Pieces-It Includes 43 Blue,
40 Red, and 44 Yellow Conquest/Alliance Markers + 36 of each
Power Base Unit Chips + Map.)(EX).....$15.00 ael@

PLAYSTATION

703. Battle Arena Toshinden (MT).....$20.00 min
704. Kileak: The DNA Imperative (MT).....$15.00 min
705. King's Field (MT).....$25.00 kenny@
706. Loaded!! (MT).....$25.00 min
707. Raiden Project (MT).....$15.00 min
708. Rayman (MT).....$20.00 min

SMS CARTRIDGES IN THE BOX

709. Alien Syndrome (In Box-No Inst.-Lable Ripped)(PR).....$2.00 min
710. Pro Wrestling (No Lable on box-Includes Inst.-Lable
Ripped)(PR).....$2.00 min

SNES CARTRIDGES

711. Baseball Simulator 1000 (EX).....$6.00 min
712. Madden 95 (EX).....$6.00 min
713. Madden 96 (EX).....$7.00 alex.holden@
714. NBA Jam (EX).....$6.00 min
715. Pac-Man 2:The New Adventure (EX).....$6.00 emeral29@
716. Saterday Night Slam Masters (EX).....$ 6.00 emeral29@
717. Super Mario All Stars (EX).....$8.00 msnyder@
718. Super Mario World (EX).....$6.00 min

719. Super Slap Shot (EX).....$6.00 min
720. Super Tennis (EX).....$7.00 justir@
721. Tecmo Super Bowl (EX).....$6.00 emeral29@
722. Vegas Stacks (EX).....$6.00 emeral29@

STARPATH SUPERCHARGER CASSETTES

723. #1-Phaser Patrol (MT).....$5.00 min
724. #4-Suicide Mission (MT).....$6.00 ael@
725. #5-Escape from the Mind Master (MT).....$5.00 larrys@
726. #6-Dragonstomper (MT).....$6.00 ael@

TI99-4A CARTRIDGES

727. Addition & Subtraction 1 (Scott Foresman)(MT).....$1.00 min
728. Add. & Sub. 2 (Scott F.)(Screw in Cart-Must have been a Store Demo).....$1.00 min
729. Adventure (MT).....$1.00 jeffbod@
730. Alien Addition (MT).....$1.00 min
731. Alligator Mix (MT).....$1.00 min
732. Alpiner (MT).....$1.00 min
733. Beginning Grammer (Screw in Cart-Must have been a Store Demo).....$1.00 min
734. Big Foot (Miltion Bradley)(MT).....$1.00 slapdash@
735. Black Jack & Poker (MT).....$1.00 min
736. Blasto (MT).....$1.00 min
737. Car Wars (MT).....$1.00 min
738. Championship Baseball (Miltion Bradley)(Need MBX Exp. Sys.)(MT).....$1.00 min
739. Chisholm Trail (MT).....$1.00 min
740. Computer Math Games II (MT).....$1.00 min
741. Computer Math Games III (MT).....$1.00 slapdash@
742. Connect Four (MT).....$1.00 at455@
743. Decimals (Milliken)(MT).....$1.00 slapdash@
744. Demolition Division (MT).....$1.00 at455@
745. Donkey Kong (Atari)(Works but Something is Rattling Inside)(FR).....$1.00 min
746. Dragon Mix (MT).....$1.00 min
747. Early Learning Fun (MT).....$1.00 min
748. Fractional Numbers (Milliken)(MT).....$1.00 min
749. Hangman (MT).....$1.00 min
750. Home Financial Decisions (MT).....$.50 min
751. Hunt the Wumpus (MT).....$1.00 at455@
752. Indor Soccer (MT).....$1.00 min
753. M*A*S*H (MT).....$1.00 at455@
754. Mesurement Formulas (Milliken)(MT).....$1.00 min
755. Meteor Multiplication (MT).....$1.00 min
756. Mind Challengers (MT).....$1.00 min
757. Minus mission (MT).....$1.00 min
758. Moon Mine (MT).....$1.00 min
759. Multiplication 1 (Scott Foresman)(MT).....$1.00 min

760. Music Maker (MT).....$1.00 min
761. Numeration 2 (Scott Foresman)(MT).....$1.00 min
762. Pac-Man (Atari)(Works but Something is Rattling
Inside)(MT).....$1.00 at455@
763. Parsec (MT).....$1.00 min
764. Sneggit (MT).....$1.00 min
765. Space Bandits (Miltion Bradley)(MT).....$1.00 min
766. Star Trek (MT).....$1.00 jeffbod@
767. The Attack (MT).....$1.00 min
768. TI Extended Basic (MT).....$1.00 min
769. TI Invaders (MT).....$1.00 min
770. TI Writer Word Processor (MT).....$1.00 min
771. Tombstone City (MT).....$1.00 min
772. Treasure Island (MT).....$1.00 slapdash@
773. Video Graphs (MT).....$1.00 min

TI99-4A IN THE BOX

774. Alpiner (VG).....$2.00 min
775. Tombstone City (VG).....$2.00 at455@

TI99-4A CASSETTE TAPES

776. Pirate Adventure (MT).....$3.00 min
777. Mystery Fun House (Lable Ripped).....$3.00 min

TRS-80 CARTRIDGE

778. Roman Checkers (Lable Ripped-Back of Cart Cover
Missing-Works)(PR)...$1.00 slapdash@

VIC-20 CARTRIDGES

779. 16K Ram Cartridge (MT).....$8.00 wlkim@
780. Jupiter Lander (VG).....$3.00 dross@
781. Omega Race (VG).....$3.00 dross@

VOYAGER CARTRIDGES

782. Exotic Animals (Includes Inst.)(MT).....$1.00 slapdash@
783. Space (Includes Inst.)(MT).....$1.00 slapdash@
784. The Prehistoric World (No Inst.)(MT).....$1.00 slapdash@
785. The United States (Includes Inst.)(MT).....$1.00 slapdash@

Send all bids to jayb@worldnet.att.net

3575. Re: BlackBox for sale/trade

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-12 00:00:00 UTC
From: gsbruner@aol.com
Message-ID: <4pn3l4$kls@newsbf02.news.aol.com>
Source record: 83108

Actually the Black Box doesn't add any extra ram. You have the option when getting one to have some extra ram that is only used as a printer buffer. The MIO is the device that adds extra RAM (256k or 1Meg). I find the Black Box is a much more stable hardware add-on than the MIO. I did some MIO repairs and they are a bitch to fix when something goes wrong with the ram circuitry. Also if you don't have proper cooling on the MIO they will eventually warp due to the power supply being slightly inadequate. I also found that the Black Box works with odd hard drives better. I had a ancient 10 meg SASI drive made by XEBEC that the MIO just couldn't format but my Black had absoulutly no problems.

Glenn Bruner
GSBruner@aol.com

3576. XFD/ATR Utilities archive is back!

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-12 00:00:00 UTC
From: Ivan Mackintosh <ivan@rcp.co.uk>
Message-ID: <31BE7C16.5F56@rcp.co.uk>
Source record: 83109

```
Now includes:
* ImageMan 0.3. Manages SD and ED DOS disk images
* Adir. Directories DOS disk images
* Monitor. Disassembles 6502 file including atari equates
* Boot2DOS. Extracts file from RobC or JonW multiboot menus
and converts them to DOS format.

--
e-mail: ivan@rcp.co.uk
XFD/ATR Utilities: http://greebo.onlinemagic.co.uk/~dok/atari8/
```

3577. Poor Poor Atari Oldtimers

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-12 00:00:00 UTC
From: "robert cortese"@netmagic.net
Message-ID: <4plmu8$s6g@news.netmagic.net>
Source record: 83110

Ahh, the days of past are gone...

Lately my pops has been feeling a little depressed. You all know him as RICORTES. This was his last haven to talk real about the atari and not all of this flaming stuff. C'mon people, stop wasting time on trying to find cracked games and stuff like that. I know Derrick Mahocka is a prick but I gotta give him some credit for bringing new interest into the atari world.

What I wanna see happen...

Derick and all the other Emulator writers need to quit trying to be a stingy with their code and let some other people look at it. I've heard my pop give at least 20 good sounding tips on why all the emulators run slow and how to go about fixing them. I don't know if he's reading this but other guys too like Bob Woolley could also put some good stuff into the pot of emulators as well.

Derrick I must of heard at least a million times complaining, "you damn fucking pirates,, fuck you you pee brained pieces of shit" or something to that effect. If your so damn worried about piracey quit sniveling like a little bitch and do something about it. Go talk to all the people that own these games AKA phillip price, and ask them if you could have the right to sell them on a web page. I would gladly pay $10 bucks for AR if I could play it in a window while downloading, but most of the emulator out there don't work with it yet so I gotta sit here and bitch.
Hey I got 40 megs of web space I don't use. I would gladly give it up if someone who's worked with these people before could go in and get the licenses for all the old software. I'd pay a buck for any of the old cart games as well.

I guess I just wanted to let you oldtimers know there are some youngens out there who actually hold down a real job and would gladly pay you for your past endeavors. I currently got a copy of ar the city and ar the dungeon so I guess I owe $20 bucks. Either Gary Gilbertson, Dan Pinole, or phillip price please respond to this I really want to mail you some cash. I have no right to hold onto your code without paying for it.

Allright so all you people that can't tell me what a display list interupt is get the fuck out of here. My pops is sad as hell that you bastards are taking away his favorite newsgroup. Atari.wares is for people with no brains or class, this is where all the REALLY COOL people hang out. Your not cool so LEAVE!!!

ROCORTES

3578. Re: Poor Poor Atari Oldtimers

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-12 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31beb740.757069@news.superlink.net>
Source record: 83111

> Hey I got 40 megs of web space I don't use. I would gladly give it up if
>someone who's worked with these people before could go in and get the licenses
>for all the old software. I'd pay a buck for any of the old cart games as well.
>
> I guess I just wanted to let you oldtimers know there are some
>youngens out there who actually hold down a real job and would gladly pay you
>for your past endeavors. I currently got a copy of ar the city and ar the
>dungeon so I guess I owe $20 bucks. Either Gary Gilbertson, Dan Pinole, or
>phillip price please respond to this I really want to mail you some cash. I
>have no right to hold onto your code without paying for it.
>
Well, there are a few companies out there selling PIRATED software -
now is that right?
All everyone "whining" as you say it with the software wants is to
distribute it freely- just like the Apple II and C-64 archives are
doing. Nothing at present exists like that for the Atari, and all
those old programs are withering away on floppies somewhere. In fact,
the authors probably don't have copies either. (In fact, P.P. gave
permission for AR to be distributed as freeware).
Since I have started archiving the 8 bit stuff I have gotten requests
from about 4 software authors that asked for a copy of their own game!
So an archive would seem like a good idea, no?

3579. Re: SIO2PC...Can you buy a cable?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-12 00:00:00 UTC
From: krieg@earth.execpc.com
Message-ID: <4pmhb1$e74@earth.alpha.net>
Source record: 83112

How long is the SIO2PC cable? Can you get one that is 15' or so?

--
=__ __ __ _ __ _= Andrew Krieg - Software Engineering Consultant =
=_ __ _ __ _ _ __= E-mail: krieg@execpc.com =
=_ _ _ ___= WWW: http://www.cs.uwm.edu/public/krieg/index.html =
=_ __ _ __ _ __ _= Treguna Mekoides Trecorum Satis Dee - Astoroth =

3580. Re: 1050 in a daze...

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-12 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <4pnbb6$is0@blackice.winternet.com>
Source record: 83113

> Chris_F_Chiesa@cup.portal.com writes:
> I left my 1050 on for several days, and yesterday I noticed that it was
> sitting there with the "door" open and the access light coming on every five
> seconds and shutting off again. I can hear some kind of motion inside when
> the light is on. The system will not boot from the floppy anymore. It
> goes straight to the Memo Pad. Does this sound like anything easy to fix? Or
> is it time to shell out for a new 1050?
>
>>>>
You might try this. Take it apart and reseat all of the socketed chips
under the metal RFI shield. If this doesn't work it 'Might' be the CA3086 at the
left rear of the main board. When it sits there cycling, it sounds like the UCode
is trying to initilize, getting so far and then going back to Address 00 and restarting.
I've seen it before but it always seemed to be something different. A few just
needed the chips to be reseated.

Good Luck; Rich Mier

3581. I'm APE over APE!

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-12 00:00:00 UTC
From: Mead@Servtech.com
Message-ID: <31bea121.131765@news.servtech.com>
Source record: 83114

I've just fished building both the Ape and Pro cables the other day. The Pro cable Suggested a 14C89 but couldn't find one, so I tried the regular 1489. No problems at all!

I haven't slept much since! I've been doing it all, From downloading image files from all over the net, converting them when needed, to digging out my floppies making more images, printing, and even logged onto a local BBS with APE! (Gotta big chuckle out of that one) I've owned My Atari 800XL for 9 years and never enjoyed it more. Pretty Amazing little Program this APE! My hats off to the Author, Steven Tucker for this little miracle. No, I haven't registered it yet, but you betcha' I will, and SOON!

I would Have Posted sooner, but I had to calm down first.

Dave

3582. XL-it problems

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-12 00:00:00 UTC
From: gt7288b@acmex.gatech.edu
Message-ID: <4pnjpu$q13@catapult.gatech.edu>
Source record: 83115

Has anybody gotten MYDOS to work with the Xl-it emulator? I have no problem running it under PC Xformer. Was just wondering if anybody knows of a fix.
On a DOS note, I'm guessing all those SpartaDOS's don't work since the emulators don't emulate the 130XE (I seem to remember they required one of the later computers Atari put out) It was always my favorite of the Atari DOS's.

-- -- "Push the button Frank"
Work: David.Kidd@sciatl.com "To be great is to be misunderstood."
School: gt7288b@prism.gatech.edu -Emerson

3583. Re: My Atari 400

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-12 00:00:00 UTC
From: ebrunne@orion.it.luc.edu
Message-ID: <4pni8v$12o@artemis.it.luc.edu>
Source record: 83116

Not much, maybe $10 for the 400 (depending on what kind of upgrades you might have done to it)

Carts are more a collectors realm, and its possible that you have some that are worth something. Average is about $1 per cart, tho'

Ted B

B Deran Campomanes (wiredog@primenet.com) wrote:
: I want to get rid of som eold computers and I found my old Atari 400
: with some cartridges and the Tape Storage hardware.

: What is the market reat for a thing like that?

: Thanks

3584. My Atari 400

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-12 00:00:00 UTC
From: wiredog@primenet.com
Message-ID: <31bef4d8.2887587@news.primenet.com>
Source record: 83117

I want to get rid of som eold computers and I found my old Atari 400
with some cartridges and the Tape Storage hardware.

What is the market reat for a thing like that?

Thanks

3585. FREE classic computer equipment/magazines in Atlanta

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-12 00:00:00 UTC
From: eli@xocolatl.com
Message-ID: <eli-1206962215130001@ifilk.mindspring.com>
Source record: 83118
Cross-posted to: alt.folklore.computers,comp.sys.tandy,comp.sys.atari.8bit,misc.forsale.computers.other.misc

Hi ---

I'm relocating to Silicon Valley for a cool job, and getting the heck out of Atlanta, Georgia (Buckhead area.)

If you appreciate obsolete computer equipment and would like any of the following and are WILLING TO COME PICK IT UP (I repeat: I will not be shipping anything!), the following is available for FREE since it's hard to justify paying to ship:

If you don't know what any of the following are, trust me --- you DON'T WANT IT! ;)

1. TRS-80 Model 3 w/2 floppy drives and 48K (?) of RAM.
2. Monochrome (green?) composite monitor from about 1983.
3. Atari 1020 printer/plotter
4. Various Atari serial/parallel interfaces (e.g. R-Verter, MPP-1100, and a P:R: Connection)
5. An Atari Rana 1000 floppy drive. (The one with all the cool lights.) Note that door is slightly damaged, and disks are sometimes hard to take out.
6. Two feet of Antic (Atari) magazines from the mid 80's.
7. A Black Box DB-25 A/B switch.

All of the above that is not claimed will be sent to the dumpster by June 24th. Feel free to send E-mail ASAP if interested.

--
Eli Goldberg
My opinions! All mine!

3586. Re: Poor Poor Atari Oldtimers

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-12 00:00:00 UTC
From: "Mr. Maddog" <mrmaddog@prolog.net>
Message-ID: <Pine.SOL.3.91.960612210111.11069H-100000@ns1.ptd.net>
Source record: 83119

On 12 Jun 1996 robert@.MISSING-HOST-NAME. wrote:

> Derick and all the other Emulator writers need to quit trying to be a
> stingy with their code and let some other people look at it. I've heard my pop
> give at least 20 good sounding tips on why all the emulators run slow and how to
> go about fixing them. I don't know if he's reading this but other guys too like
> Bob Woolley could also put some good stuff into the pot of emulators as well.

Ermm...I think Pc Xformer is a 'commercial' product that Darek gets his
profits and paychecks from. If you have any suggestions, just give it to
him and he 'should' make revisions...though I'm STILL waiting for
joystick support on Gemulator. The emulators that are PD you may get
sources but you must be a good programmer.

> Derrick I must of heard at least a million times complaining, "you d***

[Vulgarity deleted]

> do something about it. Go talk to all the people that own these games
> AKA phillip price, and ask them if you could have the right to sell them on a
> web page. I would gladly pay $10 bucks for AR if I could play it in a window
> while downloading, but most of the emulator out there don't work with it yet so

Alright, first off all...to get the copy portected games to run on the
emulators, you must use cracking programs first. Disks are hard and
carts are tricky. Even if you only crack your own games, you still would
have to use your 8-bit so you might as well just keep it for game
playing. This I have learned on my own. And yes Darek does complaim
about pirates, but he even told me I can get cracked copies of cart games
on-line. Go figure...

> Allright so all you people that can't tell me what a display list
> interupt is get the **** out of here. My pops is sad as hell that you
> are taking away his favorite newsgroup. Atari.wares is for people with no
> brains or class, this is where all the REALLY COOL people hang out. Your not
> cool so LEAVE!!!

Is this 'exclusively' for guru programmers and not anyone who use an
Atari? This computer elitism makes me sick. I'm sorry that most people
are asking for cracked games to run on emulators, but consideration runs
both ways. Thank you.

Eric Noss
a.k.a
Mr. Maddog

3587. FS:60+ 8-bit games on disks

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-12 00:00:00 UTC
From: rsumner@tnis.net
Message-ID: <4pmn95$15o@clark.zippo.com>
Source record: 83120

99% with boxes and in great shape. If interested email me for list.

rsumner@tnis.net

3588. Re: Poor Poor Atari Oldtimers

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-12 00:00:00 UTC
From: chelm@ix.netcom.com
Message-ID: <4pne90$otk@dfw-ixnews8.ix.netcom.com>
Source record: 83121

In article <4plmu8$s6g@news.netmagic.net>, robert cortese@netmagic.net (Robert Cortese) wrote:
> I guess I just wanted to let you oldtimers know there are some
>youngens out there who actually hold down a real job and would gladly pay you
>for your past endeavors. I currently got a copy of ar the city and ar the
>dungeon so I guess I owe $20 bucks. Either Gary Gilbertson, Dan Pinole, or
>phillip price please respond to this I really want to mail you some cash. I
>have no right to hold onto your code without paying for it.
>
> Allright so all you people that can't tell me what a display list
>interupt is get the fuck out of here. My pops is sad as hell that you bastards
>are taking away his favorite newsgroup. Atari.wares is for people with no
>brains or class, this is where all the REALLY COOL people hang out. Your not
>cool so LEAVE!!!

Is this person for real? Are they just old enough to reach the keyboard,
or are they illiterate? Must be reading some other news group. This does not
seem to be an Atari.wares group, especially since there are no binaries here.
It's nice that you want to send those fellows some cash, but those games
haven't been in production for years. I would hazard to guess that most
people around here could describe a DLI, not that I have any idea what that
has to do with the rest of that rambling, incoherent post. How bizarre.

```
*****************************************************************************
* ######### "The death of the warrior or the old man or the little *
* # child, this I understand, and I take away the pain and *
* # # # end the suffering. I do not understand this death of *
* # # # mind" - Death (The Light Fantastic / Terry Pratchett) *
* ############## *
* # # NMA Rules. *
* # # *
*****************************************************************************
```

3589. FS: U.S. Atari 8bit computers & drives

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-12 00:00:00 UTC
From: mgrove@owens.ridgecrest.ca.us
Message-ID: <mgrove-1207961322330001@news>
Source record: 83122

I'm posting this for my son, who has moved to a Falcon.

The following are offered as a package deal. The 800 is
known to work. The 130 may have a keyboard problem with
one key, at least two of the disk drives have been used
and the other two power and spin but have not been tested.

1-130XE
1-800XL
4-1050 disk drives
1-1010 tape drive
2-1027 printers
1- computer power supply
2- disk drive power supply

Some software and cables.

$45.00 (obo) shipped within the U.S.(48 states).

Will ship COD, COD fees extra.

Reply via e-mail

Michael Grove
mgrove@owens.ridgecrest.ca.us

--
Michael Grove
mgrove@owens.ridgecrest.ca.us

3590. Re: FS: Atari 8bit Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-12 00:00:00 UTC
From: ebrunne@orion.it.luc.edu
Message-ID: <4pni4r$12o@artemis.it.luc.edu>
Source record: 83123

Its all spoken for folks. I will repost if any of the deals fall through...

Ted B

: Time to clean out the basement. All of this 'stuff' has to go, you can
: make me an offer on the whole lot or part of it. I will be inclined to
: give a much better deal to the person who offers to take it all...

: the stuff:

: 800xl without power supply (works fine, tested with my XE power supply)
: $8 plus shipping

: 1050 disk drive (unmodified) with powersupply/SIO cable works fine
: $15 plus shipping
: -or- take it and the 800xl for $20

: 1050 disk drive (not working/fixable?)
: **sold**

: Joystick-connect 300 baud modem with manual
: $12 shipped

: SIO-Parallel port (RS-232) cable
: Joystick-Parallel port cable
: take them both for $10 shipped

: Ted B

3591. Re: Poor Poor Atari Oldtimers

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-12 00:00:00 UTC
From: mstatz@cei.net
Message-ID: <4pnl6i$r17@ren.cei.net>
Source record: 83124

In article <4plmu8$s6g@news.netmagic.net>, robertcortese@netmagic.net says...
>
> Ahh, the days of past are gone...
>

And the days of blatant Trolls are upon us...

> Lately my pops has been feeling a little depressed. You all know him as
>RICORTES. This was his last haven to talk real about the atari and not all of
>this flaming stuff.

Then I'm sure he's *really* proud of you - if you are in fact, *really* related
to Rick. I kinda doubt it, tho - I expect Rick to bring up better kids than
you.

>C'mon people, stop wasting time on trying to find cracked
>games and stuff like that. I know Derrick Mahocka is a prick but I gotta give
>him some credit for bringing new interest into the atari world.
>
> What I wanna see happen...

...What *I* wanna see is someone take your net access, but I never get what I
wish for...

>
> Derick and all the other Emulator writers need to quit trying to be a
>stingy with their code and let some other people look at it. I've heard my
pop
>give at least 20 good sounding tips on why all the emulators run slow and how
to
>go about fixing them. I don't know if he's reading this but other guys too
like
>Bob Woolley could also put some good stuff into the pot of emulators as well.

What have *you* written lately, punk?

>
> Derrick I must of heard at least a million times complaining, "you damn
>fucking pirates,, fuck you you pee brained pieces of shit" or something to
that
>effect. If your so damn worried about piracey quit sniveling like a little
>bitch and do something about it. Go talk to all the people that own these
games
>AKA phillip price, and ask them if you could have the right to sell them on a
>web page. I would gladly pay $10 bucks for AR if I could play it in a window
>while downloading, but most of the emulator out there don't work with it yet
so

>I gotta sit here and bitch.

...and Lord knows, We appreciate the help. Jesus, what did we *ever* do without your wisdom. You know, if we had you 10 years ago, we would all be using Atari PC's right now, and IBM would have faded away. Bummer.

> Hey I got 40 megs of web space I don't use.

No more market for Porno sites?

> I would gladly give it up if
>someone who's worked with these people before could go in and get the licenses
>for all the old software. I'd pay a buck for any of the old cart games as
well.
>
> I guess I just wanted to let you oldtimers know there are some
>youngens out there who actually hold down a real job and would gladly pay you
>for your past endeavors. I currently got a copy of ar the city and ar the
>dungeon so I guess I owe $20 bucks. Either Gary Gilbertson, Dan Pinole, or
>phillip price please respond to this I really want to mail you some cash. I
>have no right to hold onto your code without paying for it.
>

I'd be willing to guess any of these people would be willing to trade your money for, perhaps, your silence....

> Allright so all you people that can't tell me what a display list
>interupt is get the fuck out of here. My pops is sad as hell that you
bastards
>are taking away his favorite newsgroup. Atari.wares is for people with no
>brains or class, this is where all the REALLY COOL people hang out. Your not
>cool so LEAVE!!!
>
> ROCORTES

Golly - I'm sorry. I'll just slink off and whimper to myself, no longer worthy to lurk in csa8 - an emotionally shattered man, with very little left to live for, sucessfully bitch-slapped by a teenager.

<whimper>

Mark Statzer
mstatz@cei.net

--

Email - mstatz@cei.net
WWW - http://www.cei.net/mstatz/statz.html
Hoosier (n) - One who believes that the family car should go no faster than the family tractor.
Hoosier (adj) - The American pronunciation of the Canadian word `hoser'.
<narf>

3592. atari 400 & 1010 drive. FS: (For Shipping)

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-12 00:00:00 UTC
From: Secross <secross@whidbey.com>
Message-ID: <Pine.GSO.3.93.960612165931.26885A-100000@whidbey>
Source record: 83125

```
Atari 400 computer.
Atari 1010 drive.
Atari power suppluys for both the above.
Other atari stuff, cables, some firmware, software

All you have to do is pay shipping and it's yours.
E-mail me if interested.
--

Secross@Whidbey.com
Clinton, Washington
```

3593. Re: getting started with a 800XE

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-12 00:00:00 UTC
From: david.moeser@ccc-bbs.com
Message-ID: <8C260EA.111C000AE1.uuout@ccc-bbs.com>
Source record: 83126

-> From: zabin@berlin.snafu.de (Hal Zabin)
-> Subject: getting started with a 800XE
-> Date: 9 Jun 1996 19:44:05 GMT
->
-> I just bought an Atari 800XE with a XC12 tape drive (at a flea
-> market), and was
-> wondering how it works. I tried hooking it up to my TV but all I see
-> is a black
-> screen. Do I need system software or is it in ROM? I don't have any
-> tapes. I don't even know if the computer works, I would appreciate
-> some help for a true 8-bit beginner!

There is no such thing as an 800XE. You might have an 800XL, or a 600XE, or something else. The cassette recorder is just a crude storage device; you can save files to it or load in files from it--very slowly--but if you only have a cassette recorder you're basically stuck with ROM plus whatever cartridge you might put in the cartridge slot.

If what you have is an old 800 (no additional letters), without cassette tapes or a cartridge (like BASIC) you'd be nowhere. When the original 400/800 computers were turned on without a floppy disk drive (from which one would load in a DOS program), they went into "memo pad mode" on the screen. It said "memo pad" on the top line and you could use the keyboard to doodle. The XL/XE computers have BASIC built in; when you turn them on without a disk drive being attached you should go straight to BASIC and get a "ready" prompt at the top of the screen. If you didn't get that, you'd at least get the XL/XE self-test mode. In any of these three variations you'd get a screen with writing, not a blank blackness.

But even tho you don't get a screen it's possible the computer works. Maybe your power supply unit is bad. It might have a fuse blown out, for example. The first test that should be done is to plug in a different power supply and then see what happens. (Which is obviously a problem if you only have one.) You also need to make sure that it's the right power supply for the computer model, which means you have to identify the model correctly. And make sure the power supply cable is plugged into the connection marked "power" on the computer!
--david.moeser@ccc-bbs.com
Censornati, Ohio

3594. WTB: Amdek 3" Disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-12 00:00:00 UTC
From: DAG.HUGDAHL@flight.org
Message-ID: <ea4_9606130106@flight.org>
Source record: 83127

Quoting From: mbates@s3.sonnet.com (Marlin Bates, IV)

MB>All right! Someone has one of these and someone out there MUST want to
MB>sell it. I would like it. Please!
MB>
MB>Get ahold of me via e-mail IMMEDIATELY please!
MB>
MB>Cash or trade whatever you like!
MB>
MB>-Marlin

I do have one here sitting in the closet. I haven't decided yet if I
would like to sell it, but why do you want an Amdek?

-Dag- --> dag.hugdahl@flight.org
dhugdahl@isd.net

---
* PabQwk 2.0 #23 * ERROR- 255 (Programmer Deleted)
---------- -//- ----------
Internet: DAG.HUGDAHL@flight.org
flightline bbs [msp] 612/544-5118 Note: the views
expressed by this user are strictly his/her own.

3595. NAS96.

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-12 00:00:00 UTC
From: bertil.jagard@straight.ct.se
Message-ID: <ftn_2.203.221$fidonet.org_be337200_Bertil.Jagard@straight.ct.se>
Source record: 83128

```
------------------------------------------------------------------------
SWEDISH ATARI USERS' ASSOCIATION (Svenska Atariklubben)
IN COOPERATION WITH NoCrew PRESENTS

-* THE NORDIC ATARI SHOW AND CONVENTION 1996 *-

WITH CONVENTION, EXHIBITION, SEMINARS,
DEMONSTRATIONS, CONTESTS ... AND MORE!

AT KORTEDALA GYMNASIUM IN GOTHENBURG, SWEDEN
ON THE 14th, 15th and 16th OF JUNE
------------------------------------------------------------------------
NOTE: The information in this text is not complete! Updates will come.

PRESENTATION

NAS was first arranged in 1995. It's a special show with a hacker convent,
exhibition and different seminars - all in one place.

This time the Nordic Atari Show is held in a school building, Kortedala
Gymnasium, in Gothenburg. It offers several small rooms for the hacker
contests and seminars, a big lecture hall for showing demos and films and a
normal size restaurant for the exhibition. Showers and dressing rooms are
available, and there is free carparking in the school area.

Pizza restaurant, cafe and other shops are only a few steps away from the
school. If you want to stay at a hotel please contact us for information
or visit our Webpage for details (http://www.tripnet.se/sak/nas).

Kortedala Gymnasium is fifteen to twenty minutes away from the central part
of Gothenburg. There are good possibilities for communications by tram or
car.

The dates are the 14th, 15th and 16th of June. Gather with your friends and
join us at a very fun and exciting show for Atari users around the northern
and european part of the world!

This year the exhibition and seminars are arranged by the Swedish Atari
Users' Association (Svenska Atariklubben), and the hacker convent by
NoCrew.

Below are all the activities, and the low entrance prices. Last year they
were a little bit high, but this year we hope it's suitable for all
wallets!

THE ACTIVITIES

For more detailed information see below.
```

exhibition
retailers and different associations will be there

hacker convent
competitions for FALCON, STE, ST and 8-bit

demonstrations
Jaguar, Lynx, MiNT, MagiC, Linux, DTP, Internet etc

seminars
about programming, Internet, multitasking etc

others
competitions for the non-programming experienced
(lottery, MidiMaze-contest, harddisk throwing, CocaCola-drinking etc)

THE PRICES

type payment SAK-member non-member

3-day entry prepaid SEK 100 SEK 125
3-day entry at the door SEK 125 SEK 150
1-day entry at the door SEK 50 SEK 75

The T-shirt is gasping yellow with a fine black print. Highest quality.
Don't miss this fantastic offer. Limited quantity.

T-shirt prepaid SEK 75 SEK 90
T-shirt at the door SEK 100 SEK 120

A cafeteria with low prices on CocaCola, Jolt, sandwiches, buns and
other tasty products will of course be available.

If you live in Sweden, you can order your tickets to NAS96 via
our Webpage at http://www.tripnet.se/sak/nas

Otherwise, if you live outside Sweden or don't have WWW access, and want to
order tickets to a lower price, please pay the right amount of money to our
Swedish postal giro account

nr 73 69 10 - 1

before the 31st of May 1996. Don't forget to state your name, address,
country, telephone, fax, email address and SAK membership nr so that we
know who's paying.

THE EXHIBITION

The exhibition will be open on the following times:

Friday 14th 12:00 -- 21:00
Saturday 15th 09:00 -- 21:00
Sunday 16th 09:00 -- 16:00

If you and your company or organisation wants to join the exhibition, then
estimate the space you need and pay the fee to us. We offer you different
sizes (measurements in Swedish meters) depending on your needs.

4,5 m2 costs 500 SEK
9,0 m2 costs 1000 SEK
18,0 m2 costs 2000 SEK

If you want more space, then every extra m2 is 150 SEK. Please contact us first to get further information.

The retailer's fee includes full entrance for two persons.

Nonprofit organisations can join the exhibition for free (with a space of 4,5 m2). This includes full entrance for one person.

Please pay at our Swedish postal giro account,

nr 73 69 10 - 1

before the 31st of May 1996.

State your company/organisation name, address, country, telephone, fax, email address, contact person and space needed. If you'd like to speak at a seminar about something, then tell us about it.

THE DEMONSTRATIONS

More will be added as soon as we get to know about them.

BBS We'll be showing STraight BBS, with products as Semper, LED, Octopus etc. Sysop Bertil Jagard will be answering questions and demonstrate different situations, as well as speaking about ethics and problems with communicating.

MagiC What is MagiC? What is multitasking? Find out by using MagiC 4, and swapping between those programs. Learn about problems and get tips from experienced users.

Making How can magazines be made with Calamus SL? We'll be showing how magazines the Swedish Atari Users' Association (Svenska Atariklubbens) with SL magazine "AtariMagasinet" is made. Tips, problems, features and possibility to make yourself some visit cards or other things to take home.

THE SEMINARS

More will be added as soon as we get to know about them.

Internet What is Internet and how can I use it with my Atari? Experienced administrators will be talking about Internet - history, how it's made, the future and more. We'll put it in reality too, with products for Atari computers that all of us can use - easy!

THE CONVENTION

NOTE: This is preliminary information. Updates will come.

Which computer? Atari in all forms. We want the hackers and the democoders. The Linux freaks. The MiNT people. The Jaguar nuts and everyone else that uses Atari in some form.

Demo contests

BIG ONE
No limit at all. Should be able to run on a Atari compatible computer
present on NAS96.

SMALL ONE
The limit is the shoesize squared (european) of the deliverer in bytes.

World cup in alfabutton

We will try to break the world record in typing a to z on a standard
keyboard. So far, way below two seconds. Go practise...

Films and demos

We will alternate between showing films and old demos on our big
screen projectors. Of course newer ones as well.

Prices

They will most certainly show up and be of good quality.
More info to come.

More information is available from larkov@tripnet.se, or visit NoCrew's
homepage at http://www.dd.chalmers.se/~f93labr/nocrew/index.html

FURTHER INFORMATION ABOUT NAS96

The best way to get new information is to join our NAS96 mailing-list.
Write to nas-users-request@tripnet.se and include the following in the
message text:

subscribe nas-users <your email address>

Our homepage is also informative to visit. It is at
http://www.tripnet.se/sak/nas and is updated whenever it is needed.

If you want more information about NAS96, then use any of the addresses or
telephone numbers below. Email is always the fastest way to get answers.

Rolf Johansson
rojo@tripnet.se
Tel: +46-708-900441 (mobile)
+46-522-22216 (week)
+46-31-825073 (ends)

Lari Kovanen
(about the convent)
larkov@tripnet.se
Tel: +46-31-582059 (home)

Ulf Hogberg
ulftage@tripnet.se

Swedish Atari Users' Association
Svenska Atariklubben

sak@straight.ct.se
Box 11416
S-404 29 GOTEBORG
SWEDEN
Tel: +46-31-7060992
Fax: +46-31-363973
Webpage: http://www.pedserv.gu.se/janne/sak.html

NoCrew
lbrink@cd.chalmers.se
c/o CCW
Forsta Langgatan 20
S-41 28 GOTEBORG
SWEDEN
Webpage: http://www.dd.chalmers.se/~f93labr/nocrew/index.html

WELCOME TO GOTHENBURG AND NAS96! 960411RJ

==
= E-Mail: bertil.jagard@straight.ct.se STraight BBS, Sweden =
= Phone: +46-(0)31-3363973. FidoNet 2:203/221, NeST 90:1101/104 =
==

3596. SDX & XEP80

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-12 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <31bf82a5@pianosa.demon.co.uk>
Source record: 83129

Hello All,

Can anyone tell me where I can get hold of a *PAL* XEP90 driver, other than the Atari one?

The reason I ask is that the Atari one doesn't work under SpartaDOS X, and the SDX one is NTSC.

Thanks for any help.

_
Regards, /_) 2:251/50.75 39:134/50.70
/ _)rad brad@pianosa.demon.co.uk

... Something on my mind, I wanna beat people up instead of treating them kind. - Automatic Lover; The Vibrators

3597. Re: Atari 800 gone bad :(

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-12 00:00:00 UTC
From: Kit Kimes <kimes@iexist.att.com>
Message-ID: <31BF301B.30AD@iexist.att.com>
Source record: 83130

Kenneth Simon wrote:
>
> In article <31b78010.3159639@news.superlink.net>, scharles@superlink.net
> (Yogi) wrote:
>
> >>Actually I have an Atari 65XE which is in working order, so my Atari 800
> >>is just icing on the cake. I also have two working Indus drives, two 850
> >>modules, a 300 baud acoustic modem (not using it to surf the web,
> >
> >Working Indus drives?
> >
> >Isn't that an oxymoron?
>
> I don't know... I've owned these two Indus GT drives since 1984 or so, and
> they've never given me any trouble. I've loved them!

I agree. Now if you want to talk trash, talk Trak (or was it Trac?).

--
Kit Kimes
AT&T Resource Link (Under contract to Lucent Technologies)
Naperville, IL
email: kimes@iexist.att.com or KitKimes@AOL.COM

3598. Re: Help w. 800! Does this comp. have a prgm. lang. or what? How do I use notepad screen??

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-12 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <4pl54f$fkq@news.tcd.net>
Source record: 83201

What you need is a Basic Cartridge, part number CXL4002, you can do nothing with the note pad. The basic cartridge goes in the left slot as well as any other cartridge you come across that will fit the slot made for the Atari.

3599. Jay B's Video Game Auction #2 Update #5 (Part 1)

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-12 00:00:00 UTC
From: Jason Bonanno <jayb@worldnet.att.net>
Message-ID: <4plc29$i34@mtinsc01-mgt.ops.worldnet.att.net>
Source record: 83202

Welcome to Jason B's Video Game Auction #2 (Part #1) (Update #5)

Attention: This auction is listed in two sections (Part 1 and Part 2). All e-mail and usenet updates will include both sections.

There are over 700 items for sale on this auction and I will be holding another contest for
the 1st, 2nd and 3rd place bidders. The prizes are all BRAND NEW in the box:

1st place...SONY PLAYSTATION/SEGA SATURN (winner's choice)
2nd place..SUPER NINTENDO/SEGA GENESIS (winner's choice)
3rd place...ATARI JAGUAR

Please note my new e-mail address: jayb@worldnet.att.net
Please send all bids to this address.

Please include your full name and address when you make your first bid so I can quickly give you your total with shipping at the end of the auction.

If for any reason you would like to be removed from my e-mail list, simply let me know and I will do so immediately.

Rules:

1. Send all bids to jayb@worldnet.att.net
2. All bids are in increments of $1.00, $.50 if an item is under $1.00.
3. This auction will end 6/30/96 at 12:00 A.M.
4. Any bids after 12:00 A.M. on 6/30/96 will not be accepted.
5. Contingency bids are accepted.
6. I will update at 8:00 P.M. everyday (except Saturdays). Via usenet and e-mail.
7. Payment will be in checks and money orders only (in U.S. dollars).
8. Please allow 7 days for personal checks to clear.
9. No group bids.
10. Please do not quote entire message in your reply.
11. Shipping will be by U.P.S. ground, unless it's only paper items which will be sent U.S.P.S.
12. Buyer pays all shipping charges.
13. International bidders welcome. (All international packeges will be shipped USPS)
14. I reserve the right to withdraw any item(s) from the auction.
15. Feel free to ask me any questions.

Condition Chart:

@@@@@@@@@@@@
MT----------MINT
EX----------EXELLENT
VG---------VERY GOOD
GD---------GOOD
FR----------FAIR
PR----------POOR
@@@@@@@@@@@@

The condition chart listed above is only to be used as a guideline. I am not an "official " expert and my chart is just a general collector's opinion.

The Prizes: (This section will be updated daily)

1st Place-----------Playstation/Saturn----------$229.50----------emeral29@

2nd Place----------SNES/Genesis--------------$187.00---------mfmurdock@
3rd Place-----------Jaguar-----------------------$121.50--------alex@

All Items listed are tested and in working condition unless otherwise stated.
All Items are fully guaranteed, just contact me if there is a problem.

ATARI COMPUTER INSTRUCTIONS/GUIDES

1. Atari 410 Program Recorder Manual.....$.50 emeral29@
2. Atari 800XL Owner's Guide.....$.50 jlasser@
3. Atari Basic Ref. Guide Booklet.....$.50 min
4. Atari Service Contract Booklet.....$.50 min
5. Hockey (Gamma)(Atari 400/800).....$.50 slapdash@
6. Programing 2 (Atari 400/800).....$.50 slapdash@
7. Soccer (Thorin Emi)(Atari 400/800).....$.50 min
8. Super Breakout (Atari 400/800).....$.50 min
9. Touch Typing (Atari 400/800).....$.50 slapdash@

ATARI 2600 INSTRUCTIONS/CATALOGS/POSTERS/COMICS

10. Activision Black Catalog (Spring 1982).....$.50 min
11. Activision Blue Catalog (Winter/Spring 1983).....$.50 min
12. Atari 2600 Owner's Manual.....$.50 min
13. Atari Force Comic #1.....$.50 kingkong@
14. Atari Force Comic #2.....$1.00 ael@
15. Atari Green Catalog (43 Games).....$.50 ltravis@
16. Atari M Network Catalog (11 Games)(1982).....$.50 ltravis@
17. Atari Orange Catalog (43 Games).....$.50 min
18. Atari Red Catalog (45 Games).....$.50 ltravis@
19. Pitfall Harry's Diary.....$1.00 ael@
20. Red Catalog (49 games).....$.50 min
21. The Power of Starmaster.....$.50 min
22. 3-D Tic-Tac-Toe.....$.50 emeral29@
23. Arcade Pinball (Sears).....$1.50 ltravis@
24. Armor Ambush (Mattel).....$1.00 alex@
25. Asteroblast (Mattel).....$.50 emeral29@

26. Asteroids.....$.50 emeral29@
27. Atlantis (Imagic).....$.50 emeral29@
28. Backgammon.....$.50 emeral29@
29. Basketball (Sears).....$1.00 ltravis@
30. Berzerk.....$1.00 alex@
31. Bowling.....$.50 emeral29@
32. Boxing (Activision).....$.50 emeral29@
33. Breakaway IV (Sears).....$.50 emeral29@
34. Bridge (Activision).....$.50 emeral29@
35. Casino.....$.50 emeral29@
36. Chopper Command (Activision).....$.50 emeral29@
37. Combat.....$.50 emeral29@
38. Cosmic Ark (Imagic).....$.50 emeral29@
39. Dark Cavern (Mattel).....$.50 emeral29@
40. Defender.....$1.00 at455@
41. Defender (Sears).....$1.00 at455@
42. Demon Attack (Imagic).....$1.50 ltravis@
43. Donkey Kong (Coleco).....$1.00 at455@
44. Donkey Kong Jr. (Coleco).....$.50 emeral29@
45. Dragster (Activision).....$1.00 ltravis@
46. Encounter at L-5 (Data Age).....$1.50 ltravis@
47. E.T.....$.50 emeral29@
48. Football (Sears).....$1.00 at455@
49. Frogger (Parker Brothers).....$1.00 at455@
50. Frogs & Flies (Mattel).....$1.00 at455@
51. Galaxian.....$.50 emeral29@
52. Golf.....$.50 emeral29@
53. Gorf (CBS).....$.50 emeral29@
54. Grand Prix (Activision).....$.50 emeral29@
55. Home Run.....$.50 emeral29@
56. Ice Hockey (Activision).....$.50 emeral29@
57. Kaboom! (Activision).....$.50 emeral29@
58. Lazer Blast (Activision).....$.50 emeral29@
59. Maze Craze.....$.50 emeral29@
60. Megamania (Activision).....$.50 emeral29@
61. Missile Command.....$1.00 at455@
62. Mouse Trap (Coleco).....$1.00 at455@
63. National Enduro (Activision).....$.50 emeral29@
64. Nexar (Spectravision).....$1.50 ltravis@
65. Night Driver.....$.50 emeral29@
66. Othello (Sears).....$.50 emeral29@
67. Pac-Man.....$.50 emeral29@
68. Phoenix.....$.50 emeral29@
69. Pitfall! (Activision).....$.50 emeral29@
70. Planet Patrol (Spectravision).....$2.00 ltravis@
71. Pole Position.....$.50 emeral29@
72. Race (Sears).....$.50 emeral29@
73. Racquetball (Apollo).....$1.50 ltravis@
74. RealSports Baseball.....$.50 emeral29@
75. RealSports Football.....$.50 emeral29@

76. River Raid (Activision).....$.50 emeral29@
77. Skiing (Activision).....$.50 emeral29@
78. Soccer (Sears).....$1.50 ltravis@
79. Space Attack (Mattel).....$1.00 at455@
80. Space Chase (Apollo).....$.50 emeral29@
81. Space Cavern (Apollo).....$1.50 ltravis@
82. Space Invaders.....$.50 emeral29@
83. Space Jockey.....$1.00 ltravis@
84. Space War.....$1.00 at455@
85. Star Master (Activision).....$1.00 at455@
86. Star Raiders.....$.50 emeral29@
87. Star Raiders (Sears).....$.50 emeral29@
88. Star Strike (Mattel).....$1.00 ltravis@
89. Star Trek (Sega).....$2.00 alex@
90. Star Voyager (Imagic).....$.50 emeral29@
91. Star Wars:ESB (Parker Brothers).....$.50 emeral29@
92. Stellar Track.....$1.50 ltravis@
93. Street Racer.....$.50 emeral29@
94. Super Breakout.....$1.00 at455@
95. Super Breakout (Sears).....$1.00 at455@
96. Super Challenge Baseball (Mattel).....$.50 emeral29@
97. Super Challenge Football (Mattel).....$.50 emeral29@
98. Superman.....$.50 emeral29@
99. Tennis (Activision).....$.50 emeral29@
100. Trick Shot (Imagic).....$.50 emeral29@
101. Tron Deadly Discs (Mattel).....$1.50 ltravis@
102. Vanguard.....$.50 emeral29@
103. Video Checkers.....$.50 emeral29@
104. Video Chess.....$.50 emeral29@
105. Video Pinball.....$1.00 alex@
106. Warlords.....$.50 emeral29@
107. Warplock.....$1.00 ltravis@
108. Yars' Revenge (Sears).....$.50 emeral29@

NES INSTRUCTIONS

109. 1942.....$.50 emeral29@
110. Bad Dudes.....$.50 emeral29@
111. Side Pocket.....$.50 emeral29@
112. Super Mario/Duck Hunt.....$.50 emeral29@

MISC. INSTRUCTIONS/POSTERS

113. Atari 5200 Owner's Manual.....$.50 alex@
114. Atari Advantage 7800 Poster.....$.50 jeffbod@
115. Broderbund New Product Catalog (C-64/IBM).....$.50 eflorek@
116. Broderbund Software Catalog (C-64-Atari).....$.50 eflorek@
117. Commodore 1541 Disk Drive Inst.....$.50 min
118. Commodore Okimate 10 Inst.....$.50 min
119. CompuServe Intro Subscription Booklet.....$.50 min
120. Intellivision Black Catalog.....$.50 min

121. Odyssey 500 Inst.....$.50 slapdash@
122. Riders of Rohan Inst. (IBM PC).....$.50 min
123. Shanghai Inst. (Tandy Color 3).....$.50 min
124. SMS Poster.....$.50 min
125. Vic-1541 Disk Drive Inst.....$.50 slapdash@

TI99-4A INSTRUCTIONS/MANUALS/MISC

126. Addition & Subtraction 1.....$.50 slapdash@
127. Alien Addition.....$.50 min
128. Alligator Mix.....$.50 slapdash@
129. Black Jack & Poker.....$.50 slapdash@
130. Computer Math Games II.....$.50 slapdash@
131. Connect Four.....$.50 min
132. Decimals.....$.50 slapdash@
133. Demolition Division.....$.50 slapdash@
134. Dragon Mix.....$.50 slapdash@
135. Equations.....$.50 slapdash@
136. Fractional Numbers.....$.50 slapdash@
137. Hang Man.....$.50 slapdash@
138. Hunt the Wumpus.....$.50 at455@
139. Indoor Soccer.....$.50 min
140. Mesurement Formulas.....$.50 slapdash@
141. Meteor Multiplication.....$1.00 at455@
142. Minus Mission.....$.50 min
143. Multiplication 1.....$.50 slapdash@
144. Numeration 2.....$.50 slapdash@
145. Pac-Man (Atari).....$.50 slapdash@
146. Parsec.....$.50 min
147. Speach Synthesizer Inst.....$1.00 at455@
148. Textnet Reg. Card.....$.50 min
149. The Attack.....$.50 min
150. TI 99/4A Basic Ref. Card.....$.50 min
151. TI Program Recorder Inst.....$.50 jeffbod@
152. TI Quick Ref. Card.....$.50 min
153. TI Setup Booklet.....$.50 min
154. TI Video Modulator Guide.....$.50 min
155. Video Graphs.....$.50 slapdash@
156. Wired Remote Controllers Inst.....$.50 slapdash@

COLECOVISION OVERLAY

157. Ken Uston BlackJack/Poker (2).....$2.00 ltravis@
158. Mouse Trap (1) .....$.50 min

INTELLIVISION OVERLAYS

159. Astroblast (2).....$1.00 min
160. Atlantis (2).....$1.00 ltravis@
161. Baseball (2).....$1.00 min
162. Beauty & the Beast (2).....$1.00 jlasser@
163. Bowling (2).....$1.00 ltravis@

164. Boxing (2).....$1.00 ltravis
165. Lock 'n' Chase (2).....$1.00 min
166. Soccer (2).....$1.00 at455@
167. Space Armada (2).....$1.00 min
168. Utopia (2).....$1.00 min

BOOKS

169. 32 Programs for the Vic-20 (1983)(EX).....$1.00 min
170. A Guide to Programming the Commodore Computers
(1983)(GD).....$1.00 min
171. Apple Graphics & Arcade Game Design (Jeffrey Stanton
1982)(PR).....$1.00 slapdash@
172. Apple Image Writer II Owner's Manual (1985)(EX).....$1.00 min
173. Arcade Games for the Vic-20 (1982)(GD).....$1.00 kingkong@
174. Atari 400/800 Basic Ref. Manual (1980)(VG).....$1.00 min
175. Atari Basic (1979)(VG).....$1.00 min
176. Basic Computer Games (1978)(GD).....$1.00 min
177. Basic Computer Games II (1979)(GD).....$1.00 min
178. C-64 User's Guide (1984)(EX).....$1.00 min
179. Commodore 128 Internals (1985)(EX).....$1.00 min
180. Computer Dictionary (Schoolastic 1984)(GD).....$1.00 min
181. Compute's First Book of C-64 Sound & Graphics
(1983)(GD).....$1.00 slapdash@
182. Compute's First Book of Vic-20 (1982)(GD).....$3.00 wlkim@
183. Getting Started with Extended Color Basic (1984)(VP).....$1.00
min
184. Introducing Your Color Computer 2 (1984)(VP).....$1.00 min
185. Learn Computer Programming with the Vic-20 (1982)(GD).....$1.00
slapdash@
186. Machine Language for Beginners (1983) (GD).....$2.00 aa363@
187. Mastering Pac-Man (By Ken Uston 1981)(PR).....$1.00 kingkong@
188. Might & Magic III Clue Book (1991)(EX).....$1.00 zrocool@
189. Might & Magic Clouds of Xeen Clue Book (1992)(EX).....$1.00
zrocool376@
190. TI Beginer's Basic (1981)(GD).....$1.00 at455@
191. TI User's Reference Guide (1981)(GD).....$1.00 at455@
192. Time Trap (Micro Adv. #4 1984)(FR).....$1.00 min
193. Vic-20 Intro. to Basic:Part #1 (1981)(Missing Cass.
Tapes)(GD).....$1.00 min
194. Vic-20 Intro. to Basic:Part #2 (1982)(Includes Cass.
Tapes)(EX).....$1.00 min
195. Vic-20 Computer User's Guide (1982)(GD).....$1.00 slapdash@
196. Vic-20 Programmer's Ref. Guide (1983)(GD).....$1.00 slapdash@

HANDHELDS

197. Baseball (Mattel 1978-No Sound).....$1.00 min
198. Baseball (Tiger 1979-With Inst.-Box in EX Cond.).....$1.00
kingkong@
199. Baseball (Tiger 1987).....$1.00 min

200. Baseball (Tiger 1991).....$1.00 kingkong@
201. Baseball 2-Player (Radio Shack 19??-With Inst.-Box in VG Cond.).....$1.00 min
202. Basketball (Bandai 19??-In Box-No Inst.-Box is Ripped).....$1.00 kingkong@
203. Blades of Steel (Konami 1989).....$1.00 kingkong@
204. Blip (Tomy 1977-In Box-No Inst.-Box in GD Cond.).....$1.00 min
205. Bowlatronic (Coleco 1981-With Inst.).....$4.00 rhino@
206. Bowling (Tiger 1987-Missing Battery Cover).....$1.00 min
207. CastleVania II (Tiger 1988-Missing Battery Cover).....$1.00 min
208. Football (Tiger 1987).....$1.00 kingkong@
209. Jacks (Mattel 1979-In Box-With Inst.-Box is Ripped).....$4.00 rhino@
210. MPV Baseball (Galoob 1978-With Inst-Box in FR Cond.).....$1.00 min
211. Quiz Wiz (Coleco-With Cart #1-Missing Battery Cover).....$1.00 min
212. Quiz Wiz (Coleco-With Cart #17).....$2.00 slapdash@
213. Raceway (Radio Shack 19??-Missing Battery Cover).....$1.00 min
214. Simon (PB-In Box-No Inst.-Does not work-Box is in PR Cond.).....$1.00 min
215. Simon (PB-In Box-With Inst.-Box has alot of writting on it).....$1.00 min
216. Space Challenge (Radio Shack 19??).....$1.00 min
217. Space Rescue (Radio Shack 19??-Missing Battery Cover).....$1.00 min
218. Street Fighter II (Tiger 1988-Missing Battery Cover).....$1.00 eflorek@
219. Super Simon (PB-In Box-With Inst.-Does not Work-Box is in FR Cond.....$1.00 min
220. Talking Pinball Wizard (Vtec 19??).....$2.00 mowen@

MISC. ITEMS

221. Super Mario Trophy (In Orig Box-New).....$5.00 min
222. Video Driver (Tyco-In Orig. Box-Box is Ripped-Missing VCR Tape).....$1.00 slapdash@

SYSTEMS

223. Action Max (Includes Everything except Headphones-Voice is Scratchy).....$10.00 min
224. Action Max (In Orig. Box-Box Ripped-Includes Everything).....$19.00 mowen@
225. Adam Computer (Stand Alone-No Printer-Power Supply Missing Cover).....$20.00 min
226. Atari 400 (Includes all Wires).....$10.00 min
227. Atari 800 (Includes all Wires).....$10.00 min
228. Atari 800XL (No Wires).....$4.00 min
229. Atari 800XL (In Orig. Box-With Inst.-Includes All Wires).....$15.00 ccoffin@

230. Atari 850 (Accessory unit)(Includes I/O Data Cord).....$6.00
alex@
231. Atari 2600 4-Switch (Includes All Wires-1 Joystick-5 Misc.
Carts).....$15.00 min
232. Atari 2600 6-Swtch(Incl.Orig.Box-Box Ripped-All Wires-2
Joys-10Misc.Carts)$18.00 min
233. Atari 2600 Tele-Games (All Wires-1 Joystick-5 Misc.
Carts).....$15.00 min
234. Atari 2600 Junior (All Wires-2 Joysticks-15 Misc.
Carts).....$20.00 alex@
235. Atari 5200 (Incl. 1 Working Joystick-All Wires-1 Misc.
Cart).....$25.00 avery@
236. Atari 7800 (Incl 2 Joysticks-All Wires-1 Misc. Cart.).....$20.00
alex@
237. Bally Astrocade (No Plastic Cover-2 Joy's 1 Not Working
Good).....$10.00 min
238. Colecovision (All Wires-2 Controllers-2 Misc. Carts).....$25.00
avery@
239. Commodore 64 (Includes All Wires).....$10.00 aa363@
240. GloryTone Pong Unit (In Orig Box).....$5.00 cuerveman@
241. Intellivision II (No Power Supply-No Wires).....$3.00
graymatter@
242. Intellivision III (All Wires-Exellent Condition-2 Misc.
Carts).....$25.00 min
243. Jaguar (Deck Only-No Power Supply or Wires-1
Controller).....$11.00 malexand@
244. Jaguar (Compl. Syst.-No Box or Inst.-W/ 2
Controllers-NeverUsed)..$27.00 kevinl1022@
245. NES (2 Controllers-Gun-All Wires).....$11.00 mowen@
246. Odyssey2 (All Wires-2 Working Joysticks).....$10.00 avery@
247. Printer Interface for Vic-20 or C-64 (In Orig Box-With
Inst.).....$2.00 min
248. Sega Genesis (Old Style-1 Controller-All Wires).....$24.00
mowen@
249. SMS (All Wires, 2 Controllers and Gun).....$15.00 emeral29@
250. SNES (All Wires-2 Controllers).....$40.00 min
251. Tandy Color Computer 2 (Includes all Wires).....$5.00 whitew@
252. Texas Instruments Voyager (A Headset That Talks to You Thru
Carts)...$5.00 slapdash@
253. TI99/4a (Beige-Missing Video Modulator).....$3.00 min
254. TI99/4A (Silver-Missing Video Modulator).....$3.00 min
255. TI99/4A (Beige-Orig. Box-Box is in PR Cond.-All
Wires).....$15.00 min
256. Vic-20 (In Orig. Box-With Inst. & Power Supply).....$10.00
whitew@
257. Yamaha CX5M Music Computer (No Wires-Built in Power
Supply).....$10.00 slapdash@

ACCESORIES/MISC. ITEMS FOR COMPUTERS

258. Aqarius Mini-Expander (2 Controllers).....$12.00 rhino@
259. Atari 410 Data Set.....$3.00 min
260. Atari 1010 Data Set (In Orig. Box Includes All Wires).....$5.00
jlasser@
261. Atari 1027 Printer (No Power Supply-No Wires).....$3.00
rsumner@
262. Atari 1027 Printer Replacement Ink Roller (3 of Them).....$2.00
rsumner@
263. Atari 1050 Disk Drive (All Wires).....$10.00 rsumner@
264. Commodore Data Set.....$2.00 min
265. Commodore 1541 Disk Drive (Includes all wires).....$10.00 min
266. Commodore 1541 Disk Drive (In Orig. Box with Inst.-Incl. all
Wires).....$15.00 min
267. Commodore 1541 II Disk Drive (In Orig Box-No Wires-No Power
Suppy).....$6.00 min
268. Commodore 1670 Modem 1200 (In Orig Box-With Inst.-No
Software).....$3.00 min
269. Commodore 1660 Modem 300.....$2.00 min
270. Commodore 64 Modem ??? (Don't know the Speed).....$1.00 min
271. Commodore MPS 803 Printer (Does not include Wire to
Computer).....$6.00 min
272. Commodore 1902A Monitor (Green Display-No Wire to
Computer).....$5.00 min
273. Commodore 2000 Enhancer Disk Drive (No Wires-No Power
Supply).....$5.00 min
274. Okimate-20 Color Printer for C-64 (Includes all Wires).....$5.00
aa363@
275. TI99/4A Cart. Holder (Looks like a Large Disk Bank-Holds 18 TI
Carts).....$4.00 min
276. TI99/4A Cassette Cable.....$4.00 jeffbod@
277. TI99/4A Cassette Recorder (Missing Power Plug).....$1.00 jeffbod@
278. TI99/4A Dust Cover (With Logo).....$2.00 min
279. TI99/4A Expansion Box (With RS-232 Interface and Disk
Drive).....$30.00 min
280. Vic-20 1515 Graphics Printer (In Orig Box-Missing Plastic Cover &
Wire to Computer)....$1.00 min

ACCESORIES/MISC. ITEMS FOR VIDEO GAMES

281. Arcadia Super Charger.....$8.00 min
282. Atari 2600 Track Ball Controller.....$6.00 alex@
283. Coleco Exp. Module #1.....$10.00 min
284. Coleco Exp. Module #2 (Missing Gas Pedal).....$1.00 min
285. Coleco EXp. Module #2.....$10.00 min
286. Coleco Roller Controller (Does not Include Extra
Controllers).....$10.00 mfmurdock@
287. Game Boy Amplifier (New-Never Used).....$2.00 kingkong@
288. Game Boy Hulster (New-Never Used).....$1.00 kingkong@
289. NES Four Score (Four Player Module-Shrinked).....$3.00 min
290. NES Laser Scope (In Orig. Box-No Inst.).....$15.00 min
291. NES Power Glove (Complete).....$15.00 kingkong@
292. NES Power Pad.....$4.00 mowen@

293. NES R.O.B. (Missing Battery Cover).....$5.00 emeral29@

JOYSTICKS/CONTROLLERS

294. Atari 2600/400/800 Hand Grip Joysticks (2).....$3.00 min
295. Atari 2600 Driving Controller (2).....$3.00 alex@
296. Atari 2600 Paddles (2).....$3.00 mowen@
297. Coleco Super Action Controller (2).....$6.00 mfmurdock@
298. Commodore Joysticks (2).....$3.00 min
299. Diskwasher Point Master Joysticks (2).....$3.00 min
300. NES Advantage Joystick (1).....$4.00 min
301. NES Epyx 500xj joystick (1).....$1.00 mercury@
302. NES Max Controller (1).....$1.00 at455@
303. NES Super Controller (Attaches a small joystick to 2 standard controllers).....$2.00 ael@
304. Sears Pong Unit Controllers (4).....$2.00 min
305. SMS Control Joysticks (2).....$4.00 mcarlos@
306. Suncom Slick Stick Joysticks (2).....$2.00 avery@
307. Suncom Slick Stick Joystick in the Box (1).....$1.00 kingkong@
308. Suncom Tac-3 Joystick (1).....$2.00 min
309. TI99/4A TI Joysticks.....$3.00 at455@
310. Wico Comand Control Joysticks (2).....$2.00 avery@
311. Spectravision Quickshot Joysticks (2).....$2.00 min
312. Spectravision Quickshot I Joystick in the Box (1).....$2.00 min
313. Spectravision Quickshot II Joystick (1).....$3.00 min

ACTION MAX VHS TAPES
** All Tapes are in MT Cond. & Include the Sleaves Which are in GD Cond..

314. .38 Ambush Alley.....$1.00 mowen@
315. Hydrosub:2021.....$1.00 ael@
316. Pops Ghostly (Shrinked).....$1.00 ael@
317. Sonic Fury.....$1.00 min

AQUARIUS CARTRIDGES

318. Utopia (Includes Keyboard Overlay).....$5.00 min
319. Snafu (Includes Keyboard Overlay).....$5.00 min

ATARI 400/800 CARTRIDGES

320. 16K Ram Memory Module CX853 (For Atari 800)(MT).....$2.00 min
321. Assembler Editor (MT).....$1.00 jlasser@
322. Basic (MT).....$1.00 min
323. Basic (In Box-No Inst)(Box-PR, Cart-MT).....$1.00 min
324. Centipede (MT).....$1.00 min
325. Chess (Parker Brothers)(MT).....$2.00 slapdash@
326. Galaxian (MT).....$1.00 jlasser@
327. Soccer (Thorn Emi)(MT).....$1.00 kingkong@
328. Super Breakout (MT).....$1.00 jlasser@0

ATARI 400/800 CASSETTE TAPES

329. Bowling (PDI)(In Orig. Packaging).....$1.00 min
330. CX4106 Writing Programs One (Basic Cart Req.).....$1.00 min
331. CX4106 Writing Programs Two (Basic Cart Req.).....$1.00 min
332. CX4110 Touch Typing Basic (Basic Cart Req.).....$1.00 min
333. CX4110 Touch Typing Adv. (Basic Cart Req.).....$1.00 min
334. Exterminator (Nufekop).....$1.00 min
335. Krazy Kong (Nufekop).....$1.00 min
336. Reading Comprehension (PDI).....$1.00 min
337. Temple of Apshia (Epyx)(In Box-Complete).....$1.00 min
338. Zaxxon (DataSoft).....$1.00 min

ATARI 400/800 DISKS
** These are All Original Disks. (No Boxes or Instructions)
** They are All in Good Cond. and Have Been Tested.

339. Homepak (Batteries Included).....$2.00 ken_rosen@
340. PogoMan (Computer Magic).....$.50 min
341. Summer Games (Epyx).....$.50 min
342. Tumble Bugs (Datasoft).....$.50 min

ATARI 2600 CARTRIDGES (BY ATARI)

343. Adventure (Yellow Text)(PR).....$1.00 mfmurdock@
344. Adventure (PR).....$1.00 jlasser@
345. Air-Sea Battle 02 (Red Text)(EX).....$.50 emeral29@
346. Asteroids (GD).....$.50 kingkong@
347. Basketball (Yellow Text)(GD).....$.50 kingkong@
348. Battle Zone (MT).....$1.00 emeral29@
349. Berzerk (GD).....$2.00 alex@
350. Blackjack (Missing End Lable)(PR).....$.50 emeral29@
351. Brain Games (FR).....$2.00 ktel@
352. Bowling (Red Text)(MT).....$.50 kingkong@
353. Breakout (Yellow Text)(MT).....$.50 emeral29@
354. Casino (MT).....$1.00 kingkong@
355. Centipede (GD).....$.50 emeral29@
356. Championship Soccer (Yellow Text)(MT).....$.50 kingkong@
357. Circus Atari (Red Text)(FR).....$.50 emeral29@
358. Circus Atari (GD).....$1.00 kingkong@
359. Crystal Castles (EX).....$1.50 mfmurdock@
360. Defender (GD).....$1.00 cuerveman@
361. Defender II (VG).....$4.00 alex@
362. Demon's to Diamonds (EX).....$1.00 emeral29@
363. Dig Dug (EX).....$1.50 mfmurdock@
364. Dodge'em (Red Text)(MT).....$.50 kingkong@
365. Dodge'em (GD).....$.50 kingkong@
366. Donkey Kong (FR).....$1.00 kingkong@
367. E.T. (EX).....$1.00 cuerveman@
368. Football (EX).....$.50 kingkong@
369. Golf (yellow text)(MT).....$1.00 alex@
370. Haunted House (EX).....$4.00 ccoffin@
371. Home Run (PR).....$.50 kingkong@
372. Human Cannonball (Yellow Text)(EX).....$1.00 kingkong@

373. Indy 500 (GD).....$.50 emeral29@
374. Indy 500 (Yellow Text)(FR).....$.50 ken_rosen@
375. Jr. Pac-Man (EX).....$2.00 avery@
376. Jungle Hunt (EX).....$.50 emeral29@
377. Kangaroo (GD).....$1.00 emeral29@
378. Krull (EX).....$2.00 mfmurdock@
379. Maze Craze (Red Text)(MT).....$1.00 kingkong@
380. Missle Command (GD).....$.50 emeral29@
381. Ms. Pac-Man (FR).....$1.00 alex@
382. Night Driver (Red Text)(GD).....$1.00 cuerveman@
383. Night Driver (EX).....$1.00 kingkong@
384. Othello (GD).....$1.00 kingkong@
385. Outlaw (EX).....$1.00 kingkong@
386. Pac-Man (GD).....$1.00 cuerveman@
387. Phoenix (GD).....$.50 emeral29@
388. Pole Position (EX).....$2.00 cuerveman@
389. Raiders of the Lost Ark (GD).....$1.00 avery@
390. RealSports Baseball (EX).....$.50 kingkong@
391. RealSports Footfall (EX).....$.50 kingkong@
392. RealSports Soccer (EX).....$2.00 ktel@
393. Solaris (MT).....$1.00 emeral29@
394. Space Invaders (Red Text)(EX).....$1.00 alex@
395. Space Invaders (GD).....$.50 min
396. Space War (PR).....$.50 kingkong@
397. Space War (Red Text)(FR).....$.50 emeral29@
398. Star Raiders (GD).....$.50 min
399. Street Racer (Red Text)(MT).....$1.00 kingkong@
400. Street Racer (GD).....$.50 kingkong@
401. Super Breakout (GD).....$1.00 jlasser@
402. Sword Quest Earth World (FR).....$1.00 kingkong@
403. Sword Quest Fire World (EX).....$1.00 kingkong@
404. Vanguard (EX).....$1.00 kingkong@
405. Video Checkers (Red Text)(Missing End Lable)(PR).....$.50
kingkong@
406. Video Checkers (Red Text)(MT).....$1.00 ktel@
407. Video Chess (Red Text)(MT).....$1.00 kingkong@
408. Video Chess (EX).....$.50 kingkong@
409. Video Olympics (Yellow Text)(GD).....$.50 kingkong@
410. Video Olympics (MT).....$.50 kingkong@
411. Video Pinball (MT).....$2.00 alex@
412. Warlords (EX).....$.50 emeral29@
413. Yar's Revenge (GD).....$.50 emeral29@

3600. Re: 1050 in a daze...

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-12 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <4pl4g6$fkq@news.tcd.net>
Source record: 83203

Sounds like you have lost your zero track sensor, it is either 1 of two things..first..possible dirt in there causing it not to sense, or secondly it had burnt out..try cleaning it with something but be carefull not to break the post off the head that goes into the slot..

3601. Re: Good News, Bad News (help!)...

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-12 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <4pl4u6$fkq@news.tcd.net>
Source record: 83204

You might check out the power supply first perhaps it has bit the
dust, either too much too little? They read 11.5v but actually
put out in the range of 15v dc, which is fine..

You can locate an Atari 5200 power supply part no CO 18187
11.5vdc
1.95 amps which also will work fine..

Bob

3602. Re: Wanted: MIO to XE Connector

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-12 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <4pl5gi$fkq@news.tcd.net>
Source record: 83205

What you are looking for is the Card Edge connector, there is not
a cable that I am aware of for the XE to the MIO. Two people
have rights to them now..FTE has one if you can find him..I own
the rights to the other and have them in Stock. Price is $15.00
plus $4.00 s/h

K-Products
4267 W. Midway Dr.
Salt Lake City, Ut. 84120
801-967-7400 aft 3:30pm msdt...

3603. Re: 1050 in a daze...

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-12 00:00:00 UTC
From: mldcs@anet-dfw.com
Message-ID: <4plqjk$ikk@news.anet-dfw.com>
Source record: 83206

In article <4pl4g6$fkq@news.tcd.net>, BobKlaas <bobkla19@mail.tcd.net> wrote:
>
>Sounds like you have lost your zero track sensor, it is either 1
>of two things..first..possible dirt in there causing it not to
>sense, or secondly it had burnt out..try cleaning it with
>something but be carefull not to break the post off the head that
>goes into the slot..

Hey! You were pretty close! I opened it up to look at the sensor, and I
discovered that I actually have a sticky head transport! It get's very
stubborn out towards track 0, simulating the sensor problem you suggested.

Thanks!

Mark C. Lowe

;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.
; ;.
; Mark C. Lowe mldcs@anet-dfw.com ;.
; ARS KB5III ;.
; Dallas, TX ;.
; ;.
;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.

3604. FS: Atari ST Wargames

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-13 00:00:00 UTC
From: rpribish@wheel.ucdavis.edu
Message-ID: <4pp1k2$k5h@mark.ucdavis.edu>
Source record: 83007

I have the following 8 Atari ST war games for sale.
Best offer over $40 plus shipping takes the lot.
Everything here is in excellent condition!

Thanks, Reinhard

* * * * * * * * * * * * * * *
Balance of Power

Includes: 87 page instruction manual, reference card, and 306 page book:
Balance of Power: International Politics as the Ultimate Global Game
* * * * * * * * * * * * * * *
Battle Chess

Includes: Instruction manual, reference card and original box
* * * * * * * * * * * * * * *
Breach

Includes: Instruction manual
* * * * * * * * * * * * * * *
Empire: Wargam
e of the Century

Includes: Manual, reference card, registration card, original box
* * * * * * * * * * * * * * *
Encyclopedia of War: Ancient Battles

Includes: Instruction manual, historical notes, reference card, CCS Ltd.
catalog, original box
* * * * * * * * * * * * * * *
Gauntlet

Includes: Original box
****
J.R.R. Tolkien's War in Middle Earth

Includes: Instruction manual, large & small maps, outer box cover
* * * * * * * * * * * * * * *
Xevious

Includes: Original box

3605. Re: getting started with a 800XE

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-13 00:00:00 UTC
From: keitai@usa.pipeline.com
Message-ID: <4pof0k$jmp@news1.t1.usa.pipeline.com>
Source record: 83008

On Jun 12, 1996 03:54:00 in article <Re: getting started with a 800XE>,
'david.moeser@ccc-bbs.com (DAVID MOESER)' wrote:

>-> From: zabin@berlin.snafu.de (Hal Zabin)
>-> Subject: getting started with a 800XE
>-> Date: 9 Jun 1996 19:44:05 GMT
>->
>-> I just bought an Atari 800XE with a XC12 tape drive (at a flea
>-> market), and was
>-> wondering how it works. I tried hooking it up to my TV but all I see
>-> is a black
>-> screen. Do I need system software or is it in ROM? I don't have any
>-> tapes. I don't even know if the computer works, I would appreciate
>-> some help for a true 8-bit beginner!
>
>There is no such thing as an 800XE. You might have an 800XL, or a
>600XE, or something else.

Think again......

There WAS an 800XE planned (don't ask me why). I have a
flyer with a picture of this unit. Don't know why they
planned on bringing it out, but apparently it had similar
specs to the 65XE.

At least a few prototypes are known to exist.
--
****
Keita Iida
keitai@usa.pipeline.com
****

3606. Re: use an 1029 dot matrix printer with a PC ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-13 00:00:00 UTC
From: david.moeser@ccc-bbs.com
Message-ID: <8C271B1.111C000AE7.uuout@ccc-bbs.com>
Source record: 83009

-> Is it possible to use my good old 1029 dot matrix printer
-> with my PC ?

The answer is yes, but you have to be an electronics expert to do it.
I know an electronics professor who tackled this kind of thing just for
the fun of it. "All these home computer components work on 5 volt
logic," he said. You need to take the pinouts of the printer and the
pinouts of the IBM and build a cable to match up the right pins with
each other.

--david.moeser@ccc-bbs.com
Censornati, Ohio

3607. Test

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-13 00:00:00 UTC
From: Barry Gordon <bgordon@ecst.csuchico.edu>
Message-ID: <31C0AE1C.6C7E@ecst.csuchico.edu>
Source record: 83010

Testing ability to post.

3608. getting started with a 800XE

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-13 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <31c0d51b@pianosa.demon.co.uk>
Source record: 83011

Whilst reading the usual rubbish I find here, DAVID MOESER wrote something
interesting to All about getting started with a 800XE:

Hello DAVID,

DM> There is no such thing as an 800XE. You might have an 800XL, or a

Read the FAQ. There is/was such a beast. Same as 130XE, in everything except
RAM (64K). Sold in Eastern Europe, mainly.

_
Regards, /_) 2:251/50.75 39:134/50.70
/ _)rad brad@pianosa.demon.co.uk

... They're asking me 'How?'. They're asking me 'Why?'. Have you ever seen
a grown man cry? - Police Oppression; Angelic Upstarts

3609. Re: STEEEEEEKING Auctions

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-13 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <4pnq2q$9us@madeline.INS.CWRU.Edu>
Source record: 83131

(I LOVE to reply to my own msgs.)
I GOT IT!
I'm going to send the posters of huge auctions a copy of
'How to sell things on the usenet, how to do it, how not to do it'
This is a msg in news.annouce.newusers.
Basically it ways if you aren't a regular participant in a group,
don't try to sell things in the group, don't spam, etc. If you
really want to sell stuff, get a www page, etc.

3610. Jay B's VideoGame Auction #2 Update #6 (Part1)

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-13 00:00:00 UTC
From: Jason Bonanno <jayb@worldnet.att.net>
Message-ID: <4pnlqk$seo@mtinsc01-mgt.ops.worldnet.att.net>
Source record: 83132

Welcome to Jason B's Video Game Auction #2 (Part #1) (Update #6)

Attention: This auction is listed in two sections (Part 1 and Part 2). All e-mail and usenet updates will include both sections.

There are over 700 items for sale on this auction and I will be holding another contest for
the 1st, 2nd and 3rd place bidders. The prizes are all BRAND NEW in the box:

1st place...SONY PLAYSTATION/SEGA SATURN (winner's choice)
2nd place..SUPER NINTENDO/SEGA GENESIS (winner's choice)
3rd place...ATARI JAGUAR

Please note my new e-mail address: jayb@worldnet.att.net
Please send all bids to this address.

Please include your full name and address when you make your first bid so I can quickly give you your total with shipping at the end of the auction.

If for any reason you would like to be removed from my e-mail list, simply let me know and I will do so immediately.

Rules:

1. Send all bids to jayb@worldnet.att.net
2. All bids are in increments of $1.00, $.50 if an item is under $1.00.
3. This auction will end 6/30/96 at 12:00 A.M.
4. Any bids after 12:00 A.M. on 6/30/96 will not be accepted.
5. Contingency bids are accepted.
6. I will update at 8:00 P.M. everyday (except Saturdays). Via usenet and e-mail.
7. Payment will be in checks and money orders only (in U.S. dollars).
8. Please allow 7 days for personal checks to clear.
9. No group bids.
10. Please do not quote entire message in your reply.
11. Shipping will be by U.P.S. ground, unless it's only paper items which will be sent U.S.P.S.
12. Buyer pays all shipping charges.
13. International bidders welcome. (All international packeges will be shipped USPS)
14. I reserve the right to withdraw any item(s) from the auction.
15. Feel free to ask me any questions.

Condition Chart:

@@@@@@@@@@@@
MT----------MINT
EX----------EXELLENT
VG---------VERY GOOD
GD---------GOOD
FR----------FAIR
PR----------POOR
@@@@@@@@@@@@

The condition chart listed above is only to be used as a guideline. I am not an "official " expert and my chart is just a general collector's opinion.

The Prizes: (This section will be updated daily)

1st Place-----------Playstation/Saturn----------$192.00---------rwagner32@

2nd Place----------SNES/Genesis--------------$174.50---------mfmurdock@
3rd
Place-----------Jaguar-------------------------$145.50---------emeral29@

All Items listed are tested and in working condition unless otherwise stated.
All Items are fully guaranteed, just contact me if there is a problem.

ATARI COMPUTER INSTRUCTIONS/GUIDES

1. Atari 410 Program Recorder Manual...........$.50 emeral29@
2. Atari 800XL Owner's Guide..........$1.00 glennb@
3. Atari Basic Ref. Guide Booklet............$.50 min
4. Atari Service Contract Booklet............$.50 min
5. Hockey (Gamma)(Atari 400/800)..........$.50 slapdash@
6. Programing 2 (Atari 400/800)...........$.50 slapdash@
7. Soccer (Thorin Emi)(Atari 400/800)..........$.50 glennb@
8. Super Breakout (Atari 400/800)...........$1.00 glennb@
9. Touch Typing (Atari 400/800)..........$.50 slapdash@

ATARI 2600 INSTRUCTIONS/CATALOGS/POSTERS/COMICS

10. Activision Black Catalog (Spring 1982)...........$.50 min
11. Activision Blue Catalog (Winter/Spring 1983)..........$.50 min
12. Atari 2600 Owner's Manual..........$.50 min
13. Atari Force Comic #1..........$.50 kingkong@
14. Atari Force Comic #2..........$1.00 ael@
15. Atari Green Catalog (43 Games)..........$.50 ltravis@
16. Atari M Network Catalog (11 Games)(1982)..........$.50 ltravis@
17. Atari Orange Catalog (43 Games)..........$.50 min
18. Atari Red Catalog (45 Games)..........$.50 ltravis@
19. Pitfall Harry's Diary..........$1.00 ael@
20. Red Catalog (49 games)..........$.50 min
21. The Power of Starmaster.........$.50 min
22. 3-D Tic-Tac-Toe............$.50 emeral29@
23. Arcade Pinball (Sears)............$1.50 ltravis@
24. Armor Ambush (Mattel)...........$1.00 alex@

25. Asteroblast (Mattel).....$.50 emeral29@
26. Asteroids.....$.50 emeral29@
27. Atlantis (Imagic).....$.50 emeral29@
28. Backgammon.....$.50 emeral29@
29. Basketball (Sears).....$1.00 ltravis@
30. Berzerk.....$1.00 alex@
31. Bowling.....$.50 emeral29@
32. Boxing (Activision).....$.50 emeral29@
33. Breakaway IV (Sears).....$.50 emeral29@
34. Bridge (Activision).....$.50 emeral29@
35. Casino.....$.50 emeral29@
36. Chopper Command (Activision).....$.50 emeral29@
37. Combat.....$.50 emeral29@
38. Cosmic Ark (Imagic).....$.50 emeral29@
39. Dark Cavern (Mattel).....$.50 emeral29@
40. Defender.....$1.00 at455@
41. Defender (Sears).....$1.00 at455@
42. Demon Attack (Imagic).....$1.50 ltravis@
43. Donkey Kong (Coleco).....$1.50 ltravis@
44. Donkey Kong Jr. (Coleco).....$.50 emeral29@
45. Dragster (Activision).....$1.00 ltravis@
46. Encounter at L-5 (Data Age).....$1.50 ltravis@
47. E.T.....$.50 emeral29@
48. Football (Sears).....$1.00 at455@
49. Frogger (Parker Brothers).....$1.00 at455@
50. Frogs & Flies (Mattel).....$1.00 at455@
51. Galaxian.....$.50 emeral29@
52. Golf.....$.50 emeral29@
53. Gorf (CBS).....$.50 emeral29@
54. Grand Prix (Activision).....$.50 emeral29@
55. Home Run.....$.50 emeral29@
56. Ice Hockey (Activision).....$.50 emeral29@
57. Kaboom! (Activision).....$.50 emeral29@
58. Lazer Blast (Activision).....$.50 emeral29@
59. Maze Craze.....$.50 emeral29@
60. Megamania (Activision).....$.50 emeral29@
61. Missile Command.....$1.00 at455@
62. Mouse Trap (Coleco).....$1.00 at455@
63. National Enduro (Activision).....$.50 emeral29@
64. Nexar (Spectravision).....$1.50 ltravis@
65. Night Driver.....$.50 emeral29@
66. Othello (Sears).....$.50 emeral29@
67. Pac-Man.....$.50 emeral29@
68. Phoenix.....$.50 emeral29@
69. Pitfall! (Activision).....$.50 emeral29@
70. Planet Patrol (Spectravision).....$2.00 ltravis@
71. Pole Position.....$.50 emeral29@
72. Race (Sears).....$.50 emeral29@
73. Racquetball (Apollo).....$1.50 ltravis@
74. RealSports Baseball.....$.50 emeral29@

75. RealSports Football.....$.50 emeral29@
76. River Raid (Activision).....$.50 emeral29@
77. Skiing (Activision).....$.50 emeral29@
78. Soccer (Sears).....$1.50 ltravis@
79. Space Attack (Mattel).....$1.00 at455@
80. Space Chase (Apollo).....$.50 emeral29@
81. Space Cavern (Apollo).....$1.50 ltravis@
82. Space Invaders.....$.50 emeral29@
83. Space Jockey.....$1.00 ltravis@
84. Space War.....$1.00 at455@
85. Star Master (Activision).....$1.00 at455@
86. Star Raiders.....$.50 emeral29@
87. Star Raiders (Sears).....$.50 emeral29@
88. Star Strike (Mattel).....$1.00 ltravis@
89. Star Trek (Sega).....$2.50 ltravis@
90. Star Voyager (Imagic).....$.50 emeral29@
91. Star Wars:ESB (Parker Brothers).....$.50 emeral29@
92. Stellar Track.....$1.50 ltravis@
93. Street Racer.....$.50 emeral29@
94. Super Breakout.....$1.00 at455@
95. Super Breakout (Sears).....$1.00 at455@
96. Super Challenge Baseball (Mattel).....$.50 emeral29@
97. Super Challenge Football (Mattel).....$.50 emeral29@
98. Superman.....$1.50 bwillard@
99. Tennis (Activision).....$.50 emeral29@
100. Trick Shot (Imagic).....$1.50 ael@
101. Tron Deadly Discs (Mattel).....$1.50 ltravis@
102. Vanguard.....$.50 emeral29@
103. Video Checkers.....$.50 emeral29@
104. Video Chess.....$.50 emeral29@
105. Video Pinball.....$1.00 alex@
106. Warlords.....$.50 emeral29@
107. Warplock.....$1.00 ltravis@
108. Yars' Revenge (Sears).....$.50 emeral29@

NES INSTRUCTIONS

109. 1942.....$.50 emeral29@
110. Bad Dudes.....$.50 emeral29@
111. Side Pocket.....$.50 emeral29@
112. Super Mario/Duck Hunt.....$.50 emeral29@

MISC. INSTRUCTIONS/POSTERS

113. Atari 5200 Owner's Manual.....$.50 alex@
114. Atari Advantage 7800 Poster.....$.50 jeffbod@
115. Broderbund New Product Catalog (C-64/IBM).....$.50 eflorek@
116. Broderbund Software Catalog (C-64-Atari).....$.50 eflorek@
117. Commodore 1541 Disk Drive Inst.....$.50 min
118. Commodore Okimate 10 Inst.....$.50 min
119. CompuServe Intro Subscription Booklet.....$.50 min

120. Intellivision Black Catalog.....$.50 min
121. Odyssey 500 Inst.....$.50 slapdash@
122. Riders of Rohan Inst. (IBM PC).....$.50 min
123. Shanghai Inst. (Tandy Color 3).....$.50 min
124. SMS Poster.....$.50 min
125. Vic-1541 Disk Drive Inst.....$.50 slapdash@

TI99-4A INSTRUCTIONS/MANUALS/MISC

126. Addition & Subtraction 1.....$.50 slapdash@
127. Alien Addition.....$.50 min
128. Alligator Mix.....$.50 slapdash@
129. Black Jack & Poker.....$.50 slapdash@
130. Computer Math Games II.....$.50 slapdash@
131. Connect Four.....$.50 min
132. Decimals.....$.50 slapdash@
133. Demolition Division.....$.50 slapdash@
134. Dragon Mix.....$.50 slapdash@
135. Equations.....$.50 slapdash@
136. Fractional Numbers.....$.50 slapdash@
137. Hang Man.....$.50 slapdash@
138. Hunt the Wumpus.....$.50 at455@
139. Indoor Soccer.....$.50 min
140. Mesurement Formulas.....$.50 slapdash@
141. Meteor Multiplication.....$1.00 at455@
142. Minus Mission.....$.50 min
143. Multiplication 1.....$.50 slapdash@
144. Numeration 2.....$.50 slapdash@
145. Pac-Man (Atari).....$.50 slapdash@
146. Parsec.....$.50 min
147. Speach Synthesizer Inst.....$2.00 jeffbod@
148. Textnet Reg. Card.....$.50 min
149. The Attack.....$.50 min
150. TI 99/4A Basic Ref. Card.....$.50 min
151. TI Program Recorder Inst.....$.50 jeffbod@
152. TI Quick Ref. Card.....$.50 min
153. TI Setup Booklet.....$.50 min
154. TI Video Modulator Guide.....$.50 min
155. Video Graphs.....$.50 slapdash@
156. Wired Remote Controllers Inst.....$.50 slapdash@

COLECOVISION OVERLAY

157. Ken Uston BlackJack/Poker (2).....$2.00 ltravis@
158. Mouse Trap (1) .....$.50 min

INTELLIVISION OVERLAYS

159. Astroblast (2).....$1.00 min
160. Atlantis (2).....$1.00 ltravis@
161. Baseball (2).....$1.00 min
162. Beauty & the Beast (2).....$1.00 jlasser@

163. Bowling (2).....$1.00 ltravis@
164. Boxing (2).....$1.00 ltravis
165. Lock 'n' Chase (2).....$1.00 min
166. Soccer (2).....$1.00 at455@
167. Space Armada (2).....$1.00 min
168. Utopia (2).....$1.00 min

BOOKS

169. 32 Programs for the Vic-20 (1983)(EX).....$1.00 min
170. A Guide to Programming the Commodore Computers
(1983)(GD).....$1.00 min
171. Apple Graphics & Arcade Game Design (Jeffrey Stanton
1982)(PR).....$1.00 slapdash@
172. Apple Image Writer II Owner's Manual (1985)(EX).....$1.00 min
173. Arcade Games for the Vic-20 (1982)(GD).....$1.00 kingkong@
174. Atari 400/800 Basic Ref. Manual (1980)(VG).....$1.00 frogger@
175. Atari Basic (1979)(VG).....$1.00 frogger@
176. Basic Computer Games (1978)(GD).....$1.00 min
177. Basic Computer Games II (1979)(GD).....$1.00 min
178. C-64 User's Guide (1984)(EX).....$1.00 min
179. Commodore 128 Internals (1985)(EX).....$1.00 min
180. Computer Dictionary (Schoolastic 1984)(GD).....$1.00 min
181. Compute's First Book of C-64 Sound & Graphics
(1983)(GD).....$1.00 slapdash@
182. Compute's First Book of Vic-20 (1982)(GD).....$3.00 wlkim@
183. Getting Started with Extended Color Basic (1984)(VP).....$1.00
min
184. Introducing Your Color Computer 2 (1984)(VP).....$1.00 min
185. Learn Computer Programming with the Vic-20 (1982)(GD).....$1.00
slapdash@
186. Machine Language for Beginners (1983) (GD).....$2.00 aa363@
187. Mastering Pac-Man (By Ken Uston 1981)(PR).....$1.00 kingkong@
188. Might & Magic III Clue Book (1991)(EX).....$1.00 zrocool@
189. Might & Magic Clouds of Xeen Clue Book (1992)(EX).....$1.00
zrocool376@
190. TI Beginer's Basic (1981)(GD).....$2.00 jeffbod@
191. TI User's Reference Guide (1981)(GD).....$2.00 jeffbod@
192. Time Trap (Micro Adv. #4 1984)(FR).....$1.00 min
193. Vic-20 Intro. to Basic:Part #1 (1981)(Missing Cass.
Tapes)(GD).....$1.00 min
194. Vic-20 Intro. to Basic:Part #2 (1982)(Includes Cass.
Tapes)(EX).....$1.00 min
195. Vic-20 Computer User's Guide (1982)(GD).....$1.00 slapdash@
196. Vic-20 Programmer's Ref. Guide (1983)(GD).....$1.00 slapdash@

HANDHELDS

197. Baseball (Mattel 1978-No Sound).....$1.00 rwagner32@
198. Baseball (Tiger 1979-With Inst.-Box in EX Cond.).....$2.00
rwagner32@

199. Baseball (Tiger 1987).....$1.00 min
200. Baseball (Tiger 1991).....$1.00 kingkong@
201. Baseball 2-Player (Radio Shack 19??-With Inst.-Box in VG Cond.).....$1.00 rwagner32@
202. Basketball (Bandai 19??-In Box-No Inst.-Box is Ripped).....$2.00 rwagner32@
203. Blades of Steel (Konami 1989).....$2.00 rwagner32@
204. Blip (Tomy 1977-In Box-No Inst.-Box in GD Cond.).....$1.00 min
205. Bowlatronic (Coleco 1981-With Inst.).....$4.00 rhino@
206. Bowling (Tiger 1987-Missing Battery Cover).....$1.00 rwagner32@
207. CastleVania II (Tiger 1988-Missing Battery Cover).....$1.00 rwagner32@
208. Football (Tiger 1987).....$1.00 kingkong@
209. Jacks (Mattel 1979-In Box-With Inst.-Box is Ripped).....$4.00 rhino@
210. MPV Baseball (Galoob 1978-With Inst-Box in FR Cond.).....$1.00 rwagner32@
211. Quiz Wiz (Coleco-With Cart #1-Missing Battery Cover).....$1.00 min
212. Quiz Wiz (Coleco-With Cart #17).....$2.00 slapdash@
213. Raceway (Radio Shack 19??-Missing Battery Cover).....$1.00 rwagner32@
214. Simon (PB-In Box-No Inst.-Does not work-Box is in PR Cond.).....$1.00 min
215. Simon (PB-In Box-With Inst.-Box has alot of writting on it).....$1.00 min
216. Space Challenge (Radio Shack 19??).....$1.00 rwagner32@
217. Space Rescue (Radio Shack 19??-Missing Battery Cover).....$1.00 rwagner32@
218. Street Fighter II (Tiger 1988-Missing Battery Cover).....$1.00 eflorek@
219. Super Simon (PB-In Box-With Inst.-Does not Work-Box is in FR Cond.....$1.00 min
220. Talking Pinball Wizard (Vtec 19??).....$2.00 mowen@

MISC. ITEMS

221. Super Mario Trophy (In Orig Box-New).....$5.00 min
222. Video Driver (Tyco-In Orig. Box-Box is Ripped-Missing VCR Tape).....$2.00 rwagner32@

SYSTEMS

223. Action Max (Includes Everything except Headphones-Voice is Scratchy).....$10.00 min
224. Action Max (In Orig. Box-Box Ripped-Includes Everything).....$19.00 mowen@
225. Adam Computer (Stand Alone-No Printer-Power Supply Missing Cover).....$20.00 min
226. Atari 400 (Includes all Wires).....$10.00 min
227. Atari 800 (Includes all Wires).....$12.00 cmoore@

228. Atari 800XL (No Wires).....$4.00 jessd@
229. Atari 800XL (In Orig. Box-With Inst.-Includes All
Wires).....$15.00 ccoffin@
230. Atari 850 (Accessory unit)(Includes I/O Data Cord).....$8.00
cmoore@
231. Atari 2600 4-Switch (Includes All Wires-1 Joystick-5 Misc.
Carts).....$15.00 min
232. Atari 2600 6-Swtch(Incl.Orig.Box-Box Ripped-All Wires-2
Joys-10Misc.Carts)$18.00 min
233. Atari 2600 Tele-Games (All Wires-1 Joystick-5 Misc.
Carts).....$15.00 min
234. Atari 2600 Junior (All Wires-2 Joysticks-15 Misc.
Carts).....$22.00 ummarqu4@
235. Atari 5200 (Incl. 1 Working Joystick-All Wires-1 Misc.
Cart).....$25.00 avery@
236. Atari 7800 (Incl 2 Joysticks-All Wires-1 Misc. Cart.).....$23.00
glennb@
237. Bally Astrocade (No Plastic Cover-2 Joy's 1 Not Working
Good).....$10.00 min
238. Colecovision (All Wires-2 Controllers-2 Misc. Carts).....$25.00
avery@
239. Commodore 64 (Includes All Wires).....$10.00 aa363@
240. GloryTone Pong Unit (In Orig Box).....$5.00 cuerveman@
241. Intellivision II (No Power Supply-No Wires).....$3.00
graymatter@
242. Intellivision III (All Wires-Exellent Condition-2 Misc.
Carts).....$25.00 min
243. Jaguar (Deck Only-No Power Supply or Wires-1
Controller).....$12.00 jessd@
244. Jaguar (Compl. Syst.-No Box or Inst.-W/ 2
Controllers-NeverUsed)..$30.00 glennb@
245. NES (2 Controllers-Gun-All Wires).....$12.00 cmoore@
246. Odyssey2 (All Wires-2 Working Joysticks).....$10.00 avery@
247. Printer Interface for Vic-20 or C-64 (In Orig Box-With
Inst.).....$2.00 min
248. Sega Genesis (Old Style-1 Controller-All Wires).....$24.00
mowen@
249. SMS (All Wires, 2 Controllers and Gun).....$15.00 emeral29@
250. SNES (All Wires-2 Controllers).....$40.00 min
251. Tandy Color Computer 2 (Includes all Wires).....$5.00 whitew@
252. Texas Instruments Voyager (A Headset That Talks to You Thru
Carts)...$5.00 slapdash@
253. TI99/4a (Beige-Missing Video Modulator).....$3.00 min
254. TI99/4A (Silver-Missing Video Modulator).....$3.00 frogger@
255. TI99/4A (Beige-Orig. Box-Box is in PR Cond.-All
Wires).....$15.00 min
256. Vic-20 (In Orig. Box-With Inst. & Power Supply).....$10.00
whitew@
257. Yamaha CX5M Music Computer (No Wires-Built in Power
Supply).....$10.00 slapdash@

ACCESORIES/MISC. ITEMS FOR COMPUTERS

258. Aqarius Mini-Expander (2 Controllers).....$12.00 rhino@
259. Atari 410 Data Set.....$3.00 min
260. Atari 1010 Data Set (In Orig. Box Includes All Wires).....$5.00
jlasser@
261. Atari 1027 Printer (No Power Supply-No Wires).....$3.00
rsumner@
262. Atari 1027 Printer Replacement Ink Roller (3 of Them).....$2.00
rsumner@
263. Atari 1050 Disk Drive (All Wires).....$12.00 cmoore@
264. Commodore Data Set.....$2.00 min
265. Commodore 1541 Disk Drive (Includes all wires).....$10.00
frogger@
266. Commodore 1541 Disk Drive (In Orig. Box with Inst.-Incl. all
Wires).....$15.00 min
267. Commodore 1541 II Disk Drive (In Orig Box-No Wires-No Power
Suppy).....$6.00 frogger@
268. Commodore 1670 Modem 1200 (In Orig Box-With Inst.-No
Software).....$3.00 afn04314@
269. Commodore 1660 Modem 300.....$2.00 afn04314@
270. Commodore 64 Modem ??? (Don't know the Speed).....$1.00 min
271. Commodore MPS 803 Printer (Does not include Wire to
Computer).....$6.00 min
272. Commodore 1902A Monitor (Green Display-No Wire to
Computer).....$5.00 afn04314@
273. Commodore 2000 Enhancer Disk Drive (No Wires-No Power
Supply).....$5.00 min
274. Okimate-20 Color Printer for C-64 (Includes all Wires).....$5.00
aa363@
275. TI99/4A Cart. Holder (Looks like a Large Disk Bank-Holds 18 TI
Carts).....$4.00 min
276. TI99/4A Cassette Cable.....$4.00 jeffbod@
277. TI99/4A Cassette Recorder (Missing Power Plug).....$1.00 jeffbod@
278. TI99/4A Dust Cover (With Logo).....$2.00 min
279. TI99/4A Expansion Box (With RS-232 Interface and Disk
Drive).....$30.00 min
280. Vic-20 1515 Graphics Printer (In Orig Box-Missing Plastic Cover &
Wire to Computer)....$1.00 min

ACCESORIES/MISC. ITEMS FOR VIDEO GAMES

281. Arcadia Super Charger.....$8.00 frogger@
282. Atari 2600 Track Ball Controller.....$6.00 alex@
283. Coleco Exp. Module #1.....$10.00 min
284. Coleco Exp. Module #2 (Missing Gas Pedal).....$1.00 min
285. Coleco EXp. Module #2.....$10.00 min
286. Coleco Roller Controller (Does not Include Extra
Controllers).....$10.00 mfmurdock@
287. Game Boy Amplifier (New-Never Used).....$2.00 kingkong@
288. Game Boy Hulster (New-Never Used).....$1.00 kingkong@
289. NES Four Score (Four Player Module-Shrinked).....$3.00 min

290. NES Laser Scope (In Orig. Box-No Inst.).....$15.00 min
291. NES Power Glove (Complete).....$15.00 kingkong@
292. NES Power Pad.....$4.00 mowen@
293. NES R.O.B. (Missing Battery Cover).....$5.00 emeral29@

JOYSTICKS/CONTROLLERS

294. Atari 2600/400/800 Hand Grip Joysticks (2).....$3.00 min
295. Atari 2600 Driving Controller (2).....$3.00 alex@
296. Atari 2600 Paddles (2).....$3.00 mowen@
297. Coleco Super Action Controller (2).....$6.00 mfmurdock@
298. Commodore Joysticks (2).....$3.00 min
299. Diskwasher Point Master Joysticks (2).....$3.00 min
300. NES Advantage Joystick (1).....$4.00 min
301. NES Epyx 500xj joystick (1).....$1.00 mercury@
302. NES Max Controller (1).....$1.00 at455@
303. NES Super Controller (Attaches a small joystick to 2 standard controllers).....$2.00 ael@
304. Sears Pong Unit Controllers (4).....$2.00 rwagner32@
305. SMS Control Joysticks (2).....$4.00 mcarlos@
306. Suncom Slick Stick Joysticks (2).....$2.00 avery@
307. Suncom Slick Stick Joystick in the Box (1).....$1.00 kingkong@
308. Suncom Tac-3 Joystick (1).....$2.00 min
309. TI99/4A TI Joysticks.....$3.00 at455@
310. Wico Comand Control Joysticks (2).....$3.00 cmoore@
311. Spectravision Quickshot Joysticks (2).....$2.00 min
312. Spectravision Quickshot I Joystick in the Box (1).....$2.00 min
313. Spectravision Quickshot II Joystick (1).....$3.00 min

ACTION MAX VHS TAPES
** All Tapes are in MT Cond. & Include the Sleaves Which are in GD Cond..

314. .38 Ambush Alley.....$1.00 mowen@
315. Hydrosub:2021.....$1.00 ael@
316. Pops Ghostly (Shrinked).....$1.00 ael@
317. Sonic Fury.....$1.00 min

AQUARIUS CARTRIDGES

318. Utopia (Includes Keyboard Overlay).....$5.00 min
319. Snafu (Includes Keyboard Overlay).....$5.00 min

ATARI 400/800 CARTRIDGES

320. 16K Ram Memory Module CX853 (For Atari 800)(MT).....$2.00 afn04314@
321. Assembler Editor (MT).....$2.00 jlasser@
322. Basic (MT).....$1.00 min
323. Basic (In Box-No Inst)(Box-PR, Cart-MT).....$1.00 min
324. Centipede (MT).....$1.00 frogger@
325. Chess (Parker Brothers)(MT).....$3.00 rwagner32@
326. Galaxian (MT).....$1.00 jlasser@
327. Soccer (Thorn Emi)(MT).....$2.00 rwagner32@

328. Super Breakout (MT).....$2.00 cmoore@

ATARI 400/800 CASSETTE TAPES

329. Bowling (PDI)(In Orig. Packaging).....$1.00 min
330. CX4106 Writing Programs One (Basic Cart Req.).....$1.00 min
331. CX4106 Writing Programs Two (Basic Cart Req.).....$1.00 min
332. CX4110 Touch Typing Basic (Basic Cart Req.).....$1.00 min
333. CX4110 Touch Typing Adv. (Basic Cart Req.).....$1.00 min
334. Exterminator (Nufekop).....$1.00 min
335. Krazy Kong (Nufekop).....$1.00 min
336. Reading Comprehension (PDI).....$1.00 min
337. Temple of Apshia (Epyx)(In Box-Complete).....$1.00 min
338. Zaxxon (DataSoft).....$1.00 min

ATARI 400/800 DISKS
** These are All Original Disks. (No Boxes or Instructions)
** They are All in Good Cond. and Have Been Tested.

339. Homepak (Batteries Included).....$2.00 ken_rosen@
340. PogoMan (Computer Magic).....$.50 afm04314@
341. Summer Games (Epyx).....$1.00 glennb@
342. Tumble Bugs (Datasoft).....$1.00 glennb@

ATARI 2600 CARTRIDGES (BY ATARI)

343. Adventure (Yellow Text)(PR).....$2.00 frogger@
344. Adventure (PR).....$1.00 jlasser@
345. Air-Sea Battle 02 (Red Text)(EX).....$1.00 frogger@
346. Asteroids (GD).....$.50 kingkong@
347. Basketball (Yellow Text)(GD).....$.50 kingkong@
348. Battle Zone (MT).....$1.00 emeral29@
349. Berzerk (GD).....$2.00 alex@
350. Blackjack (Missing End Lable)(PR).....$1.00 frogger@
351. Brain Games (FR).....$2.50 bwillard@
352. Bowling (Red Text)(MT).....$.50 kingkong@
353. Breakout (Yellow Text)(MT).....$.50 emeral29@
354. Casino (MT).....$1.00 kingkong@
355. Centipede (GD).....$.50 emeral29@
356. Championship Soccer (Yellow Text)(MT).....$.50 kingkong@
357. Circus Atari (Red Text)(FR).....$1.00 frogger@
358. Circus Atari (GD).....$1.00 kingkong@
359. Crystal Castles (EX).....$2.00 frogger@
360. Defender (GD).....$1.00 cuerveman@
361. Defender II (VG).....$5.00 frogger@
362. Demon's to Diamonds (EX).....$1.00 emeral29@
363. Dig Dug (EX).....$1.50 mfmurdock@
364. Dodge'em (Red Text)(MT).....$.50 kingkong@
365. Dodge'em (GD).....$.50 kingkong@
366. Donkey Kong (FR).....$1.00 kingkong@
367. E.T. (EX).....$1.00 cuerveman@
368. Football (EX).....$.50 kingkong@

369. Golf (yellow text)(MT).....$1.00 alex@
370. Haunted House (EX).....$4.00 ccoffin@
371. Home Run (PR).....$.50 kingkong@
372. Human Cannonball (Yellow Text)(EX).....$1.00 kingkong@
373. Indy 500 (GD).....$1.00 frogger@
374. Indy 500 (Yellow Text)(FR).....$.50 ken_rosen@
375. Jr. Pac-Man (EX).....$3.00 frogger@
376. Jungle Hunt (EX).....$1.00 frogger@
377. Kangaroo (GD).....$2.00 frogger@
378. Krull (EX).....$2.00 mfmurdock@
379. Maze Craze (Red Text)(MT).....$1.00 kingkong@
380. Missle Command (GD).....$.50 emeral29@
381. Ms. Pac-Man (FR).....$1.00 alex@
382. Night Driver (Red Text)(GD).....$2.00 frogger@
383. Night Driver (EX).....$1.00 kingkong@
384. Othello (GD).....$1.00 kingkong@
385. Outlaw (EX).....$2.00 frogger@
386. Pac-Man (GD).....$1.00 cuerveman@
387. Phoenix (GD).....$.50 emeral29@
388. Pole Position (EX).....$2.00 cuerveman@
389. Raiders of the Lost Ark (GD).....$1.00 avery@
390. RealSports Baseball (EX).....$.50 kingkong@
391. RealSports Footfall (EX).....$.50 kingkong@
392. RealSports Soccer (EX).....$2.00 ktel@
393. Solaris (MT).....$1.00 emeral29@
394. Space Invaders (Red Text)(EX).....$1.00 alex@
395. Space Invaders (GD).....$.50 min
396. Space War (PR).....$.50 kingkong@
397. Space War (Red Text)(FR).....$.50 emeral29@
398. Star Raiders (GD).....$.50 min
399. Street Racer (Red Text)(MT).....$1.00 kingkong@
400. Street Racer (GD).....$.50 kingkong@
401. Super Breakout (GD).....$1.00 jlasser@
402. Sword Quest Earth World (FR).....$2.00 frogger@
403. Sword Quest Fire World (EX).....$2.00 frogger@
404. Vanguard (EX).....$1.00 kingkong@
405. Video Checkers (Red Text)(Missing End Lable)(PR).....$.50
kingkong@
406. Video Checkers (Red Text)(MT).....$1.00 ktel@
407. Video Chess (Red Text)(MT).....$1.00 kingkong@
408. Video Chess (EX).....$.50 kingkong@
409. Video Olympics (Yellow Text)(GD).....$.50 kingkong@
410. Video Olympics (MT).....$.50 kingkong@
411. Video Pinball (MT).....$2.00 alex@
412. Warlords (EX).....$1.00 frogger@
413. Yar's Revenge (GD).....$.50 emeral29@

3611. Jay B's VideoGame Auction #2 Update #6 (Part2)

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-13 00:00:00 UTC
From: Jason Bonanno <jayb@worldnet.att.net>
Message-ID: <4pnlsd$seo@mtinsc01-mgt.ops.worldnet.att.net>
Source record: 83133

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Jay B's VideoGame Auction #2 (Part #2) (Update #6)

Please send all bids to jayb@worldnet.att.net
All rules are listed at the beginning of Part 1 of this auction.
Please refer to Part 1 if you have any questions.

ATARI 2600 CARTRIDGES (BY OTHER COMPANIES)

414. Adventure (Sears)(MT).....$5.00 ccoffin@
415. Adventures of Tron (Mattel)(White Lable)(EX).....$2.00
mfmurdock@
416. Adventures of Tron (Mattel)(EX).....$2.00 mfmurdock@
417. Air Lock (Data Age)(FR).....$1.00 emeral29@
418. Air Raiders (Mattel)(MT).....$2.00 avery@
419. Alien (20th Century Fox)(PR).....$2.00 ktel@
420. Amidar (Parker Brothers)(GD).....$1.00 emeral29@
421. Arcade Pinball (Sears)(EX).....$1.00 emeral29@
422. Armor Ambush (Mattle)(MT).....$1.00 emeral29@
423. Astroblast (Mattel)(MT).....$1.00 emeral29@
424. Atlantis (Imagic)(FR).....$1.00 min
425. Barnstorming (Activision)(EX).....$1.00 emeral29@
426. Beany Bopper (20th Century Fox)(GD).....$3.00 at455@
427. Berzerk (Sears Color Lable)(GD).....$2.00 msnyder@
428. Blue Print (CBS)(FR).....$2.00 mfmurdock@
429. Bowling (Sears)(GD).....$1.00 kingkong@
430. Breakaway IV (Sears)(MT).....$1.00 emeral29@
431. Chopper Command (Activision)(FR).....$1.00 emeral29@
432. Code Breaker (Sears)(FR).....$2.50 at455@
433. Commando Raid (U.S. Games)(Case is Cracked)(PR).....$1.00
emeral29@
434. Cosmic Ark (Imagic)(EX).....$1.00 emeral29@
435. Crackpots (Activision)(FR).....$2.50 at455@
436. Dark Cavern (Mattel)(MT).....$1.00 emeral29@
437. Demon Attack (Imagic)(Non Picture Lable)(GD).....$1.00 min
438. Demon Attack (Imagic)(EX).....$1.00 emeral29@
439. Dolphin (Activision)(FR).....$3.00 at455@
440. Donkey Kong (Coleco)(EX).....$2.00 cuerveman@
441. Dragonfire (Imagic)(EX).....$3.00 alex@
442. Dragster (Activision)(FR).....$1.00 emeral29@
443. Fantastic Voyage (20th Century Fox)(GD).....$2.00 kingkong@
444. Fire Fighter (Imagic)(EX).....$1.00 avery@
445. Freeway (Activision)(GD).....$1.00 kingkong@
446. Frogger (Parker Brothers)(GD).....$2.00 cuerveman@
447. Frogs & Flies (Mattel)(EX).....$1.00 emeral29@
448. Gangster Alley (Spectravision)(MT).....$2.00 larrys@
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449. G.I.Joe Cobra Strike (Parker Brothers).....$2.00 mfmurdock@
450. Gorf (CBS)(MT).....$1.00 emeral29@
451. Grand Prix (Activision)(EX).....$1.00 kingkong@
452. Ice Hockey (Activision)(GD).....$1.00 kingkong@
453. Journey Escape (Data Age)(EX).....$2.00 ken_rosen@
454. Kaboom! (Activision)(GD).....$1.00 emeral29@
455. Laser Blast (Activision)(GD).....$1.00 emeral29@
456. Lost Luggage (Apollo)(GD).....$3.00 alex@
457. Megamania (Activision)(FR).....$2.00 mfmurdock@
458. Mega Force (20th Century Fox)(FR).....$2.00 at455@
459. Missle Command (Sears)(MT).....$1.00 msnyder@
460. Mouse Trap (Coleco)(FR).....$1.00 emeral29@
461. Pitfall! (Activision)(GD).....$2.00 cuerveman@
462. Pitfall II (Activision)(Lable Ripped)(PR).....$2.00 homer79163@
463. Planet Patrol (Spectravision)(MT).....$2.00 avery@
464. Pressure Cooker (Activision)(FR).....$2.00 larrys@
465. Q*bert (Parker Brothers)(EX).....$2.00 ael@
466. Race (Sears)(MT).....$2.00 mfmurdock@
467. Riddle of the Sphinx (Imagic)(FR).....$2.00 alex@
468. River Raid (Activision)(FR).....$1.00 emeral29@
469. Robot Tank (Activision)(FR).....$2.00 ktel@
470. Sea Quest (Activision)(PR).....$1.00 emeral29@
471. Smurfs Save the Day (Coleco)(All I Get is a Title
Screen)(GD).....$12.00 kingkong@
472. Sneak'n Peek (Vidtec)(MT).....$2.00 larrys@
473. Solar Fox (CBS)(FR).....$1.00 emeral29@
474. Space Attack (Mattel)(EX).....$1.00 emeral29@
475. Space Chase (Apollo)(GD).....$2.00 mfmurdock@
476. Space Cavern (Apollo)(GD).....$2.00 larrys@
477. Space Invaders (Sears)(GD).....$2.00 msnyder@.
478. Space Jockey (Vidtec)(MT).....$1.00 emeral29@
479. Speedway II (Sears)(GD).....$2.00 larrys@
480. Spider Fighter (Activision)(EX).....$1.00 emeral29@
481. Spider-Man (Parker Brothers)(PR).....$2.00 cuerveman@
482. Stampede (Activision)(PR).....$1.00 emeral29@
483. Star Master (Activision)(EX).....$1.00 emeral29@
484. Star Raiders (Sears)(Color Lable)(GD).....$2.00 msnyder@
485. Star Raiders (Mattel)(EX).....$1.00 emeral29@
486. Star Trek (Sega)(EX).....$4.00 alex@
487. Star Voyager (Imagic)(Non Picture Lable).....$1.00 kingkong@
488. Star Voyager (Imagic)(EX).....$1.00 emeral29@
489. Strategic Space Combat (Sears)(Missing End Lable)(PR).....$2.00
larrys@
490. Super Breakout (Sears)(MT).....$3.00 msnyder@
491. Super Challenge Baseball (Mattel)(GD).....$1.00 min
492. Super Challenge Football (Mattel)(EX).....$1.00 min
493. SW:The Empire Strikes Back (Parker Brothers)(FR).....$1.00
emeral29@
494. Tag-Scan (Sega)(GD).....$2.00 larrys@
495. Target Fun (Sears)(MT).....$1.00 emeral29@

496. Tennis (Activision)(FR).....$1.00 min
497. Towering Inferno (U.S.Games)(MT).....$2.00 cuerveman@
498. Trick Shot (Imagic)(Non Picture Lable)(GD).....$1.00 kingkong@
499. Trick Shot (Imagic)(EX).....$1.00 emeral29@
500. Tron Deadly Discs (Mattel)(Missing Lable).....$1.00 emeral29@
501. Tunnel Runner (CBS)(MT).....$5.00 kingkong@
502. Tutankham (Parker Brothers)(PR).....$2.00 alex@
503. Wizard of War (CBS)(MT).....$2.00 avery@
504. Word Zapper (Vidtec)(MT).....$1.00 emeral29@
505. Worm War I (20th Century Fox)(FR).....$2.00 mfmurdock@

ATARI 2600 IN THE BOX

506. Jungle Hunt (Shrinked).....$4.00 alex@
507. Moon Patrol (Shrinked).....$4.00 alex@
508. RealSports Baseball (Shrinked).....$3.00 min
509. Warlords (Factory Sealed)(Box is Fading).....$2.00 cuerveman@

ATARI 5200 CARTRIDGES

510. Centipede (MT).....$2.00 avery@
511. Frogger (Parker Brothers)(EX).....$2.00 avery@
512. Defender (MT).....$3.00 alex@
513. Jungle Hunt (MT).....$2.00 alex@
514. Missle Command (EX).....$2.00 alex@
515. Pac-Man (MT).....$2.00 min
516. Pole Position (MT).....$2.00 alex@
517. RealSports Baseball (MT).....$2.00 avery@
518. RealSports Football (MT).....$3.00 mfmurdock@
519. Space Invaders (MT).....$2.00 alex@
520. Star Raiders (MT).....$2.00 alex@
521. Super Breakout (EX).....$2.00 min

ATARI 5200 IN THE BOX
**All boxes are in Good Cond. and Include Inst., but no Overlays.

522. Centipede.....$4.00 alex@
523. Pac-Man.....$3.00 alex@
524. RealSports Baseball.....$2.00 mfmurdock@

ATARI 7800 CARTRIDGES

525. Asteroids (MT).....$4.00 alex@
526. Food Fight (MT).....$4.00 alex@
527. Galaga (MT).....$4.00 alex@
528. Joust (EX).....$4.00 alex@
529. Ms. Pac-Man (MT).....$4.00 alex@
530. Pole Position II (EX).....$3.00 alex@

BALLY ASTROCADE CARTRIDGES

531. 2009 Astro Battle (FR).....$3.00 ael@
532. Basic (EX).....$3.00 ael@

533. Dog Patch (GD).....$3.00 ael@
534. Sea Wolf & Missle (GD).....$3.00 ael@

COLECOVISION CARTRIDGES

535. Congo Bongo (Screw Holes)(PR).....$3.00 mfmurdock@
536. Cosmic Avenger (GD).....$2.00 min
537. Donkey Kong (MT).....$2.00 min
538. Donkey Kong Jr. (GD).....$2.00 min
539. Ken Uston Blackjack/Poker (VG).....$2.00 kingkong@
540. Lady Bug (GD).....$2.00 kingkong@
541. Mr. Do! (EX).....$3.00 mfmurdock@
542. Popeye (Parker Brothers)(FR).....$2.00 jeffbod@
543. Slither (GD).....$2.00 kingkong@
544. Smurf Rescue in Gar. Castle (FR).....$2.00 jeffbod
545. Squish'em Sam (Interphase)(MT).....$2.00 mfmurdock@
546. Super Action Baseball (EX).....$2.00 avery@
547. Turbo (FR).....$2.00 min

COMMODORE C-64 CARTRIDGES

548. Centipede (MT).....$1.00 yqxc81a@
549. Defender (MT).....$1.00 yqxc81a@
550. Fast Load (Epyx)(Lable Ripped)(PR).....$5.00 dross@
551. Gorf (MT).....$1.00 yqxc81a@
552. Gridrunner (HesWare)(Lable Ripped)(PR).....$1.00 yqxc81a@
553. Robotron 2084 (MT).....$2.00 slapdash@

COMMODORE C-64 DISKS IN THE BOX

554. Nord & Bert Couldn't Make Head or Tail of It
(Complete)(GD).....$5.00 dross@
555. Print Shop (Complete)(GD).....$1.00 min
556. Sargon III (Complete)(GD).....$1.00 min

COMMODORE C-64 DISKS
** These are All Original Disks. (No Boxes or Instructions)
** They are All in Good Cond. and Have Been Tested.

557. 100,000 Pyramid (Box Office).....$.50 min
558. Computer Quarterback (SSI).....$.50 min
559. L.A. Swat/Panther (Mastertronic)(SideBincl. Atari800XL/130XE
Ver.).....$.50 min
560. Mr. Robot and His Robot Factory (Datamost).....$.50 min
561. Out Run (Sega).....$1.00 dross@
562. Platoon (????).....$.50 aa363@
563. Rambo III (Taito).....$.50 aa363@
564. Sky Fox (Electronic Arts).....$.50 min
565. Star League Baseball (Gamestar).....$.50 yqxc81a@
566. The Designer's Pencil (Activision).....$.50 min
567. The Incredible Musical Keyboard (Music Software).....$.50 min
568. Zenji (Activision).....$.50 aa363@

GENESIS BOXES ONLY

569. Caesars Palace.....$.50 min
570. PGA Tour Golf II.....$.50 min

GENESIS CARTRIDGES

571. Lethal Enforcers (MT).....$5.00 min
572. Sports Talk Baseball (Lable Ripped)(PR).....$5.00 min

GENESIS CARTRIDGES IN THE BOX
** All of them have no Instructions-Boxes are all EX Cond.
Cartridge Condition is listed below

573. Ariel the Little Mermaid (Lable Ripped)(PR).....$5.00 rwagner32@
574. Cal Ripken Jr. Baseball (MT).....$7.00 rwagner32@
575. Castle of Illusion (Lable Ripped)(PR).....$7.00 rwagner32@
576. ESPN National Hockey Night (MT).....$6.00 rwagner32@
577. G-Loc Air Battle (MT).....$7.00 rwagner32@
578. James "Buster" Douglas Knockout Boxing (Lable
Ripped)(PR).....$6.00 rwagner32@
579. Jennifer Capiati Tennis (MT).....$6.00 rwagner32@
580. King Salmon (MT).....$7.00 rwagner32@
581. Lakers Vs. Celtics & the NBA Playoffs (Lable Ripped).....$5.00
min
582. Madden 94 (MT).....$6.00 min
583. MLBPA Baseball (MT).....$6.00 avery@
584. Muhammad Ali Heavyweight Boxing (MT).....$6.00 rwagner32@
585. NBA Action 94 (MT).....$6.00 min
586. NBA Live 95 (MT).....$6.00 avery@
587. NHL Hockey (Lable Ripped)(PR).....$5.00 min
588. Road Rash (Lable Ripped)(PR).....$6.00 rwagner32@
589. Tecmo Super NBA Basketball (Lable Ripped)(PR).....$5.00 min
590. World Series Baseball (MT).....$6.00 cccp00a@

IBM PC IN THE BOX

591. Might & Magic III (New World Computing)(3 1/2)(MT).....$2.00
eflorek@
592. Prophecy of the Shadow (SSI)(3 1/2)(MT).....$1.00 mcarlos@
593. The Immortal (Electronic Arts)(5 1/4)(MT).....$1.00 mcarlos@
594. Ultima VIII Pagen (Includes Speach Pak and Clue
Book)(CD)(MT).....$6.00 eroswelkr@

INTELLIVISION CARTRIDGES

595. Astrosmash (FR).....$1.00 mfmurdock@
596. Carnival (FR).....$1.00 min
597. Commando (White Lable)(MT).....$4.00 at455@
598. Las Vegas Poker & BJ (MT).....$1.00 min
599. Lock & Chase (FR).....$1.00 min
600. Pitfall! (MT).....$3.00 mfmurdock@
601. Sea Battle (MT).....$1.00 avery@
602. Super Pro Football (White Lable)(MT).....$4.00 at455@

603. Utopia (MT).....$1.00 mfmurdock@
604. World Championship Baseball (White Lable)(MT).....$4.00 at455@

INTELLIVISION IN THE BOX
**Carts are All in VG Condition. The Conditions below are for the boxes.

605. AD&D (Complete)(GD).....$6.00 alex@
606. Armor Battle (Complete)(PR).....$2.00 ael@
607. Astrosmash (Complete)(PR).....$2.00 mfmurdock@
608. B-17 Bomber (Complete)(FR).....$2.00 alex@
609. Frogger (Complete)(GD).....$2.00 mystere@
610. Las Vegas Poker & BJ (Complete)(FR).....$1.00 min
611. Lock 'n' Chase (Complete)(PR).....$2.00 min
612. Math Fun (Complete)(VG).....$2.00 min
613. NFL Football (Complete)(PR).....$2.00 avery@
614. NHL Hockey (Complete)(PR).....$2.00 avery@
615. Night Stalker (Complete)(FR).....$2.00 ael@
616. PGA Golf (Complete)(PR).....$2.00 ael@
617. Sea Battle (Complete)(FR).....$2.00 mfmurdock@
618. Space Armada (Complete)(GD).....$2.00 min
619. Space Battle (Complete)(PR).....$2.00 min
620. Star Strike (Missing 1 Overlay)(PR).....$1.00 min
621. Tron Deadly Discs (Complete)(PR).....$2.00 mfmurdock@

JAGUAR CARTRIDGES IN THE BOX
**Boxes are in Good Condition and Include Instructions

622. Raiden.....$8.00 jky@
623. Trevor McFur in the Crescent Galaxy.....$7.00 ael@

MSX CARTRIDGES

624. Monkey Academy (Konami)(MT).....$4.00 slapdash@

NES CARTRIDGES

625. 1942 (EX).....$4.00 rwagner32@
626. Alpha Mission (EX).....$5.00 mfmurdock@
627. Baseball (MT).....$4.00 rwagner32@
628. Break Time Billiards (MT).....$4.00 rwagner32@
629. Championship Bowling (VG).....$4.00 justir@
630. ChessMaster (VG).....$4.00 rwagner32@
631. Captain Comic (Light Blue Cart)(MT).....$5.00 mfmurdock@
632. CastleVania II (MT).....$5.00 mfmurdock@
633. Donkey Kong (MT).....$5.00 mfmurdock@
634. Donkey Kong Jr. (MT).....$5.00 mfmurdock@
635. Double Dribble (MT).....$3.00 emeral29@
636. Dragon Warrior (EX).....$5.00 mfmurdock@
637. Duck Hunt (MT).....$1.00 emeral29@
638. Freedom Force (MT).....$5.00 mfmurdock@
639. Friday The 13th (MT).....$5.00 mfmurdock@
640. Gotcha! (MT).....$5.00 mfmurdock@
641. Hoops (MT).....$4.00 rwagner32@

642. Ice Hockey (MT).....$3.00 emeral29@
643. Jackal (EX).....$5.00 mfmurdock@
644. Karate Champ (EX).....$5.00 msnyder@
645. Major League Baseball (PR).....$4.00 rwagner32@
646. NARC (MT).....$5.00 mfmurdock@
647. NFL (MT).....$4.00 rwagner32@
648. Operation Wolf (MT).....$5.00 mfmurdock@
649. Platoon (MT).....$4.00 rwagner32@
650. Punchout!! (MT).....$3.00 emeral29@
651. Roger Clemens' MVP Baseball (MT).....$3.00 emeral29@
652. Side Pocket (MT).....$4.00 rwagner32@
653. Skate or Die (MT).....$4.00 rwagner32@
654. Super Mario (MT).....$1.00 emeral29@
655. Super Mario / Duck Hunt (MT).....$1.00 emeral29@
656. Super Mario 3 (MT).....$3.00 emeral29@
657. Tecmo Bowl (MT).....$4.00 rwagner32@
658. Wizards & Wariors (MT).....$5.00 mfmurdock@
659. Zelda (EX).....$3.00 emeral29@
660. Zelda II (FR).....$5.00 mfmurdock@

NES CARTRIDGES IN THE BOX
**All Carts are in MT Cond. & Include Instructions
Conditions below are for the Boxes

661. Baseball Simulator 1.000 (EX).....$4.00 emeral29@
662. Base Wars (MT).....$4.00 emeral29@
663. Double Dragon (MT).....$4.00 emeral29@
664. Double Dragon II (No Inst.)(MT).....$3.00 emeral29@
665. Jordan Vs. Bird:One on One (VG).....$4.00 emeral29@
666. R.B.I. Baseball (EX).....$4.00 emeral29@
667. R.B.I. Baseball 2 (VG).....$4.00 emeral29@
668. Shadow of the Ninja (No Inst.)(MT).....$4.00 rwagner32@
669. Super Dogeball (VG).....$8.00 alex.holden@
670. Tecmo World Wrestling (MT).....$5.00 justir@
671. Teenage Mutant Ninja Turtles (Shrinked)(MT).....$5.00 eroswelkr@
672. Wizardry (MT).....$5.00 kingkong@

ODYSSEY 2 CARTRIDGES

673. Blockout!/Breakdown! (EX).....$1.00 avery@
674. K.C.'s Krazy Chase! (EX).....$1.00 mfmurdock@
675. Out of This World!/Helicopter Rescue! (EX).....$1.00 mfmurdock@
676. Pick Axe Pete! (EX).....$1.00 mfmurdock@
677. Speedway!/Spin-Out!/Crypto-Logic! (EX).....$1.00 avery@

ODYSSEY 2 CARTRIDGES IN THE BOX
**All Boxes are in GD Cond. or Better-All Carts are MT Cond.-All Include
Inst.

678. Alien Invaders-Plus!.....$3.00 mfmurdock@
679. Alpine Skiing!.....$3.00 mfmurdock@
680. Armored Encounter!/Sub Chase!.....$3.00 mfmurdock@

681. Baseball!.....$3.00 mfmurdocl@
682. Bowling!/Basketball! (No Inst.).....$3.00 ael@
683. Casino Slot Machine!.....$4.00 ael@
684. Computer Golf!.....$3.00 ael@
685. Computer Intro! (No Inst.).....$3.00 ael@
686. Cosmic Conflict!.....$3.00 mfmurdock@
687. Dynasty!.....$3.00 mfmurdock@
688. Football!.....$3.00 mfmurdock@
689. Freedom Fighters! (Box is FR Cond.).....$3.00 min
690. Hockey!/Soccer!.....$3.00 mfmurdock@
691. Invaders From Hyperspace!.....$4.00 ael@
692. K.C. Munchkin!.....$3.00 mfmurdock@
693. Las Vegas Blackjack!.....$3.00 min
694. MonkeyShines!.....$3.00 mfmurdock@
695. Out of This World!/Helicopter Rescue!.....$3.00 mfmurdock@
696. Pachinko!.....$3.00 mfurdock@
697. Pocket Billiards!.....$3.00 mfmurdock@
698. Showdown in 2100 A.D.....$5.00 ael@
699. Thunderball!.....$4.00 ael@
700. UFO!.....$3.00 mfmurdock@
701. War of Nerves!.....$4.00 ael@

ODYSSEY 2 MASTER STRATEGY CARTRIDGES IN THE BOX

702. Conquest of the World (It's Missing Pieces-It Includes 43 Blue,
40 Red, and 44 Yellow Conquest/Alliance Markers + 36 of each
Power Base Unit Chips + Map.)(EX).....$15.00 ael@

PLAYSTATION

703. Battle Arena Toshinden (MT).....$20.00 min
704. Kileak: The DNA Imperative (MT).....$15.00 min
705. King's Field (MT).....$25.00 kenny@
706. Loaded!! (MT).....$25.00 min
707. Raiden Project (MT).....$15.00 min
708. Rayman (MT).....$20.00 min

SMS CARTRIDGES IN THE BOX

709. Alien Syndrome (In Box-No Inst.-Lable Ripped)(PR).....$2.00 min
710. Pro Wrestling (No Lable on box-Includes Inst.-Lable
Ripped)(PR).....$2.00 min

SNES CARTRIDGES

711. Baseball Simulator 1000 (EX).....$6.00 rwagner32@
712. Madden 95 (EX).....$6.00 rwagner32@
713. Madden 96 (EX).....$7.00 alex.holden@
714. NBA Jam (EX).....$6.00 rwagner32@
715. Pac-Man 2:The New Adventure (EX).....$7.00 rwagner32@
716. Saterday Night Slam Masters (EX).....$ 6.00 emeral29@
717. Super Mario All Stars (EX).....$9.00 edbrown@
718. Super Mario World (EX).....$6.00 min

719. Super Slap Shot (EX).....$6.00 min
720. Super Tennis (EX).....$7.00 justir@
721. Tecmo Super Bowl (EX).....$7.00 rwagner32@
722. Vegas Stacks (EX).....$7.00 rwagner32@

STARPATH SUPERCHARGER CASSETTES

723. #1-Phaser Patrol (MT).....$5.00 min
724. #4-Suicide Mission (MT).....$6.00 ael@
725. #5-Escape from the Mind Master (MT).....$5.00 larrys@
726. #6-Dragonstomper (MT).....$6.00 ael@

TI99-4A CARTRIDGES

727. Addition & Subtraction 1 (Scott Foresman)(MT).....$1.00 min
728. Add. & Sub. 2 (Scott F.)(Screw in Cart-Must have been a Store Demo).....$1.00 min
729. Adventure (MT).....$1.00 jeffbod@
730. Alien Addition (MT).....$1.00 min
731. Alligator Mix (MT).....$1.00 min
732. Alpiner (MT).....$1.00 rwagner32@
733. Beginning Grammer (Screw in Cart-Must have been a Store Demo).....$1.00 rwagner32@
734. Big Foot (Miltion Bradley)(MT).....$2.00 rwagner32@
735. Black Jack & Poker (MT).....$1.00 min
736. Blasto (MT).....$1.00 min
737. Car Wars (MT).....$1.00 min
738. Championship Baseball (Miltion Bradley)(Need MBX Exp. Sys.)(MT).....$1.00 rwagner32@
739. Chisholm Trail (MT).....$1.00 min
740. Computer Math Games II (MT).....$1.00 min
741. Computer Math Games III (MT).....$1.00 slapdash@
742. Connect Four (MT).....$1.00 at455@
743. Decimals (Milliken)(MT).....$1.00 slapdash@
744. Demolition Division (MT).....$1.00 at455@
745. Donkey Kong (Atari)(Works but Something is Rattling Inside)(FR).....$1.00 rwagner32@
746. Dragon Mix (MT).....$1.00 rwagner32@
747. Early Learning Fun (MT).....$1.00 min
748. Fractional Numbers (Milliken)(MT).....$1.00 min
749. Hangman (MT).....$1.00 min
750. Home Financial Decisions (MT).....$.50 min
751. Hunt the Wumpus (MT).....$1.00 at455@
752. Indor Soccer (MT).....$1.00 min
753. M*A*S*H (MT).....$2.00 rwagner32@
754. Mesurement Formulas (Milliken)(MT).....$1.00 min
755. Meteor Multiplication (MT).....$1.00 min
756. Mind Challengers (MT).....$1.00 min
757. Minus mission (MT).....$1.00 min
758. Moon Mine (MT).....$1.00 rwagner32@
759. Multiplication 1 (Scott Foresman)(MT).....$1.00 min

760. Music Maker (MT).....$1.00 rwagner32@
761. Numeration 2 (Scott Foresman)(MT).....$1.00 min
762. Pac-Man (Atari)(Works but Something is Rattling
Inside)(MT).....$1.00 at455@
763. Parsec (MT).....$1.00 min
764. Sneggit (MT).....$1.00 rwagner32@
765. Space Bandits (Miltion Bradley)(MT).....$1.00 rwagner32@
766. Star Trek (MT).....$2.00 rwagner32@
767. The Attack (MT).....$1.00 min
768. TI Extended Basic (MT).....$1.00 min
769. TI Invaders (MT).....$1.00 min
770. TI Writer Word Processor (MT).....$1.00 min
771. Tombstone City (MT).....$1.00 min
772. Treasure Island (MT).....$1.00 slapdash@
773. Video Graphs (MT).....$1.00 min

TI99-4A IN THE BOX

774. Alpiner (VG).....$2.00 min
775. Tombstone City (VG).....$2.00 at455@

TI99-4A CASSETTE TAPES

776. Pirate Adventure (MT).....$3.00 min
777. Mystery Fun House (Lable Ripped).....$3.00 min

TRS-80 CARTRIDGE

778. Roman Checkers (Lable Ripped-Back of Cart Cover
Missing-Works)(PR)...$1.00 slapdash@

VIC-20 CARTRIDGES

779. 16K Ram Cartridge (MT).....$8.00 wlkim@
780. Jupiter Lander (VG).....$3.00 dross@
781. Omega Race (VG).....$3.00 dross@

VOYAGER CARTRIDGES

782. Exotic Animals (Includes Inst.)(MT).....$1.00 slapdash@
783. Space (Includes Inst.)(MT).....$1.00 slapdash@
784. The Prehistoric World (No Inst.)(MT).....$1.00 slapdash@
785. The United States (Includes Inst.)(MT).....$1.00 slapdash@

Send all bids to jayb@worldnet.att.net

3612. STEEEEEEKING Auctions

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-13 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <4pnn5f$6di@madeline.INS.CWRU.Edu>
Source record: 83134

First Robt. Cortese:
I miss your dad, but this isn't a perfect usenet. Robt. Cortese says his dad, Rick, don't read csa8 any more or something. Robt. doesn't (or didn't) realize that Phillip Price has the rights to AR and has made them freeware, the author has granted permission to distribute AR freely (the A8 version.) PP don't want your money, Robt.! If dad is turned off by csa8 squabbling, discussion of 'piracy' and whining, well, ok, sorry, csa8 has actually been without too much of that stuff lately, until today's steeeenking auctions. These guys post updates twice a day too.

Second: STEEEEEEEEENKING AUCTIONS:

I just downloaded a huge 158k days worth of csa8. 104k or 2/3 was steeeeenking auctions. Now, I don't have time to mail bomb these people, but I sure would like to see these huge auctions off csa8. These auctions really detract from csa8 because many European users pay by the byte and can't afford toparticipate when there is all this crap. If anybody has any suggestions, like maybe I should put in phoney bids or something, let me know.

Russ Gilbert
now at a new address (an old address, actually)
e-mail: cb541@cleveland.freenet.edu
(James R. Gilbert, please don't call me James.)
###

3613. Re: 1050 in a daze...

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-13 00:00:00 UTC
From: mldcs@anet-dfw.com
Message-ID: <4poceu$58v@news.anet-dfw.com>
Source record: 83135

In article <4pnbb6$is0@blackice.winternet.com>,
rbmier@winternet.com (Rich Mier) wrote:
>> Chris_F_Chiesa@cup.portal.com writes:
>> I left my 1050 on for several days, and yesterday I noticed that it was
>> sitting there with the "door" open and the access light coming on every
five
>> seconds and shutting off again. I can hear some kind of motion inside
when
>> the light is on. The system will not boot from the floppy anymore. It
>> goes straight to the Memo Pad. Does this sound like anything easy to fix?
Or
>> is it time to shell out for a new 1050?
>>
>>>>>
> You might try this. Take it apart and reseat all of the socketed
chips
>under the metal RFI shield. If this doesn't work it 'Might' be the CA3086 at
the
>left rear of the main board. When it sits there cycling, it sounds like the
UCode
>is trying to initilize, getting so far and then going back to Address 00 and
restarting.
>I've seen it before but it always seemed to be something different. A few
just
>needed the chips to be reseated.
>
> Good Luck; Rich Mier
>

Hey! How does your software quote the wrong person?

Anyway, what this proved to be was the step motor getting a bit ragged in one place. I removed it, put some 3-in-1 oil in there, and now it operates as good as new! Now the assembly operates smoothly in the Track 0 area again. It sounded like maybe some bearings in the motor were grinding. The oil fixed it right up... for now, at least. :-)

MCL

;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.
; ;.
; Mark C. Lowe mldcs@anet-dfw.com ;.
; ARS KB5III ;.
; Dallas, TX ;.
; ;.

;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.

3614. JHV and Soft

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-13 00:00:00 UTC
From: schallt@worms.fh-rpl.de
Message-ID: <4polc2$76d@widukind.worms.fh-rpl.de>
Source record: 83136

I wrote a little time ago about the Abbuc JHV 96 and some people are not sure what a great show means.
At the last ABBUC JHV have been 3-4 Trader KE-Soft, AMC-Soft, People from Pockey /ANG and the ABBUC. There were about 70 visitors at the show and 20-30 people who showed soft- and hardware. There have been many ABBUC Regional Groups.
IF you travel from the USA or England you could be disappointed, i wrote my review from the side of german Fair's. At the german shows are between 50-100 visitors. So please call the ABBUC for more informations or dial the ABBUC Mailbox.
If someone has thougth that there would be more than 100 persons at the german fairs its my fault.

Here are the names of some new (94/5) Games:
Sexversi
Rockman
others follow when i meet Kaisersoft.

Take a close look to The great Atari 8 Bit Resort from M. T.

3615. Question about 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-13 00:00:00 UTC
From: potsy11187@aol.com
Message-ID: <4podb0$b15@newsbf02.news.aol.com>
Source record: 83137

I recently bought a used 800xl.. .I have a few questions

How do you run basic ? I know it has it built in on ROM, what do you type at the ready prompt to get it? What are other things you can type at the ready prompt? (besides DOS)

Also, I have a 1050 disk drive, and i am having a problem. I'm pretty sure i have the disk head clean (the little white rectangle underneath that long plastic arm), but no matter what disk i try (DOS 2.5 or others) I always get a "BOOT ERROR" message in the blue screen... can someone help? Maybe a cable error?

Please respond to the newsgroups, thanks
Potsy

3616. FREE Catalog of Atari 2600/5200/7800/Lynx and 8-BIT Hardware/Software

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-13 00:00:00 UTC
From: ice@skypoint.com
Message-ID: <4pov0a$iac@stratus.skypoint.net>
Source record: 83138
Cross-posted to: comp.sys.atari.8bit,alt.atari,alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs

```
**************************************************************************
* *
* Looking for something for your good old 8-bit or game machine? *
* *
* Have you thought that you'd never find Atari 2600/5200/7800/Lynx *
* and 8-BIT items ever again? *
* *
* WELL LOOK NO FURTHER!!! *
* *
* We have been in business for over 13 years - We know Atari! *
* *
* To receive a FREE catalog of all Atari 8-bit and game machine products, *
* email your full name and postal mailing address to: ice@skypoint.com *
* *
**************************************************************************
```

3617. Re: Poor Poor Atari Oldtimers

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-13 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <4ppbkg$th8@usenetw1.news.prodigy.com>
Source record: 83139

Hey, is this Rick's kid on line? Trying to shock the rest of us, I guess.
Hey Rick, what's up with this?

3618. Re: FREE classic computer equipment/magazines in Atlanta

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-13 00:00:00 UTC
From: terryr@newreach.net
Message-ID: <4ppahs$7sn@perry.zippo.com>
Source record: 83140
Cross-posted to: alt.folklore.computers,comp.sys.tandy,comp.sys.atari.8bit,misc.forsale.computers.other.misc

eli@xocolatl.com (Eli Goldberg) wrote:

>Hi ---

>I'm relocating to Silicon Valley for a cool job, and getting the heck out
>of Atlanta, Georgia (Buckhead area.)

>All of the above that is not claimed will be sent to the dumpster by June
>24th. Feel free to send E-mail ASAP if interested.

Don't dumpster it, give it to an organization like a church or
goodwill or salvation army. Someone will get use out of it that way...

3619. Re: XL-it problems

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-13 00:00:00 UTC
From: terryr@newreach.net
Message-ID: <4ppabc$7sn@perry.zippo.com>
Source record: 83141

gt7288b@acmex.gatech.edu (David Kidd) wrote:

>Has anybody gotten MYDOS to work with the Xl-it emulator? I have no
>problem running it under PC Xformer. Was just wondering if anybody knows
>of a fix.
>On a DOS note, I'm guessing all those SpartaDOS's don't work since the
>emulators don't emulate the 130XE (I seem to remember they required one
>of the later computers Atari put out) It was always my favorite of the
>Atari DOS's.

You may have the same problem I did with my MYDOS45.ATR that I tried
to use on XL-It it was a double density ATR and XL-it appears to only
do single. On SParta DOS get version 3.3a and it will work great on
Xformer or XLit

3620. Re: atari 400 & 1010 drive. FS: (For Shipping)

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-13 00:00:00 UTC
From: george.lin@documentum.com
Message-ID: <31bf9e91.1321308@nntp.noc.netcom.com>
Source record: 83142

Why not? I will take your offer. I hope I am not too late though.
Can you ship COD?

Here is my address:
George Lin
3962-4 Stoneridge Dr.
Pleasanton, CA 94588
Phone: 510-846-9260

Thanks!

George

Secross <secross@whidbey.com> wrote:

>
>
> Atari 400 computer.
> Atari 1010 drive.
> Atari power suppluys for both the above.
> Other atari stuff, cables, some firmware, software
>
>
> All you have to do is pay shipping and it's yours.
> E-mail me if interested.
> --
>
> Secross@Whidbey.com
> Clinton, Washington
>
>

3621. Re: My Atari 400

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-13 00:00:00 UTC
From: terryr@newreach.net
Message-ID: <4pp9dd$7k1@perry.zippo.com>
Source record: 83143

wiredog@primenet.com (B Deran Campomanes) wrote:

>I want to get rid of som eold computers and I found my old Atari 400
>with some cartridges and the Tape Storage hardware.

>What is the market reat for a thing like that?

I recently picked up a ton of 800 computers and 800XL computers at an auction. I have checked each and everyone for any problems. All work great. I am selling the 800 computers with a basic cart for 8.00 each plus shipping. This does not include a power supply. I have a few of these but need them for disk drives I am also selling.

800XL systems include powersupply and are 18.00 each plus shipping.

810 disk drives I have a bunch of these also all checked and ready. I am asking 10.00 each for them plus shipping , 8.00 extra with powersupply

1050 disk drives I am asking 15.00 each for these plus shipping and 8.00 extra for power supply.

Track Disk drives I am asking 25.00 each for these plus shipping and 8.00 extra with powersupply. The Track drives are pretty neat. You can hook a printer up to them directly and they also have a 34 pin slave connector on them that you can hook up an external drive to. This can be another 5.25 or if you want you can hook up a 3.5 floppy external drive to them. You will need to find a DOS such as MyDOS or Sparta that allows you to enter the tracks and sectors though for formating.

All of the above have been checked and found working.

If your interested send me Email at:

terryr@newreach.net

Netmail at:

Terry Russell or Sysop 1:2215/110 Fido or 51:203/12 AtariNet

3622. Re: atari 400 & 1010 drive. FS: (For Shipping)

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-13 00:00:00 UTC
From: Secross <secross@whidbey.com>
Message-ID: <Pine.GSO.3.93.960613120900.18041B-100000@whidbey>
Source record: 83144

On Thu, 13 Jun 1996, George Lin wrote:

> Why not? I will take your offer. I hope I am not too late though.
>
Sorry George, But Someone else has allready emailed me about this stuff.
I did not read this posting until 12:12 today.
--

Secross@Whidbey.com
Clinton, Washington

3623. Re: getting started with a 800XE

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-13 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <4ppd04$6c6@main.freenet.hamilton.on.ca>
Source record: 83145

DAVID MOESER (david.moeser@ccc-bbs.com) wrote:
: -> From: zabin@berlin.snafu.de (Hal Zabin)
: -> Subject: getting started with a 800XE
: -> Date: 9 Jun 1996 19:44:05 GMT
: ->
: -> I just bought an Atari 800XE with a XC12 tape drive (at a flea
: -> market), and was
: -> wondering how it works. I tried hooking it up to my TV but all I see
: -> is a black
: -> screen. Do I need system software or is it in ROM? I don't have any
: -> tapes. I don't even know if the computer works, I would appreciate
: -> some help for a true 8-bit beginner!

: There is no such thing as an 800XE. You might have an 800XL, or a
: 600XE, or something else.

How typically American of you. Just because the 800XE is not sold in the
USA, you think it does not exist. The 800XE was sold in Europe.

3624. Re: FREE Catalog of Atari 2600/5200/7800/Lynx and 8-BIT Hardware/Software

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-13 00:00:00 UTC
From: sladky40@zcu.cz
Message-ID: <4pprgn$od5@nic.zcu.cz>
Source record: 83146
Cross-posted to: alt.atari,alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,comp.sys.atari.8bit

```
In article <4p5v2t$r4g@stratus.skypoint.net>, ice@skypoint.comï¿½ says...
>
>
>*************************************************************************
**
>*
*
>* Looking for something for your good old 8-bit or game machine?
*
>*
*
>* Have you thought that you'd never find Atari 2600/5200/7800/Lynx
*
>* and 8-BIT items ever again?
*
>*
*
>* WELL LOOK NO FURTHER!!!
*
>*
*
>*
*
>* To receive a FREE catalog of all Atari 8-bit and game machine products,
*
>* email your full name and postal mailing address to: ice@skypoint.com
*
>*
*
>*************************************************************************
**
```

3625. Re: Question about 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-13 00:00:00 UTC
From: asmolar@smol.fast.net
Message-ID: <slrn4qj2bj.53.asmolar@smol.fast.net>
Source record: 83147

On 13 Jun 1996 02:43:44 -0400, Potsy11187 <potsy11187@aol.com> wrote:
>How do you run basic ? I know it has it built in on ROM, what do you type
>at the ready prompt to get it? What are other things you can type at the
>ready prompt? (besides DOS)

Um, the READY prompt is BASIC. Just start entering your programs after it.

>
>Also, I have a 1050 disk drive, and i am having a problem. I'm pretty
>sure i have the disk head clean (the little white rectangle underneath
>that long plastic arm), but no matter what disk i try (DOS 2.5 or others)
>I always get a "BOOT ERROR" message in the blue screen... can someone
>help? Maybe a cable error?

Well, assuming that the drive door is closed, a BOOT ERROR can be caused
by a flakey cable, a bad disk, or if your drive is out of alignment.

--

Tony Smolar

---
asmolar@fast.net home email
tonys@nscs.fast.net work email
http://www.users.fast.net/~smol homepage

3626. Re: Question about 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-13 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <Dsy80t.A2E@iglou.com>
Source record: 83148

In article <4podb0$b15@newsbf02.news.aol.com>,
Potsy11187 <potsy11187@aol.com> wrote:
>I recently bought a used 800xl.. .I have a few questions
>
>How do you run basic ? I know it has it built in on ROM, what do you type
>at the ready prompt to get it? What are other things you can type at the
>ready prompt? (besides DOS)
>
When you get the READY prompt, you are in Basic. You can also type BYE to
get the self test menu.

--
Bill Marcum bmarcum@iglou.com
On 22 July, 1996, at 6:00 pm GMT, everyone in the world
just START HUMMING. Those who don't know will freak.

3627. FS: 16 foot Atari extension cords

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-13 00:00:00 UTC
From: rpribish@wheel.ucdavis.edu
Message-ID: <4pp0j7$k5h@mark.ucdavis.edu>
Source record: 83149
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,comp.sys.atari.8bit,alt.atari.2600

FS: 16 foot Atari extension cords

Imagine playing your Atari from across the room!

These cords have a male and female 9-pin connection
on either end and are 16 feet in length.

$7 for one or $12 for two, shipping included

3628. sio2pc cable

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-13 00:00:00 UTC
From: cybrchld <cybrchld@agetech.net>
Message-ID: <31C006D3.78F8@agetech.net>
Source record: 83150

Can anyone tell me where I can get a list of the parts needed to build
an SIO2PC cable single chip version .

luis....:)

3629. Re: Question about 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-13 00:00:00 UTC
From: andy@troas.demon.co.uk
Message-ID: <31bf6392.279097@news.demon.co.uk>
Source record: 83151

On Thu, 13 Jun 1996 17:17:17 GMT, bmarcum@iglou.iglou.com (Bill
Marcum) wrote:

>In article <4podb0$b15@newsbf02.news.aol.com>,
>Potsy11187 <potsy11187@aol.com> wrote:
>>I recently bought a used 800xl.. .I have a few questions
>>
>>How do you run basic ? I know it has it built in on ROM, what do you type
>>at the ready prompt to get it? What are other things you can type at the
>>ready prompt? (besides DOS)
>>
>When you get the READY prompt, you are in Basic.

so, you can now type

10 PRINT "F*** YOU"
20 GOTO 10

just like thousands of kids in shops and stores all over the world in
the 80's.

Such nostalgia.

--
andy@troas.demon.co.uk

3630. Re: Question about 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-13 00:00:00 UTC
From: Eric Sokolowsky <esok@cs.byu.edu>
Message-ID: <31C065DD.154@cs.byu.edu>
Source record: 83152

Potsy11187 wrote:
>
> I recently bought a used 800xl.. .I have a few questions
>
> How do you run basic ? I know it has it built in on ROM, what do you type
> at the ready prompt to get it? What are other things you can type at the
> ready prompt? (besides DOS)

That *is* BASIC. The "READY" prompt is BASIC's signal to you to start
something. You can type in a program, or run one, or whatever.

>
> Also, I have a 1050 disk drive, and i am having a problem. I'm pretty
> sure i have the disk head clean (the little white rectangle underneath
> that long plastic arm), but no matter what disk i try (DOS 2.5 or others)
> I always get a "BOOT ERROR" message in the blue screen... can someone
> help? Maybe a cable error?
>
> Please respond to the newsgroups, thanks
> Potsy

You might try changing the drive number. On the back of the 1050 unit
is a little hole with two tabs in it (one white and one black). To
change the drive to be drive 1, you need to have both switches to one
side (I don't remember which, unfortunately). One of the switches is
behind the other.

Are the BOOT ERRORs really rapid? Or does just one error occur?

3631. Tennis.bin - XMO Files - and looking for 5 Games

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-13 00:00:00 UTC
From: Peter <plange@earthlink.net>
Message-ID: <31C0BBE7.47F3@earthlink.net>
Source record: 83153

I am reading this group for a few weeks now, and also got some FAQs but
I am not sure about 2 things:

I am using the PC Xformer and the XL-It emulator and could run most of
my games. But when I start Tennis.bin I only get the Intro-Screen.
Maybe someone has an Bootdisk Image?

I also found some facts about XMO Files, but I can't do anything with
those files. Is there a program to handle them (Sorry if this is already
answered in a FAQ File, but I have not found anything.

I am also looking for the Game-Files of those games, I only have them on
Casette:
Thrust, Super Breakout, Power down, Olympic Skier and the Football
Manager (of Addictive Software). Maybe someone has Atr's or something.

Peter

3632. July 22 ??

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-13 00:00:00 UTC
From: DougF@gnn.com
Message-ID: <4pqgb9$knu@news-e2b.gnn.com>
Source record: 83154

How about giving us a another clue Bill? Are you saying that
something special will happen in the world of Atari 8-bits to make all of
us "csa8" readers start to hum?
Does this have anything to do with that new sci-fi movie that opens on
July 3? That is called "Independence Day". I am really looking forward to
that.
Happy Computing, from Doug Feldman in Ann Arbor, MI

3633. Atari stuff F/S Medford, or

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-13 00:00:00 UTC
From: Mike LaRue <bandit@cdsnet.net>
Message-ID: <31C0CF14.1F7B@cdsnet.net>
Source record: 83155

I have a lot of Atari Items for sale/trade, started in 89 and I have
grown tried of the Items....

800xl 256k omnimon/omniview/ramrodXL
2- 1050 drives with SuperArchiver II installed
BlackBox
many extra's

Wish to sell/trade to someone in southern Oregon.

Make offer.............

3634. Re: sio2pc cable

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-13 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <4pqpqt$s7f@crl2.crl.com>
Source record: 83156

cybrchld (cybrchld@agetech.net) wrote:
: Can anyone tell me where I can get a list of the parts needed to build
: an SIO2PC cable single chip version .

: luis....:)

Here are the parts I used for the APE cable, which, I believe, is the same as the one chip SIO2PC cable. Somebody correct me if I'm wrong about that.

The chip:
1489 Quad Line Receiver
(Radio Shack Cat. No. 276-2521)

Signal Diode:
IN34A Germanium Diodes (pack of 10)
(Radio Shack Cat. NO. 276-1123)

The nice thing about having the catalog numbers is that the parts are numbered in order on the radio shack racks, I think.

One Atari SIO cable.

Either a 25 or 9 pin serial connector/cable, depending on what kind of serial port you have on your PC (make sure you check to see if you need a male or female version).

If you have a 25 pin connector, you might be able to fit the chip assembly inside the connector shield. If you have a 9 pin connector (like me), you might need to buy a plastic box (also available at Radio Shack) to put the assembly in. On the other hand, you might be able to attach a 25 pin connector to the end of your serial cable, put the chip assembly inside that, and then connect that to your serial port using a 25 pin to 9 pin adapter, but I'm not entirely sure if this would work; I used the box method. If you also are going to use the box method, buy some plastic grommets (also at RS, collection of assorted sizes) so that your cables will be safely secured inside the box. Also you'll have to drill two holes in the box for the cables. The RS boxes can take that without cracking, I've found :)

3635. Re: Question about 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-14 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <4pqhg4$doq@sjx-ixn6.ix.netcom.com>
Source record: 83012

In <31bf6392.279097@news.demon.co.uk> andy@troas.demon.co.uk (Andy D)
writes:
>
>On Thu, 13 Jun 1996 17:17:17 GMT, bmarcum@iglou.iglou.com (Bill
>Marcum) wrote:
>
>>In article <4podb0$b15@newsbf02.news.aol.com>,
>>Potsy11187 <potsy11187@aol.com> wrote:
>>>I recently bought a used 800xl.. .I have a few questions
>>>
>>>How do you run basic ? I know it has it built in on ROM, what do
you type
>>>at the ready prompt to get it? What are other things you can type
at the
>>>ready prompt? (besides DOS)
>>>
>>When you get the READY prompt, you are in Basic.
>
>so, you can now type
>
>10 PRINT "F*** YOU"
>20 GOTO 10
>
>just like thousands of kids in shops and stores all over the world in
>the 80's.
>
>Such nostalgia.
>
>--
>andy@troas.demon.co.uk
>----------------------
Or like this is faster:

10 ?"F*** YOU":G.10

3636. Anybody have a "Monitor" cable for the XE ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-14 00:00:00 UTC
From: produnl2@teleport.com
Message-ID: <4pqasg$m4t@nadine.teleport.com>
Source record: 83013

Fellow 8-bit'ers,

I need a 5-pin din to RCA cable for connecting my 130XE to a Commodore
1084 monitor. If you have one in good condition that you can sell,
please e-mail me at: produnl2@teleport.com

Thanks,

David P. Loewen
Salem, Or USA
produnl2@teleport.com

3637. Re: FS: 16 foot Atari extension cords

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-14 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <4pqhjg$kqc@sjx-ixn4.ix.netcom.com>
Source record: 83014
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,comp.sys.atari.8bit,alt.atari.2600

In <4pp0j7$k5h@mark.ucdavis.edu> rpribish@wheel.ucdavis.edu (Reinhard
Pribish) writes:
>
>FS: 16 foot Atari extension cords
>
>Imagine playing your Atari from across the room!
>
>These cords have a male and female 9-pin connection
>on either end and are 16 feet in length.
>
>$7 for one or $12 for two, shipping included
>
Why use extension cables when you can use wireless joysticks. My set
works great. They eat 9V batteries like crazy, but hey... no wires!

rely@ix.netcom.com

3638. Re: Question about 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-14 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <4pqh8l$cee@dfw-ixnews8.ix.netcom.com>
Source record: 83015

In <4podb0$b15@newsbf02.news.aol.com> potsy11187@aol.com (Potsy11187) writes:
>
>I recently bought a used 800xl.. .I have a few questions
>
>How do you run basic ? I know it has it built in on ROM, what do you type
>at the ready prompt to get it? What are other things you can type at the
>ready prompt? (besides DOS)
>
>Also, I have a 1050 disk drive, and i am having a problem. I'm pretty
>sure i have the disk head clean (the little white rectangle underneath
>that long plastic arm), but no matter what disk i try (DOS 2.5 or others)
>I always get a "BOOT ERROR" message in the blue screen... can someone
>help? Maybe a cable error?
>
>Please respond to the newsgroups, thanks
>Potsy

If you see READY on you screen you are at the Atari BASIC editor. You can write programs, RUN"D:BASICFIL.BAS", LOAD"D:BASICFIL.BAS" then RUN, ENTER"D:BASICFIL.LST" then RUN. LIST a program file that is already loaded.

If you are sure the disk you have really does have AtariDOS 2.5 on it, then place that disk into the drive. Be sure that the switches on the drive (in the back) are set for drive 1! and that the SIO cable is connected properly to the computer and drive. Turn on the drive and then the computer. It should make some noises on the monitor/TV speaker and the drive light should come on. The drive motor should be running and then you should see the READY prompt on the screen (XL/XE computers except 1200XL). 400, 800 and 1200XL will put you a the DOS Disk Utility Package menu screen if you don't have a BASIC cartridge installed in the cart. slot (left cart slot on 800).

If the speaker sounds like its burpping and you get and BOOT ERROR, then something is wrong with the connection to the disk drive or with the drive itself, or the disk does NOT have DOS on it (NOT a BOOT disk).

rely@ix.netcom.com

3639. Re: XL-it problems

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-14 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <4pqg8b$kvb@dfw-ixnews9.ix.netcom.com>
Source record: 83016

In <4pnjpu$q13@catapult.gatech.edu> gt7288b@acmex.gatech.edu (David Kidd) writes:
>
>
>Has anybody gotten MYDOS to work with the Xl-it emulator? I have no
>problem running it under PC Xformer. Was just wondering if anybody knows
>of a fix.
>On a DOS note, I'm guessing all those SpartaDOS's don't work since the
>emulators don't emulate the 130XE (I seem to remember they required one
>of the later computers Atari put out) It was always my favorite of the
>Atari DOS's.
>
> -- -- "Push the button Frank"
> Work: David.Kidd@sciatl.com "To be great is to be misunderstood."
>School: gt7288b@prism.gatech.edu -Emerson
>
>
Actually, SpartaDOS is very different in its design from AtariDOS and MyDOS. It uses memory differently too. To use SpartaDOS 1.x -> 3.x you need an XL or XE with >=64KB RAM. SDX (cart.) could be used on any of the 8-bit Ataris (I haven't tried it on a 4K 400, but it might work there too.) It doesn't load into RAM to work. At least not the major part like the disk versions.

There is a gentleman working on a SpartaDOS image maker/file mover (DOS<=>image) utility. He's also working on the Amiga version of something very similar to PC Xformer (XL).

Anyway, SpartaDOS hasn't seemed to be conquered yet for emulator disk images. At least not that I know of. I hope someone does soon. I love SpartaDOS.

Now if I could only bet BASIC XE to be usable in PCXf. (sigh)

rely@ix.netcom.com

3640. Re: BINARY to ROM?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-14 00:00:00 UTC
From: kendrick@sitka.sonoma.edu
Message-ID: <4pqsdg$5q1@nuke.csu.net>
Source record: 83017

Don Mahurin (dmahurin@donet.com) wrote:

: Does anyone know how to change an 8bit Binary/Executable to a 8k/16k
: ROM file.

What about to a banked cartridge file? I know Rainbow supports banked carts.
What other emulators do?

Also, speaking of binary -> ROM.. would anyone consider building a
SuperCart for me with a copy of MyDOS 4.53/4 on it? :) That way I can
just PLUG in MyDOS, plug Action! on top of it, turn on my XL and go! :)

Oh! And maybe add a switch for when I need to boot real disks but don't
wanna wear out my cartridge port? :) >I'd< buy it! Rick Cortese?
Interested!? ;)

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/~kendrick/

3641. COMPUTE! Game

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-14 00:00:00 UTC
From: Craig Henrichs <ralph@cts1.internetwis.com>
Message-ID: <31C12FF5.52BB@cts1.internetwis.com>
Source record: 83018

I have a 10/81 issue of "COMPUTE!", which has an article on an Atari Basic program which creates a Boot Tape game called "Shoot". I have an Atari 800 with 48k, and an Atari 810 disk drive, but don't have an Atari 410 tape drive. Since I don't have a tape drive, I can't type in the program.

Is there anyone who had transferred the game from a Boot Tape to a disk or Boot Disk? Or does anyone know how to change the basic program to create a Boot Disk file or a regular binary file?

If anyone has this game on a disk, could you send it to me? I'll pay for the postage. If no one has this game on disk, can I get a quote on an Atari 410 tape drive?

I would appreciate a reply.

Craig Henrichs

3642. another question about 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-14 00:00:00 UTC
From: potsy11187@aol.com
Message-ID: <4pr6cm$9cv@newsbf02.news.aol.com>
Source record: 83019

i think you have to view this with the standard windows PS spaced font
I have my 1050 disk drive hooked up to my atari like this

the 'o''s are the two port in the back

i follow the procedure, i turn the computer off, turn on the disk drive, then put in the disk (and close the door/) then i turn the computer on... the disk drive whirss for about 5-7 seconds... then i see "boot error"... I have cleaned the drive head several times... I do not hear any abnormal noises in the drive (except those that are expected of the motor), and i have tried all disks i have... these were all in a basement for a couple of years... but i've even tried those in their boxes sealed in those little plastic notebooks that software used to have...

The guy said it worked last time he used it (the disk drive).. what's the best way to isolate the problem? i don't know if its the drive, or the disks... (i hope it is the latter).

Also, with the program APE, can i use a 5.25" ibm-pc drive with my atari (as an actual drive, not to copy disks with)?

please reply to the newsgroup,
Potsy

3643. Atari 850

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-14 00:00:00 UTC
From: Craig Henrichs <ralph@cts1.internetwis.com>
Message-ID: <31C131B7.52BF@cts1.internetwis.com>
Source record: 83020

I have an Atari 850 serial interface box. I have the manuals for it, a power supply, and the original box! I'm just wondering, does it have the possibilty of becoming a collectors item, or is it just a piece of junk? How much is an 850 worth?

I would appreciate a reply.

Craig Henrichs

3644. Atari 850

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-14 00:00:00 UTC
From: Craig Henrichs <ralph@cts1.internetwis.com>
Message-ID: <31C131D3.FFD@cts1.internetwis.com>
Source record: 83021

I have an Atari 850 serial interface box. I have the manuals for it, a power supply, and the original box! I'm just wondering, does it have the possibilty of becoming a collectors item, or is it just a piece of junk? How much is an 850 worth?

I would appreciate a reply.

Craig Henrichs

3645. New Soft for Atari 8 Bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-14 00:00:00 UTC
From: schallt@worms.fh-rpl.de
Message-ID: <4prhkc$gkj@widukind.worms.fh-rpl.de>
Source record: 83022

Hi Atarians,

here is a short list of Polensoft from 94/5:

Cyborg by SikorSOft c 95
It's a very hard Puzzle Game. I can not say more because i
haven' t seen it.

Around the Planet by Mirage c 94
Flying around with a Heli. I don't know more about this game.

Fire Stone by SikorSoft c 95
It's a 100% ported Clone of the classic Boulder Dash with not
so big Levels. Funny

Sexy Six by SikorSoft c 95
A close to master mind but with 256 Color nude girls. Six girls
lose their clothes and more than 34 girls on 3 Data Disks are waiting
for you. Pictures are good looking "mmm" and the gameplay is as good
as the grephics.

Rockman by Mirage c 95
It's a great jump and run from Polen that rocks. Nice animation, good level
design and with good music/sfx. A lovely cute hero is waiting for your.
It will keep you playing on and on.

Starball by Mirage c 95
A game like OXYD on the ST... from Jakub Husak. Very hard and very well.

Crypts of Egypt by Mirage c 94
A game like Cavernia but not as good as the original.

Torsten Schall
Friday the 14th of June

3646. Re: getting started with a 800XE

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-14 00:00:00 UTC
From: wweiss2@norfolk.infi.net
Message-ID: <31c0aae5.16121915@allnews.norfolk.infi.net>
Source record: 83023

In comp.sys.atari.8bit af332@freenet.hamilton.on.ca (William Moeller)
wrote:

:>DAVID MOESER (david.moeser@ccc-bbs.com) wrote:
:>: -> From: zabin@berlin.snafu.de (Hal Zabin)
:>: -> Subject: getting started with a 800XE
:>: -> Date: 9 Jun 1996 19:44:05 GMT
:>: ->
:>: -> I just bought an Atari 800XE with a XC12 tape drive (at a flea
:>: -> market), and was
:>: -> wondering how it works. I tried hooking it up to my TV but all I see
:>: -> is a black
:>: -> screen. Do I need system software or is it in ROM? I don't have any
:>: -> tapes. I don't even know if the computer works, I would appreciate
:>: -> some help for a true 8-bit beginner!
:>
:>: There is no such thing as an 800XE. You might have an 800XL, or a
:>: 600XE, or something else.
:>
:>How typically American of you. Just because the 800XE is not sold in the
:>USA, you think it does not exist. The 800XE was sold in Europe.
:>
How typically Canadian of you [;-), eh? Just because an American offers
his best, though possibly limited, knowledge in a friendly way, you just
can't wait to slam us all. Hurrumph! BTW, thanks for the info.

--
Warren W. Weiss
[WWeiss2@norfolk.infi.net]

-- lovin' music - kids - computers - a really dry red --

3647. Re: Question about 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-14 00:00:00 UTC
From: andy@troas.demon.co.uk
Message-ID: <31c167b1.801113@news.demon.co.uk>
Source record: 83024

On Thu, 13 Jun 1996 13:02:53 -0600, Eric Sokolowsky <esok@cs.byu.edu>
wrote:

>You might try changing the drive number. On the back of the 1050 unit
>is a little hole with two tabs in it (one white and one black). To
>change the drive to be drive 1, you need to have both switches to one
>side (I don't remember which, unfortunately).

Both to the left (as you look in the back at the swtch) for drive 1.
I know this coz I only have one drive and that's how they're set.
Does anyone know the switch positions for 2, 3, 4?

--
andy@troas.demon.co.uk

3648. Re: Atari 850

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-14 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <4ps5fr$1cio@usenetw1.news.prodigy.com>
Source record: 83025

I have one too and am hoping the same thing....

3649. Re: Anybody have a "Monitor" cable for the XE ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-14 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <4ps5cu$1g30@usenetw1.news.prodigy.com>
Source record: 83026

Toys R Us sells these cables for Sega Genesis game consoles in a bubble pack here in San Jose. They work fine.

3650. atari 400 & 1010 drive. (SOLD)

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-14 00:00:00 UTC
From: Secross <secross@whidbey.com>
Message-ID: <Pine.GSO.3.93.960614104454.12662B-100000@whidbey>
Source record: 83027

```
This stuff has been SOLD.

--

Secross@Whidbey.com
Clinton, Washington
```

3651. Re: July 22 ??

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-14 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <Dt012J.2G4@iglou.com>
Source record: 83028

To be honest, I copied it from somebody else's sig. I don't know what's special about that particular date and time, but it seems like a fun thing to do.

--
Bill Marcum bmarcum@iglou.com
On 22 July, 1996, at 6:00 pm GMT, everyone in the world
just START HUMMING. Those who don't know will freak.

3652. Re: Tennis.bin - XMO Files - and looking for 5 Games

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-14 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <Dt01Fx.2MC@iglou.com>
Source record: 83029

In article <31C0BBE7.47F3@earthlink.net>, Peter <plange@earthlink.net> wrote:
>I also found some facts about XMO Files, but I can't do anything with
>those files. Is there a program to handle them (Sorry if this is already
>answered in a FAQ File, but I have not found anything.

Years ago, Compuserve used .XMO for any file that wasn't a plain ascii
text file. An XMO file could be anything: a Basic program, a binary load
file, a picture, an arc file... There was a program called WHATIS that
could identify most types of files.

--
Bill Marcum bmarcum@iglou.com
On 22 July, 1996, at 6:00 pm GMT, everyone in the world
just START HUMMING. Those who don't know will freak.

3653. Re: Community Memory discussion list

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-14 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <31C1ADD1.8DB@carleton.edu>
Source record: 83030

Michael Current wrote:

> To subscribe to:
> "Community Memory -- Discussion List on the History of Cyberspace"
> please send a message to:
>
> listserv@cpsr.org
>
> The body of the message should read:
>
> subscribe cpsr-history <your first name> <your last name>

I've been on this list for a few days now. It's been kinda
interesting, and Atari has actually been mentioned. I figured there
might be other people here who would want a chance to check it out..
--
Michael Current, 8-Bit Atari FAQ & Vendor/Developer Lists maintainer
User groups: CAIN, SPACE, NWPAC / mailto:mcurrent@carleton.edu

3654. Re: Koronis Rift

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-14 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <152460@cup.portal.com>
Source record: 83031

Interesting. I have a disk of Koronis Rift, and a photocopy (?) of the "book," don't remember where they came from, but were probably "inherited" from someone's used-Atari-stuff collection that I bought somewhere, somewhen. I don't see (or at least don't remember seeing) anything about how to "save" the game. How is it done?

I also don't recall seeing much of anything "useful" about how to tell what the various artifacts were, or what they did. How is it that you guys can tell that a particular artifact "charges slowly," or "in a particular band," etc.? I don't remember ANY useful information on this sort of detail, from that photocopy... The doc was, as I recall, very open-ended...

Any detailed docs or summaries would be very appreciated!

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

3655. help

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-14 00:00:00 UTC
From: terryr@newreach.net
Message-ID: <4psc8j$n0v@perry.zippo.com>
Source record: 83032

I need to find out what program uses the .PRO extender. I have downloaded several files with this extender. Can anyone tell me the program I need and it's location? Thanks in advance.

Terry

3656. Wanted: ICD MI/O

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-14 00:00:00 UTC
From: malay@reston.unisysgsg.com
Message-ID: <Dt09H5.95o@ftp.reston.unisysgsg.com>
Source record: 83033

Looking for one of these either from a commercial site or an
individual. Got one or know somebody who does then send the
details to me.

Thanks!

--
//
/ /
/ Robert M. Malay Lockheed Martin TDS /
/ 9255 Wellington Road /
/ Manassas, VA 22110-4121 /
/ /
/ malay@reston.unisysgsg.com /
/ 703.367.2403 /
/ /
//

3657. Re: another question about 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-14 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <4psnrf$i76@madeline.INS.CWRU.Edu>
Source record: 83034

```
(I see 'please reply to the newsgroup', now, address undeliverable.)
1

Message #1 (2 is last):
Date: Fri Jun 14 12:40:26 1996
From: Mailer-daemon@aol.com
Subject: Returned Mail: Undeliverable
To: cb541@piglet.INS.CWRU.Edu

The mail you sent could not be delivered to:
550 potsy11187@aol.com is not a known user

The text you sent follows:

End of File, Press RETURN to quit

-------------------------------
Would you now like to...
t - Type out (Re-read) this message
r - Reply to this message
d - Delete this message
u - Undelete this message
n - Read the next unread message
RETURN - Go back to the list of headers

Enter Command: 2

Message #2 (2 is last):
Date: Fri Jun 14 12:40:16 1996
From: cb541@cleveland.Freenet.Edu (James R. Gilbert)
Subject: Re: another question about 800xl
To: potsy11187@aol.com
Reply-To: cb541@cleveland.Freenet.Edu (James R. Gilbert)

You don't really know if it is the disk drive or a bunch of
messed up disks (less likely). So, what you need is another
disk drive to try the disks on. I suspect it is the disk
drive. Amer. Technavision has 1050 mechanisms for about
$19.95 or something.

End of File, Press RETURN to quit
```

3658. Re: Anybody have a "Monitor" cable for the XE ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-14 00:00:00 UTC
From: Craig Henrichs <ralph@cts1.internetwis.com>
Message-ID: <31C2009D.7B4E@cts1.internetwis.com>
Source record: 83035

DAVID P. LOEWEN wrote:
>
> Fellow 8-bit'ers,
>
> I need a 5-pin din to RCA cable for connecting my 130XE to a Commodore
> 1084 monitor. If you have one in good condition that you can sell,
> please e-mail me at: produnl2@teleport.com
> I bought a cable that has a 5-pin din connector on one and four RCA
connectors on the other end. The four connectors are for sound, video, and
monitors that have seperate chroma and luma inputs.

I bought the cable from Software Support International in Vancouver, WA. SSI
only carries IBM, C64, and Amiga stuff. Their catalog says that the cable is
for a C64, but it's working ok with my Atari 800. The only problem is that
they want $12.95 for the cable plus $5.50 for shipping (that's the cost for
regular shipping not for over night shipping!)

Craig Henrichs

3659. Re: Question about 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-14 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <4psl0f$kgh@blackice.winternet.com>
Source record: 83036

> andy@troas.demon.co.uk (Andy D) writes:
(SNIP)
> Both to the left (as you look in the back at the swtch) for drive 1.
> I know this coz I only have one drive and that's how they're set.
> Does anyone know the switch positions for 2, 3, 4?
(SNIP)
>
>>>>
Drive 2, black switch moved to right.
Drive 3, black switch to left, white switch to right.
Drive 4, both switches to right.

Rich Mier

3660. Re: Question about 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-14 00:00:00 UTC
From: andy@troas.demon.co.uk
Message-ID: <31c1e9af.19866826@news.demon.co.uk>
Source record: 83037

On 14 Jun 1996 21:19:11 GMT, rbmier@winternet.com (Rich Mier) wrote:

>> andy@troas.demon.co.uk (Andy D) writes:
>> Does anyone know the switch positions for 2, 3, 4?
> (SNIP)
>>
>>>>>
> Drive 2, black switch moved to right.
> Drive 3, black switch to left, white switch to right.
> Drive 4, both switches to right.

Cheers!

--
andy@troas.demon.co.uk

3661. Re: Koronis Rift

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-14 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <4psq0h$k79@madeline.INS.CWRU.Edu>
Source record: 83038

(I don't know how complete this is, especially about 'bands' and
maps.)
KORONIS RIFT - Operations Manual

24 Febrius, 2249.

For three days your Scoutcraft has been travelling through empty
space, on its way from one foresaken part of the galaxy to another.
You're a technoscavenger, making a living searching for abandoned
technological systems - but for all the luck you've had in the last
month you might as well be an intergalactic drifter. Psytek, your
science droid analyzer, is monitoring the instruments. There isn't
much to do - not much, that is, until suddenly Psytek flashes an
urgent message:

POWERFUL RADIATION FLUX
DETECTED:
COORDINATES 45:90 RELATIVE
AZIMUTH AND ELEVATION
Powerful is right! Your instruments indicate rads in the ten thousand
range. "Any idea what it might be?" you ask.

NEGATIVE. CHARTS INDICATE
EMPTY SPACE FROM HERE TO STAR
SYSTEM 583
Strange. And stranger still, when you deploy the Scoutcraft's
optical sensor, you discover a large, solitary planet - one that
simply doesn't exist according to the charts. But there it is, it's
surface cut with deep chasms and ancient rifts.
You call up a dimensional coordinate grid of the radiation flux.
Sure enough, the lines of the grid are ruler straight until they reach
the area of the radiation flux. There, they become as warped and
tangled as the wiring of your third-hand Scoutcraft.
A powerful radiation flux...a planet cut with deep rifts...
Suddenly a wild idea occurs to you. Have you stumbled upon the
legendary Koronis Rift?
Seven hundred thousand years ago, the Ancients ruled the stars - a
confederation of over thirty different races whose technological
achievements were unsurpassed. According to legend, the Ancients used
the deep rifts of a planet called Koronis as a testing ground for
their most powerful weapons. Finding the fabled Koronis Rift has been
a dream of technoscavengers for centuries. Now, just maybe, you're the
one....
As soon as your ship moves within range, you activate your on-board
detector. Tuned to the Ancient's standard wavelength, it should tell

you whether this mysterious planet contains any caches of powerful technology.
Instantly, the detector registers the loudest alarm you've ever heard. Koronis Rift...it must be!
You signal Psytek. "Prepare the Surface Rover for descent."
Using the optical sensor, you snap an orbital photograph of a section of the planet's surface. A moment later Psytek announces:

SURFACE ROVER READY FOR DESCENT.
"What about the Repo-Tech Robot?" you ask.

RT ROBOT EQUIPPED AND ON BOARD.
The Scoutcraft, with Psytek in control, will orbit while you explore the planet in your Surface Rover. You can always summon Psytek to come pick you up at any time - as long as you're in the clear and not under attack.
There's no time to lose. Koronis Rift, the greatest treasure trove of technology in the galaxy, is waiting....

QUICK START

1. Launch Scoutcraft
Once your disk boots up, you'll find yourself inside the Surface Rover, ready to explore the planet Koronis. To start scavenging, press the fire button on your joystick.
2. Koronis Rift
The planet Koronis is cut by deep valleys, called rifts, which are ringed by mountain ranges and sprinkled with hills. You land in Rift One which looks to be the least dangerous.
3. Hulks
The vehicle you see on the ground before you is just what you've been hoping to find - an abandoned hulk, a war machine of the Ancients.
4. Video Displays
Check out the video displays at the top of you're screen. To the far left, the circle with a glowing dot at the top is your directional display. The glowing dot points toward the nearest hulk, directly in front of you.
5. Search
To search the rest of Koronis Rift for Ancient technology, just turn your ship until the dot is at the top of the display, and then move forward.
6. Drive
To turn on forward drive, just push the joystick forward. To turn off forward drive, pull it back. Push the joystick left or right to turn in those directions. Simple.
7. Guardian Saucers
Those are Guardian Saucers swooping in. They are out to destroy you. New waves will keep coming until you destroy their base on Rift 20. You've got only two choices - to evade, or to destroy them. To fight back, use your joystick to position your targeting cursor - the small cross hair that moves within the viewing window. With the cursor

centered on an enemy saucer, push the button on the joystick. One hit may not be enough. After all, these Guardian saucers will stop at nothing to protect the hulks of Ancient technology. And that's exactly what you're after.
8. Looting Hulks
The radiation levels on Koronis are enough to fry a Dromodite. So you'll have to send your Repo-Tech Robot out to loot the hulks you find. But you can't do anything, until you've destroyed all the attacking saucers and positioned your Rover next to the hulk. Then you'll see the options "LOOT HULK" and "CALL SHIP" appear beneath your viewing window. To enter the option area, move the cursor to the bottom of the viewing window andpress the button. Move the cursor to the right until the indicator light above "LOOT HULK" comes on. To issue the command to your RT Robot, press the button on your joystick. The RT Robot will bring back any useful systems it finds in the hulk. To return to the Scoutcraft, activate the indicator light above "CALL SHIP" and press the button on your joystick.
9. Final Objective
Destroy the saucer base on Rift 20 by gradually increasing your capabilities on the earlier levels. You can end the game anytime by returning to your Scoutcraft to cash in on all the technology you've found, but you cannot claim the entire planet for yourself unless you destroy the Guardian Base.
10. Pause and Restart
Press the SPACE BAR to pause the game. Press it again to resume. To reset the game press ESC.

SYSTEM ICONS
The following lists standard military systems of the Ancients, along with symbols commonly used to identify them. Other types exist that have not yet been identified.

LASER - Chromoquantized laser, capable of emitting a beam of destructive energy in a single color frequency.
SHIELD - Chromoquantized shield, capable of defending against energy weapons of various colors.
GENERATOR - comprising stand power supply.
POWER RESERVE - a high capacity energy storage device.
RADAR - Remote sensing device, designed to locate a specific type or class of objects. May also serve as compass or direction finder.
ECM - Electronic countermeasure device, capable of interfering with enemy detection gear and rendering the user harder to detect.
DRIVE - Propulsion module, for augmenting or changing the ability of the Rover to move over terrain.

* **** ** ****** ** *
********** * * * * * * * *
****** * ** * * * ** * * ** **
* * ** * ** ** ** * ******* ******** ** * *
***** * * * ** * * * ***** ** ** **
******* **** ** ** ** ****** *** ** ** *

```
* **** * * * * **** *
POWER **
LASER SHIELD GENERATOR RESERVE RADAR ECM DRIVE
```

STRATEGY AND TACTICS

Add a new module to an empty slot by selecting the slot and hitting the fire button. Use the "Add Module" option only to replace existing modules.
Some strategies will score more points than others. For high points, either try to bring back lots of modules for dismantling, or try to gather enough powerful waepons quickly, then get to Rift 20 and destroy the Guardian base.
Most radar modules point only to hulks made by the same race. If you first figure out what kind of modules an Ancient race is good at, then you can use radars made by that race to tell you if and where you may find more of those modules. Save the radars of useful races with Psytek for use on later rifts.
Mapping the rifts will help you from game to game. Some modules will help you in making maps.
Pay careful attention to energy flow. Powerful modules may require more energy than you can afford. If you add stronger shields and lasers to your Rover, you'll need to get stronger generators and power reserves too.
Unusual modules may work only on certain colored saucers, or for limited amounts of time. Pay attention and experiment. You may find improved versions in later rifts.
Note the progression of colors in the saucer weapons and shields. Once you recognize the pattern, you can plan ahead by having the modules you'll need to defeat or evade the saucers coming up.
Differently shaped saucers have different attack patterns. Adapt your attacks to their patterns.
Cutting through passes and staying near mountains can throw saucers off their pursuit, particularly if you have a good generator and drive.

(I don't know source of this to give credit to)
Russ Gilbert
cb541@cleveland.freenet.edu

3662. Re: COMPUTE! Game

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-14 00:00:00 UTC
From: DougF@gnn.com
Message-ID: <4psri2$g0t@news-e2c.gnn.com>
Source record: 83039

Hello Craig,
I am sure that I will be showing my age on this answer, but I have that SHOOT program you asked about. I actually typed that in myself and it was the first binary load game that I ever had for my old Atari 800. Yes, it was meant to be loaded in from a BOOT CASSETTE. But, I still have a headache just remembering how much effort that was to type it in.
A few years later I bought a utility to convert binary loaded cassette files into binary load disk files (Atari only).
I found that game on one of my first Atari game disks. I will send the file to you by e-mail. It is less than 2K of programming. If anyone else is curious to see this early game, I will send it to you by private e-mail.

Happy Computing, from Doug Feldman in Ann Arbor, MI

3663. WTB: XC-11 or XC-12 Tape Drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-14 00:00:00 UTC
From: produnl2@teleport.com
Message-ID: <4psk8i$qed@nadine.teleport.com>
Source record: 83040

Hi,

Looking for tape drives from the same era as the XE-series computers.
I believe there were 2 of them; the XC-11 and the XC-12. If you have one
of these in good condition that you'd like to sell, or know where I
can get one, please e-mail me at: produnl2@teleport.com

Thanks,

David P. Loewen
Salem, Or USA
produnl2@teleport.com

3664. Re: help

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-14 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31c1d60e.706709@news.superlink.net>
Source record: 83041

On Fri, 14 Jun 1996 21:38:27 GMT, terryr@newreach.net (Terry Russell)
wrote:

-I need to find out what program uses the .PRO extender. I have
-downloaded several files with this extender. Can anyone tell me the
-program I need and it's location? Thanks in advance.
-
-Terry
-
-
You need APE, an SIO2PC Cable, and an Atari.
If you are trying to use an emulator, you are out of luck. They do not
support PRO format, which is a format wherein a PC can emulate the
copy protection on a disk, enabling you to archive your protected
software.
I'm curious: what did you download, and from where? I have at most
seen maybe 6 PRO images, most are regular ATR's (already cracked, to
be used with emulators, or regular ataris)
The link to ape is:
http://seka.nacs.net/~classics/
The link to my archive is:
http://mars.superlink.net/scharles
If you want the PRO's cracked to regular ATR's (so you can use them
with emulators) Let me know. I might already have them.

Scott

3665. Re: Community Memory discussion list

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-14 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <4pspdn$jn7@madeline.INS.CWRU.Edu>
Source record: 83042

Michael. I maybe should subscribe to this history. BUT, I'm at least as lazy as anybody else here and am looking forward to a summary or history section out of Y*O*U. I guess I should subscribe. Maybe some interesting quotes from it occassionally? I guess I'll go ahead and subscribe. BUT, I've subscribed to this stuff before (I mean this kind of stuff) and there were like 24 msgs. a day that clogged up my mailbox. Is that the way this is?

3666. Re: help

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-14 00:00:00 UTC
From: andy@troas.demon.co.uk
Message-ID: <31c1e9ec.19928135@news.demon.co.uk>
Source record: 83043

On Fri, 14 Jun 1996 21:38:27 GMT, terryr@newreach.net (Terry Russell)
wrote:

>I need to find out what program uses the .PRO extender. I have

APE (an SIO peripheral emulation program) uses this format to
represent copy-protected disk images. To run them you'll need a real
8-bit connected to your PC by an sio2pc cable.

--
andy@troas.demon.co.uk

3667. Rainbow v1.2 now ready

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-14 00:00:00 UTC
From: jx91@cityscape.co.uk
Message-ID: <jx91-1406962344270001@cisjx91.demon.co.uk>
Source record: 83044

Hello all,

Rainbow version 1.2 (Atari 8-bit emulator for the Apple Mac) is now ready.

See

http://www.cityscape.co.uk/users/jx91/emulators.html

for more details.

New features include 130XE (128K RAM) and 5200 console emulation as
well some important graphics improvements. Powerbook users will also
benefit from this update in terms of keyboard layout.

Regards,

Chris Lam,
Rainbow Keeper.

3668. Looking for Atari 7800 digital signature algorithm

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-14 00:00:00 UTC
From: btomlin@crl.com
Message-ID: <4pt626$olc@crl14.crl.com>
Source record: 83045

I'm looking for the digital signature algorithm needed to make usable Atari 7800 cartridges. I've heard a version of it ran on the Atari ST.

I have reverse-engineered the digital signature verification inside the Atari 7800 itself, and it looks like one of those wonderful "product of two primes" algorithms... with a 960-bit key!

If anyone knows anything, I would be very interested in either the prime factors or a uuencoded copy of the program itself from which I can extract them, so that I can make a program to generate the signature for any given cartridge image.

I already have the 7800 side of the algorithm implemented in Turbo Pascal (check out rec.games.video.classic if you want to see it), and it would be easy to add the signature generator... IF I had the prime factors.

3669. Re: getting started with a 800XE

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-14 00:00:00 UTC
From: <>
Message-ID: <3a1_9606150306@pandabbs.com>
Source record: 83046

DM> There is no such thing as an 800XE. You might have an 800XL, or a

Actually, the 800XE was released in the UK only...It is basically an 800XL
with a FREDDY chip..
--
|Fidonet: Chris Friend 1:333/894
|Internet: Chris.Friend@Chris.Friend@*user@*site.*domain.com.com
| Web URLs: http://www.pandabbs.com & http://www.tiac.net/users/panda
| Standard disclaimer applies: The views of this user are strictly their own.
| PandA's Den BBS FidoNet <> internet gateway - email info@pandabbs.com

3670. Re: FREE classic computer equipment/maga

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-14 00:00:00 UTC
From: <>
Message-ID: <3a2_9606150306@pandabbs.com>
Source record: 83047

```
EG> 3. Atari 1020 printer/plotter

I will pay you shipping for this.....
--
|Fidonet: Chris Friend 1:333/894
|Internet: Chris.Friend@Chris.Friend@*user@*site.*domain.com.com
| Web URLs: http://www.pandabbs.com & http://www.tiac.net/users/panda
| Standard disclaimer applies: The views of this user are strictly their own.
| PandA's Den BBS FidoNet <> internet gateway - email info@pandabbs.com
```

3671. Re: Marble Madness

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-14 00:00:00 UTC
From: sclawson@sal.cs.utah.edu
Message-ID: <4pshdt$1cs@magus.cs.utah.edu>
Source record: 83048

In article <ziggy29-2805961631410001@d56.netgate.net>,
Tim Irvin <ziggy29@netgate.net> wrote:
>In article <4odqlb$m9@news1.halcyon.com>, junkster@chinook.halcyon.com
>(James Hague) wrote:
>> I've somewhat different thoughts on what Atari should have done to
>> "upgrade" the 8-bit machines over the years. I'm actually pretty happy
>> with the basic hardware. It's certainly dated in many ways, but it's
>> still possible to do things on a circa 1979 800 that would be tricky on a
>> mid-range 486.
>
>In some ways, yes. DLIs made graphics wizardry easy to understand. It
>would be years before "graphics modes" would be again so easily
>tweaked and customized.

It took until around '85, when the Amiga came out. =) (which is
no suprise, since the guy who made the cool graphics chips for the 800
(Jay Miner) also worked on the Amiga's.)

Of course today all of this is moot, since we're primarily back
to bit banging to get decent graphics.

steve

3672. NAS96 open's TODAY!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-14 00:00:00 UTC
From: bertil.jagard@straight.ct.se
Message-ID: <ftn_2.203.221$fidonet.org_c0f1fc00_Bertil.Jagard@straight.ct.se>
Source record: 83049

```
------------------------------------------------------------------------
SWEDISH ATARI USERS' ASSOCIATION (Svenska Atariklubben)
IN COOPERATION WITH NoCrew PRESENTS

-* THE NORDIC ATARI SHOW AND CONVENTION 1996 *-

WITH CONVENTION, EXHIBITION, SEMINARS,
DEMONSTRATIONS, CONTESTS ... AND MORE!

AT KORTEDALA GYMNASIUM IN GOTHENBURG, SWEDEN
ON THE 14th, 15th and 16th OF JUNE
------------------------------------------------------------------------
NOTE: The information in this text is not complete! Updates will come.

PRESENTATION

NAS was first arranged in 1995. It's a special show with a hacker convent,
exhibition and different seminars - all in one place.

This time the Nordic Atari Show is held in a school building, Kortedala
Gymnasium, in Gothenburg. It offers several small rooms for the hacker
contests and seminars, a big lecture hall for showing demos and films and a
normal size restaurant for the exhibition. Showers and dressing rooms are
available, and there is free carparking in the school area.

Pizza restaurant, cafe and other shops are only a few steps away from the
school. If you want to stay at a hotel please contact us for information
or visit our Webpage for details (http://www.tripnet.se/sak/nas).

Kortedala Gymnasium is fifteen to twenty minutes away from the central part
of Gothenburg. There are good possibilities for communications by tram or
car.

The dates are the 14th, 15th and 16th of June. Gather with your friends and
join us at a very fun and exciting show for Atari users around the northern
and european part of the world!

This year the exhibition and seminars are arranged by the Swedish Atari
Users' Association (Svenska Atariklubben), and the hacker convent by
NoCrew.

Below are all the activities, and the low entrance prices. Last year they
were a little bit high, but this year we hope it's suitable for all
wallets!

THE ACTIVITIES

For more detailed information see below.
```

exhibition
retailers and different associations will be there

hacker convent
competitions for FALCON, STE, ST and 8-bit

demonstrations
Jaguar, Lynx, MiNT, MagiC, Linux, DTP, Internet etc

seminars
about programming, Internet, multitasking etc

others
competitions for the non-programming experienced
(lottery, MidiMaze-contest, harddisk throwing, CocaCola-drinking etc)

THE PRICES

type payment SAK-member non-member

3-day entry prepaid SEK 100 SEK 125
3-day entry at the door SEK 125 SEK 150
1-day entry at the door SEK 50 SEK 75

The T-shirt is gasping yellow with a fine black print. Highest quality.
Don't miss this fantastic offer. Limited quantity.

T-shirt prepaid SEK 75 SEK 90
T-shirt at the door SEK 100 SEK 120

A cafeteria with low prices on CocaCola, Jolt, sandwiches, buns and
other tasty products will of course be available.

If you live in Sweden, you can order your tickets to NAS96 via
our Webpage at http://www.tripnet.se/sak/nas

Otherwise, if you live outside Sweden or don't have WWW access, and want to
order tickets to a lower price, please pay the right amount of money to our
Swedish postal giro account

nr 73 69 10 - 1

before the 31st of May 1996. Don't forget to state your name, address,
country, telephone, fax, email address and SAK membership nr so that we
know who's paying.

THE EXHIBITION

The exhibition will be open on the following times:

Friday 14th 12:00 -- 21:00
Saturday 15th 09:00 -- 21:00
Sunday 16th 09:00 -- 16:00

If you and your company or organisation wants to join the exhibition, then
estimate the space you need and pay the fee to us. We offer you different
sizes (measurements in Swedish meters) depending on your needs.

4,5 m2 costs 500 SEK
9,0 m2 costs 1000 SEK
18,0 m2 costs 2000 SEK

If you want more space, then every extra m2 is 150 SEK. Please contact us first to get further information.

The retailer's fee includes full entrance for two persons.

Nonprofit organisations can join the exhibition for free (with a space of 4,5 m2). This includes full entrance for one person.

Please pay at our Swedish postal giro account,

nr 73 69 10 - 1

before the 31st of May 1996.

State your company/organisation name, address, country, telephone, fax, email address, contact person and space needed. If you'd like to speak at a seminar about something, then tell us about it.

THE DEMONSTRATIONS

More will be added as soon as we get to know about them.

BBS We'll be showing STraight BBS, with products as Semper, LED, Octopus etc. Sysop Bertil Jagard will be answering questions and demonstrate different situations, as well as speaking about ethics and problems with communicating.

MagiC What is MagiC? What is multitasking? Find out by using MagiC 4, and swapping between those programs. Learn about problems and get tips from experienced users.

Making How can magazines be made with Calamus SL? We'll be showing how magazines the Swedish Atari Users' Association (Svenska Atariklubbens) with SL magazine "AtariMagasinet" is made. Tips, problems, features and possibility to make yourself some visit cards or other things to take home.

THE SEMINARS

More will be added as soon as we get to know about them.

Internet What is Internet and how can I use it with my Atari? Experienced administrators will be talking about Internet - history, how it's made, the future and more. We'll put it in reality too, with products for Atari computers that all of us can use - easy!

THE CONVENTION

NOTE: This is preliminary information. Updates will come.

Which computer? Atari in all forms. We want the hackers and the democoders. The Linux freaks. The MiNT people. The Jaguar nuts and everyone else that uses Atari in some form.

Demo contests

BIG ONE
No limit at all. Should be able to run on a Atari compatible computer
present on NAS96.

SMALL ONE
The limit is the shoesize squared (european) of the deliverer in bytes.

World cup in alfabutton

We will try to break the world record in typing a to z on a standard
keyboard. So far, way below two seconds. Go practise...

Films and demos

We will alternate between showing films and old demos on our big
screen projectors. Of course newer ones as well.

Prices

They will most certainly show up and be of good quality.
More info to come.

More information is available from larkov@tripnet.se, or visit NoCrew's
homepage at http://www.dd.chalmers.se/~f93labr/nocrew/index.html

FURTHER INFORMATION ABOUT NAS96

The best way to get new information is to join our NAS96 mailing-list.
Write to nas-users-request@tripnet.se and include the following in the
message text:

subscribe nas-users <your email address>

Our homepage is also informative to visit. It is at
http://www.tripnet.se/sak/nas and is updated whenever it is needed.

If you want more information about NAS96, then use any of the addresses or
telephone numbers below. Email is always the fastest way to get answers.

Rolf Johansson
rojo@tripnet.se
Tel: +46-708-900441 (mobile)
+46-522-22216 (week)
+46-31-825073 (ends)

Lari Kovanen
(about the convent)
larkov@tripnet.se
Tel: +46-31-582059 (home)

Ulf Hogberg
ulftage@tripnet.se

Swedish Atari Users' Association
Svenska Atariklubben

sak@straight.ct.se
Box 11416
S-404 29 GOTEBORG
SWEDEN
Tel: +46-31-7060992
Fax: +46-31-363973
Webpage: http://www.pedserv.gu.se/janne/sak.html

NoCrew
lbrink@cd.chalmers.se
c/o CCW
Forsta Langgatan 20
S-41 28 GOTEBORG
SWEDEN
Webpage: http://www.dd.chalmers.se/~f93labr/nocrew/index.html

WELCOME TO GOTHENBURG AND NAS96! 960411RJ

==
= E-Mail: bertil.jagard@straight.ct.se STraight BBS, Sweden =
= Phone: +46-(0)31-3363973. FidoNet 2:203/221, NeST 90:1101/104 =
==

3673. Best way to use Atari on Internet?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-15 00:00:00 UTC
From: produnl2@teleport.com
Message-ID: <4pt11k$49e@nadine.teleport.com>
Source record: 83050

I was wondering what the best way is to interface an Atari to the Internet? I have a Unix text-based connection that I use with my IBM. Can my Atari 130XE hook up to this connection as well? What modem/software combination works best? Any input appreciated.

David P. Loewen
Salem, Or USA
produnl2@teleport.com

3674. Re: Best way to use Atari on Internet?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-15 00:00:00 UTC
From: andy@troas.demon.co.uk
Message-ID: <31c21ff9.4328672@news.demon.co.uk>
Source record: 83051

On 15 Jun 1996 00:44:36 GMT, produnl2@teleport.com (DAVID P. LOEWEN)
wrote:

>
>
>I was wondering what the best way is to interface an Atari to the
>Internet? I have a Unix text-based connection that I use with my
>IBM. Can my Atari 130XE hook up to this connection as well?

Yes. If you have a shell account where all the client software is
executed at their end, all you need is a comms program.

--
andy@troas.demon.co.uk

3675. Re: getting started with a 800XE

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-15 00:00:00 UTC
From: asmolar@smol.fast.net
Message-ID: <slrn4qm6k3.3l.asmolar@smol.fast.net>
Source record: 83052

On 13 Jun 1996 15:44:04 GMT, William Moeller <af332@freenet.hamilton.on.ca> wrote:

>: There is no such thing as an 800XE. You might have an 800XL, or a
>: 600XE, or something else.
>
>How typically American of you. Just because the 800XE is not sold in the
>USA, you think it does not exist. The 800XE was sold in Europe.

That's a bit unfair, why should someone assume a product exists if
he's never heard of such a product? I made the same mistake. In all my years
of using the Atari 8-bit line, reading the mags, and product catalog, I've
never seen any reference of an 800XE. So naturally I am going to assume it
was a typo.

BTW I have heard of the 260ST, an Atari computer that was only
sold in Europe, I've also heard of Amstrad, MSX, BBC, Sinclair Spectrum and
other computers that are almost non-existant in the U.S.

I've never heard of an Atari 400XLD w/ built in disk drive, should I just
assume that Atari made those and only sold them abroad?
--

Tony Smolar

---
asmolar@fast.net home email
tonys@nscs.fast.net work email
http://www.users.fast.net/~smol homepage

3676. Re: getting started with a 800XE

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-15 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <4pt14l$mbd@main.freenet.hamilton.on.ca>
Source record: 83053

Warren W. Weiss (wweiss2@norfolk.infi.net) wrote:

: :>
: :>: There is no such thing as an 800XE. You might have an 800XL, or a
: :>: 600XE, or something else.
: :>
: :>How typically American of you. Just because the 800XE is not sold in the
: :>USA, you think it does not exist. The 800XE was sold in Europe.
: :>

: How typically Canadian of you [;-), eh? Just because an American offers
: his best, though possibly limited, knowledge in a friendly way, you just
: can't wait to slam us all. Hurrumph! BTW, thanks for the info.

Yes, I guess it is typically Canadian to be critical of Americans. No
flame intended. It is frequent that Canadians encounter Americans who
know absolutely nothing about what is outside their borders. While we do
not claim to know everything about the USA, I think it is safe to say we
know a fair bit about your country, and others.

At any rate, this is not a forum for a discussion of this nature, so I
will say no more.....except I have noticed when Americans parody
Canadians they always seem to put the "Eh" in the wrong place! (I guess
that is how we know we are being parodied) :-)

Willy

3677. Re: Best way to use Atari on Internet?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-15 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <4ptbe5$ck8@blackice.winternet.com>
Source record: 83054

> produnl2@teleport.com (DAVID P. LOEWEN) writes:
>
>
> I was wondering what the best way is to interface an Atari to the
> Internet? I have a Unix text-based connection that I use with my
> IBM. Can my Atari 130XE hook up to this connection as well? What
> modem/software combination works best? Any input appreciated.
>
>>>>
Yes, it can and is done all the time. You will need a 80 colum
terminal program that emulates VT100. ICET is one and FLICKERTERM
is the other I know of. Both are Shareware. It's best to use these both
with a Moncrome monitor. A 'Unix text-based connection' is known as
a 'Shell account'. Connect and sign on and Go.

Have fun; Rich Mier

3678. Re: July 22 ??

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-15 00:00:00 UTC
From: DougF@gnn.com
Message-ID: <4ptei2$nra@news-e2d.gnn.com>
Source record: 83055

Bill,
That's terrible. I have been staying up nights trying to figure this
out. It is your responsibility to have a definite answer!

Happy Computing, from Doug Feldman in Ann Arbor, MI

3679. Atari Web Site: Bravo Sierra Computers!

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-15 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <4pu1s1$kkn@nadine.teleport.com>
Source record: 83056
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,

Check out my Web Page for Bravo Sierra Computers. Where you can find
Both Classic Atari 8 Bit & ST. HardWare, SoftWare, Books & Accessories.
At BSC's Web Address you can View On-Line Catalogs, DownLoad Catalogs &
Contact by Web Page! Or Request Catalogs in E-Mail. Specify Classic
8 Bit or ST. E-Mail: bensmith@teleport.com.
BSC has just acquired, tested and added more stock to catalogs, Now
available on WWW. http://www.teleport.com/~bensmith/bscomputers.shtml
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Reply to bensmith@teleport.com ***FREE*** Catalogs Available Through WebSite!
http://www.teleport.com/~bensmith/bscomputers.shtml Bravo Sierra Computers!!

3680. 1027 printer problem!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-15 00:00:00 UTC
From: ali kutlu <kutlu@boun.edu.tr>
Message-ID: <Pine.ULT.3.91.960615170743.25044C-100000@ds5500.cc.boun.edu.tr>
Source record: 83057

Hi folks!
I am an old ATARI user. I have a 800xl + 1050 diskdrive + 1010 + 1027
printer.
I have a problem with my printers control card (with the components).
I think a component which is on the printed circuit card of the
1027 printer has damaged. IT has 11 legs and it is green.
Can someone identify that component(What is it and what is it for)
And also where can i find a new one if it is possible.
Thanks
See you later.
My email adress is kutlu@boun.edu.tr

3681. Re: I'm APE over APE!

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-15 00:00:00 UTC
From: rcooke@actrix.gen.nz
Message-ID: <4pu792$75e@asgard.actrix.gen.nz>
Source record: 83058

In article <31bea121.131765@news.servtech.com>, Mead@Servtech.com wrote:
>
[snip]
>
>I haven't slept much since! I've been doing it all, From downloading
>image files from all over the net, converting them when needed, to
..
>
>Dave
>

Any recommendations of the best sites to download from?

Russell

3682. Re: another question about 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-15 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <4pup80$t6s@sjx-ixn4.ix.netcom.com>
Source record: 83059

In <4pr6cm$9cv@newsbf02.news.aol.com> potsy11187@aol.com (Potsy11187) writes:
>
>i think you have to view this with the standard windows PS spaced font
>I have my 1050 disk drive hooked up to my atari like this
>
>
> ----------
> ____|_ |
> | o o | --------------------------
> |____| | atari |
> /|\ --------------------------
> 1050
>
> the 'o''s are the two port in the back
>
>i follow the procedure, i turn the computer off, turn on the disk drive,
>then put in the disk (and close the door/) then i turn the computer on...
>the disk drive whirss for about 5-7 seconds... then i see "boot error"...
>I have cleaned the drive head several times... I do not hear any abnormal
>noises in the drive (except those that are expected of the motor), and i
>have tried all disks i have... these were all in a basement for a couple
>of years... but i've even tried those in their boxes sealed in those
>little plastic notebooks that software used to have...
>
>The guy said it worked last time he used it (the disk drive).. what's the
>best way to isolate the problem? i don't know if its the drive, or the
>disks... (i hope it is the latter).
>
>Also, with the program APE, can i use a 5.25" ibm-pc drive with my atari
>(as an actual drive, not to copy disks with)?
>
>please reply to the newsgroup,
>Potsy

Try a different SIO cable. cables do go bad. Only one wire out of the 15 in the cable could be bad and cause this problem.

rely@ix.netcom.com

3683. Re: Wanted: ICD MI/O

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-15 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <4puqdp$ohh@sjx-ixn6.ix.netcom.com>
Source record: 83060

In <Dt09H5.95o@ftp.reston.unisysgsg.com> malay@reston.unisysgsg.com
(Bob Malay - Loral - X7750) writes:
>
>Looking for one of these either from a commercial site or an
>individual. Got one or know somebody who does then send the
>details to me.
>
>Thanks!
>
>--
>//
>/ /
>/ Robert M. Malay Lockheed Martin TDS /
>/ 9255 Wellington Road /
>/ Manassas, VA 22110-4121 /
>/ /
>/ malay@reston.unisysgsg.com /
>/ 703.367.2403 /
>/ /
>//

I own and still use mine, but at this point, you'd probably be better
off buying a new CSS Black Box. Bob Puff still makes, supports and
sells them. The MI/O has only one advantage over the BB and that is the
memory that can be used as a ramdisk and/or printer buffer. The BB has
many advantages over the MI/O though. One being that they are much more
stable, another is that they are fully supported by CSS! There are even
more advantages, like parallel floppy drive interface, wider range of
hard drive support, special utilities, full concurrent modem/ disk I/O
and much more.

rely@ix.netcom.com

3684. Re: Question about 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-15 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <4pupua$ac1@dfw-ixnews5.ix.netcom.com>
Source record: 83061

In <31c167b1.801113@news.demon.co.uk> andy@troas.demon.co.uk (Andy D)
writes:
>
>On Thu, 13 Jun 1996 13:02:53 -0600, Eric Sokolowsky <esok@cs.byu.edu>
>wrote:
>
>>You might try changing the drive number. On the back of the 1050 unit
>>is a little hole with two tabs in it (one white and one black). To
>>change the drive to be drive 1, you need to have both switches to one
>>side (I don't remember which, unfortunately).
>
>Both to the left (as you look in the back at the swtch) for drive 1.
>I know this coz I only have one drive and that's how they're set.
>Does anyone know the switch positions for 2, 3, 4?
>
>--
>andy@troas.demon.co.uk
>----------------------
It is a binary ID. left is 0 right is 1. The closest switch to you
(1050) and right switch on the XF551 (0 is down 1 is up)
The settings are:

Black Switch White Switch Left Switch Right
Switch
1050= Drive 1= left left XF551 down
down
Drive 2= right left down up
Drive 3= right right up
down
Drive 4= left right up up

rely@ix.netcom.com

3685. FS: De Re Atari, Antic Mags, et cetera...

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-15 00:00:00 UTC
From: chase@positron.rutgers.edu
Message-ID: <4pvbne$gr1@positron.rutgers.edu>
Source record: 83062

I'm getting ready to move again, and am clearing out my closets of
assorted miscellany. Most of my Atari 8bit stuff is at my parents
house in MA, but I found a few items here (NJ) that could use a new home.

* De Re Atari - by Chris Crawford (looseleaf pages, no binder though)
* Antic Magazines (Nov83,Jan86,Feb86,Dec86,Feb88,Mar88 in variable condition)
* Axiom AT-846 Parallel Printer interface

The following stuff at my parents house I can also part with,
but shipping the stuff may take some time to arrange.

* Dead 1050 drive (parts?) (not immediately available)
* Percom DS/DD controller board (not immediately available)
* 1 Full Height Drive Mechanism (not immediately available)
* Vic-20 + DataCassette player (not immediately available, no P/S)

Anyone want this stuff? Make me an offer. Give this stuff a good home.

--
__O | Kevin Chase
_+\<+_ | chase@physics.rutgers.edu
( )/ ( ) | http://www.physics.rutgers.edu/~chase/

3686. Re: Atari 800 gone bad :(

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-15 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31c34872.2363127@news.superlink.net>
Source record: 83063

-> >Working Indus drives?
-> >
-> >Isn't that an oxymoron?
->
-> I don't know... I've owned these two Indus GT drives since 1984 or
so, and
-> they've never given me any trouble. I've loved them!
-
-I agree. Now if you want to talk trash, talk Trak (or was it Trac?).

Actually, of the 3 trak drives we had, all of them worked great.
Except the one that my friend put the power supply cord into the
printer port. (bonehead move)
At any rate, now my pc emulates the 1050 now, so moot points. (But my
1050 still works)

3687. Power Pad for sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-15 00:00:00 UTC
From: Alan Frazer <sf1j2d@scfn.thpl.lib.fl.us>
Message-ID: <19960615205850.aaaa004.c@babyblue.cs.yale.edu>
Source record: 83064

Power pad with Leo's 'Lectric Paintbrush and MicroMaestro software. Tested and working, in original boxes. $50, you pay UPS shipping and COD charges. Contact sf1j2d@scfn.thpl.lib.fl.us

3688. APE w/Mac and SoftWindows?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-15 00:00:00 UTC
From: summers.61@osu.edu
Message-ID: <summers.61-1506962037140001@ts8-5.homenet.ohio-state.edu>
Source record: 83065

Has anybody tried running APE on SoftWindows on a PowerMac? theoretically it could work but i'm wondering if there are timing problems...

Would like to know before i bother making an sio2Mac cable :)

3689. Classic Atari OnLine 0696

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-15 00:00:00 UTC
From: dschmud@heartland.bradley.edu
Message-ID: <4q05re$kmc@news-e2b.gnn.com>
Source record: 83066

```
CLASSIC ATARI ONLINE 0696
-------------------------

Editorial........
........CAO #1 was a sucess!
........Updates in "my" Atari world

Classic Atari News........
........Cart Price guide (by Mr. Hess)

Special Pac-Man issue!!!
Still got Pac-Mania? Find out:
"Which Pac-Man is the best?"

2600/7800 Section........
........Pac-Man (2600)
........Mrs. Pac-Man (7800)
........Jr. Pac-Man (2600)

Computer Section ---

News........
........A new Atari magazine?

8-Bit Software........
........Pac-Man
........Interactive Books on Disk (Programming)

Game Comparisons........
........War of the Pac-Men!

8-bit Hardware........
........One JoyStick Spy Hunter (Comp)
........Black Box by CSS (Comp)
Novice Section........Pratical Black Box

Atari Around the Internet........
........Computer Sites on the Internet

Atari History Section........
........Atari: a New Company in a New Market

Current News Bits........
........Is Atari out of videogaming?
CAO brings you both sides of the story
........Fight For Life (Jaguar)
........Interview With Francois Yves Bertrand
```

Disgrace to Plastic.....
.....E.T. The Extra-Terrestrial (2600)

Voting.....
.....Favorite Vaporware

Atari Good Deals (Sell/Buy Section)

Picture.....
.....A picture of Don Thomas in 1990

(2nd Week)
available at:

http://ourworld.compuserve.com/homepages/dschmud/dsatari.htm

CompuServe (8-bit Atari Version also)

West Coast
CatScan BBS
(209) 239-1552

MidWest
MidNite Serenade
(309) 697 2752
Under CAO #4

East Coast
Toad Hall BBS
(617) 567-8642
(617) 569-2489

3690. Re: Question about 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-15 00:00:00 UTC
From: david.moeser@ccc-bbs.com
Message-ID: <8C294EA.111C000AF3.uuout@ccc-bbs.com>
Source record: 83067

```
-> How do you run basic ? I know it has it built in on ROM, what do you
-> type at the ready prompt to get it?

The "READY" prompt *is* Basic. When you're in Basic you can do
programming or run programs in Basic.
```

3691. Atari 5200 Emulation

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-15 00:00:00 UTC
From: us029482@interramp.com
Message-ID: <us029482-1506960106020001@ip195.leesburg.va.interramp.com>
Source record: 83068

Chris lam's Rainbow 1.2 is great, and the 5200 SuperSystem emu capability is what interests me the most. I haven't owned a 5200 since around 1985, but it is my favourite 8-bit console and I'm dying to play all the old titles again. I need the 2k monitor ROM and obviously some games, anybody know where to find them? Or if you're feeling generous, please post it, as I'm sure I'm not alone in my lust!
-Freeze

3692. Atari 8-bit cart images

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-15 00:00:00 UTC
From: us029482@interramp.com
Message-ID: <us029482-1506960109220001@ip195.leesburg.va.interramp.com>
Source record: 83069

I'm looking for 8-bit Atari cart images to use with the Rainbow emu. Can somebody please post some or point me to an appropriate site? Cheers.
-Freeze

P.S. And no, it's not piracy when the stuff hasn't even been made for ten years and there is no money involved.

3693. 130XE ROM needed

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-15 00:00:00 UTC
From: us029482@interramp.com
Message-ID: <us029482-1506960107040001@ip195.leesburg.va.interramp.com>
Source record: 83070

Anybody know where to find or want to post a 130XE ROM image? Cheers in advance.
-Freeze

3694. help!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-15 00:00:00 UTC
From: cybrchld <cybrchld@agetech.net>
Message-ID: <31C35F56.FC3@agetech.net>
Source record: 83071

Can someone explain to me what is .bin format is. How can i convert it to XFD OR ATR so i can use it whith an emulator. any help would be appreciated.

Luis.....:)

3695. getting started with a 800XE

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-15 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <31c374c6@pianosa.demon.co.uk>
Source record: 83072

Whilst reading the usual rubbish I find here, Chris Friend wrote something interesting to David Moeser about getting started with a 800XE:

Hello Chris,

CF> Actually, the 800XE was released in the UK only...It is basically an
CF> 800XL with a FREDDY chip..

I don't /think/ so. Put it this way, *I've* never seen an 800XE, and I'm in the U.K.

_
Regards, /_) 2:251/50.75 39:134/33.11
/ _)rad 2:251/18.11 39:139/50.70 brad@pianosa.demon.co.uk

... Have you seen the bullet's high velocity? It can blow a man's arm off at the count of three. - Tank; The Stranglers

3696. Atari Sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-15 00:00:00 UTC
From: gene.ehrich@compudata.com
Message-ID: <8C293E3.10C1000386.uuout@compudata.com>
Source record: 83073

```
Atari Items for Sale plus shipping

Cable & TV Connector for Atari 130XE.............. $ 6
Atari 1050 Disk Drive with power supply.......... $44
Atari 1050 Disk Driver owners guide.............. $ 6
Atari 1050 Disk Drive - intro to Atari DOS....... $10
Peripheral Cable for Atari computer.............. $ 9
Slik Stix Joy Sticks (2)......................... $ 9 each
U-Print Model A printer interface for Atari Comp.... $10
Nintendo DMG-04 Cable............................ $ 6
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 5 each
printers. Black and some colors. (8)
16 single sided double density disks.............. $ 7
10 Nashua single sided double density disks....... $ 7
NEC Color monitor model JC-1215MA................ $44
MPS801 Printer for Commodore...(two).............. $15 each
Okimate 20 Color Printer for Commodore............ $39
Okidata 120 Printer Manual for Commodore Computers.. $ 2
..................................................
Apple Green Monochrome Monitor................... $29

19 Single sided single density disks for $5
14 Double side double density disks for $5

Shipping $3 each, add $1 for each additional.
Except disk drives/computers/monitors $9 each
Diskettes $2 total first 10 diskettes then $1 each 10

Gene Ehrich P.O. Box 209 Marlton NJ 08053-0209
```

gene.ehrich@compudata.com
Gene_Ehrich@compuserve.com Gene_Ehrich@prodigy.com
GeneEhrich@AOL.COM Gene_Ehrich@MSN.COM

• OLXWin 1.00b • Don't let your mind get so open that your brains fall out

3697. Re: I'm APE over APE! - atrlinks.txt (0/1)

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-16 00:00:00 UTC
From: redeye@soreass.net
Message-ID: <31c3ad93.120944@news.servtech.com>
Source record: 83074

On 15 Jun 1996 11:37:05 GMT, rcooke@actrix.gen.nz (Russell Cooke)
wrote:

>In article <31bea121.131765@news.servtech.com>, Mead@Servtech.com wrote:
>>
>[snip]
>>
>>I haven't slept much since! I've been doing it all, From downloading
>>image files from all over the net, converting them when needed, to
>..
>>
>>Dave
>>
>
>Any recommendations of the best sites to download from?
>
>Russell

Here's what I have. The ones with the asterisk have lots of images for
download.

3698. Re: I'm APE over APE! - atrlinks.txt (1/1)

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-16 00:00:00 UTC
From: redeye@soreass.net
Message-ID: <31c3aead.417649@cyber2.servtech.com>
Source record: 83075
Body handling: Inline uuencoded payload not displayed: atrlinks.txt

```
[Inline uuencoded payload not displayed: atrlinks.txt]
```

3699. Almost Free to Good Home.

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-16 00:00:00 UTC
From: jarhead@qis.net
Message-ID: <4q02q2$h8s@news2.cais.com>
Source record: 83076

```
Atari 800-XL
1050 DiskDrive
300 Baud Modem

Make an offer.. ;-) You pay shipping of course.

(I could just bronze it, for this was my FIRST CPU)

Jarhead
```

3700. Re: Please donate your Atari equipment!

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-16 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <4q03mt$ber@news.tcd.net>
Source record: 83077

Adam;

What do you have in the line of Atari equipment now? I possibly
can assist you in your need..take this to e-mail..will see what I
can do to help..

Bob

3701. Re: Wanted: ICD MI/O

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-16 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <4q04mg$ber@news.tcd.net>
Source record: 83078

If he can't find a working MIO and can locate one that doesn't work for a decent price, I can repair it.

If he is looking for a new hard drive interface inexpensively then I can supply that. I have the KPI-Hard Drive interface for the Atari 8bit, will handle (ROM) controled at this point, MFM hard drives, drive 1 is a fake floppy, drive 2 is an actual external disk drive, drive 3-8 are hard drive partitions consisting of at least 65535 bytes provide the drive can handle them..in other words 5mg through ??..price for this interface $100.00, plus s/h...will set the rom up for the drive you plan on using..(It is the old Supra Hard Drive Interface) for those that are familiar with Supra...

I also bought the rights to the 130XL, cart port to paralel buss to connect the MIO ect to the 130XL..these are still avaiable for $15.00 plus $4.00 s/h within the U.S.A. Canada and Europe add $3.00 U.S. for S/H..

3702. Re: Best way to use Atari on Internet?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-16 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <4q05oc$ber@news.tcd.net>
Source record: 83079

Last I heard was that Tom Hunt was using the Atari 8bit to
connect to the Internet. I received about 8 test messages from
him on software he was developing and all came through fine.

Bob

3703. Re: Atari 850

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-16 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <4q044v$ber@news.tcd.net>
Source record: 83080

Your reply, hoping for the same thing came across on
comp.sys.atari 8bit but it states nothing what you are asking for
reference the Atari 850 interface.

Please repost it I have manuals and factory documentation for
repair of the interface.

Bob

3704. Re: another question about 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-16 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <4q05du$ber@news.tcd.net>
Source record: 83081

It is highly unlikely that all of your Atari 8bit disks have gone bad, but not an imposibility..it is also possible that your disk drive has gone out of alignment.

I know there are a couple of programs arround that will let you select sectors to read..find one of these and check sector 0, 16, and 39, or 38..is also ok..you already have the lid off the drive so, find the stepper motor..big round thing that controls the head. Loosen the 2 screws securing it..this is after you have checked a disk with the program..you should hear read beeps at one of the tracks I stated above...go for 0 or 16..use the track read program first on 0, if it beeps ok..then try 16 if it doesn't you problem lies here..loosen the screws on the stepper motor and move it slightly to the right if the beeps come in move it to the outer edge where they dissappear, then back the other way to where they dissapear..then move it to halfway where they are solid..lock down the screws here..and try to boot the disk.if it fails try another good disk??

One of the best disks for manual allignment is Flight Simulator II, it has protection on all tracks up to 38..if your drive will boot this disk it doesn't need aligned..(Rana Disk Drives, only a very few will be able to boot this disk due to the nature of the drive!!!!) This works for the 810, 1050, Trak, Percom, and Indus..

Hope this helps, if not..I can fix your drive..

Bob

3705. Users group in Cleveland?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-16 00:00:00 UTC
From: sll4@po.CWRU.Edu
Message-ID: <4q06v8$r5h@madeline.INS.CWRU.Edu>
Source record: 83082

Is there an 8bit/ST users group in the Cleveland area? I'm new here and could use some direction <g> PLease reply via email. Thanks

--Steve Lugovsky
--
La fleur que tu m'avais jetee

3706. Re: Good News, Bad News (help!)...

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-16 00:00:00 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <p9INkqU.lmcclure@delphi.com>
Source record: 83083

In a message dated 6-8-96, Vincent Hase said:
|
| Darn it, it was such a nice drive. Double density,
| two ports in the back to allow daisy-chained drives
| (or the cassette recorder) without an interface. LED
| track display, write-protect button. Switch from single
| to double with the press of a button (gotta stop now,
| getting all misty-eyed again)....
|
|
Even though it might not be economical to pay for it being repaired,
I hope you post it for sale before consigning it to the trash bin.
Another person might be able to repair it, or at least use it for spare
parts for their own Indus, or for experimentation.
|
|
|
| BTW, will I need the interface if I use more than one
| Atari drive (or, worse yet, with the first one)?
|
No. With standard Atari drives, you just plug them into the SIO daisy
chain style, and set the device number (using the switches on the back)
to different device numbers.

3707. Re: 130XE ROM needed

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-16 00:00:00 UTC
From: jx91@cityscape.co.uk
Message-ID: <jx91-1606961108340001@cisjx91.demon.co.uk>
Source record: 83084

In article <us029482-1506960107040001@ip195.leesburg.va.interramp.com>,
us029482@interramp.com (DR. FREEZE) wrote:

> Anybody know where to find or want to post a 130XE ROM image? Cheers in
> advance.
> -Freeze

You don't need a special ROM for 130XE emualtion... it's the same one as for
800XL.

Chris Lam,
Rainbow Keeper.

3708. 8000 nude celebrity pics

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-16 00:00:00 UTC
From: yomomma@infi.net
Message-ID: <4q0oel$eq@nw003.infi.net>
Source record: 83085
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cbm,comp.sys.cdc,comp.sys.convex,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harris,comp.sys.hp.apps,comp.sys.hp.hardware,comp.sys.hp.hpux

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- 200+ pics of Mariah Carey
- 200+ pics of Christina Applegate (Kelly Bundy) **NUDES**
- 200+ pics of Sandra Bullock
- 100+ pics of PAMELA ANDERSON aka Pamela Lee!!
- 100+ pics of Patricia Ford (sexy hot famous model)
- 50+ pics of Elizabeth Berkley (Showgirls star)
- 50+ pics of Christie Turlington (hot supermodel)
- 50+ pics of Jenny McCarthy (singled out host, playmate)
- 70+ pics of Singer Paula Abdul
- 60+ pics of Alyssa Milano, nude and clothed..!
- 40+ pics of Sarah aka Jennifer Love Hewitt **BBS READY**
- 40+ pics of Jennifer Aniston from FRIENDS
- 80+ pics of Racquel Darrian / Kelly Jackson (porn star)
- 80+ pics of Anna Nicole Smith
- 150+ pics of Adult Japanamation/Erotic Artwork
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* Graphics viewing software for Windows/DOS
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* Too many more features to list in this message..

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sent to you via email, reply to this message at cds@mid-night.com
If you have any questions feel free to email also..

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Midnight Escape BBS at 804-686-3062 hit C at the new user menu
to order the CD..

Qualifications: You must be OVER 18 & live somewhere on planet EARTH!
NOTICE: Foreign orders add $5 for shipping..

*Wholesale/Dealer/Bulk information/prices available upon request.

.*. Midnight Escape .*.

3709. FREE Catalog of Atari 2600/5200/7800/Lynx and 8-BIT Hardware/Software

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-16 00:00:00 UTC
From: ice@skypoint.com
Message-ID: <4q15pb$em8@stratus.skypoint.net>
Source record: 83086

```
**************************************************************************
* *
* Looking for something for your good old 8-bit or game machine? *
* *
* Have you thought that you'd never find Atari 2600/5200/7800/Lynx *
* and 8-BIT items ever again? *
* *
* WELL LOOK NO FURTHER!!! *
* *
* We have been in business for over 13 years - We know Atari! *
* *
* To receive a FREE catalog of all Atari 8-bit and game machine products, *
* email your full name and postal mailing address to: ice@skypoint.com *
* *
**************************************************************************
```

3710. Wanted: XE Joystick

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-16 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <4q18ph$l6p@news.xmission.com>
Source record: 83087

I bought an XE a while back that came with a mini joystick connected directly to the top of the cover of the machine. It was just a small plstic unit with a mini joystick and one little button.

Does anybody have a source on these? I'd like to get a few more.

Oh, and for all of you that have been corresponding with me via snail mail (packages, tc..), my new address is now:

James King
4096 West Yorkshire Drive
South Jordan, Utah 84095

(Just bought a rather large 5bedroom, 3bathroom house)

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

3711. Re: help!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-16 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.303.0084F055@mindspring.com>
Source record: 83088

In article <31C35F56.FC3@agetech.net> cybrchld <cybrchld@agetech.net> writes:
>From: cybrchld <cybrchld@agetech.net>
>Subject: help!!!
>Date: Sat, 15 Jun 1996 21:11:50 -0400

>Can someone explain to me what is .bin format is. How can i convert it
>to XFD OR ATR so i can use it whith an emulator. any help would be
>appreciated.

> Luis.....:)

.bin format is usually an executable binary file. Occasionally it is a
binary picture file that can only be used with a graphic application.
It is not a disk image like XFD or ATR. To convert it we need to know what
equipment you are using. SIO2PC? Xformer? APE?
Files with an EXE, COM or BIN extension are all the same. Sometimes the OBJ
extension is also used, but an OBJ extension is not necessarily an
executable one.

Bruce Willard bwillard@mindspring.com

3712. Re: Atari 850

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-16 00:00:00 UTC
From: jhardie@usa.pipeline.com
Message-ID: <4q0bfi$86b@news1.t1.usa.pipeline.com>
Source record: 83089

On Jun 14, 1996 02:33:07 in article <Atari 850>, 'Craig Henrichs
<ralph@cts1.internetwis.com>' wrote:

>I have an Atari 850 serial interface box. I have the manuals for it, a
power
>supply, and the original box! I'm just wondering, does it have the
>possibilty of becoming a collectors item, or is it just a piece of junk?
How
>much is an 850 worth?
>
>I would appreciate a reply.
>
>Craig Henrichs

If it is one of the 850 interfaces with the black metal case, then it's
more of a collector's item than the tan plastic case one.

John

3713. Re: Wanted: XE Joystick

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-16 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <4q1nqn$9d8@blackice.winternet.com>
Source record: 83090

> jeking@xmission.com (James King) writes:
> I bought an XE a while back that came with a mini joystick connected
> directly to the top of the cover of the machine. It was just a small
> plstic unit with a mini joystick and one little button.
>
> Does anybody have a source on these? I'd like to get a few more.
>
> Oh, and for all of you that have been corresponding with me via snail
> mail (packages, tc..), my new address is now:
>
(SNIP)
>
>>>>
It's a "IconTroller" made by Suncom for the Commodore and
Atari. I'm looking at the box mine came in about 8 years ago. The
Address given on it is:
Suncom
260 Holbrook Dr.
Wheeling, IL. 60090

Can't find any phone number and don't know if they are in
business anymore or not. Ohhh, modle number is "ICN108"
They also made a mouse that would work with the Atari when
in 'Joystick' mode. Have one of those around here someplace too. (Not
for saile.)

Rich Mier

3714. Re: Users group in Cleveland?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-16 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <Dt44Jr.G1x@iglou.com>
Source record: 83091

In article <4q06v8$r5h@madeline.INS.CWRU.Edu>,
Steven L. Lugovsky <sll4@po.CWRU.Edu> wrote:
>
>Is there an 8bit/ST users group in the Cleveland area? I'm new here and
>could use some direction <g> PLease reply via email. Thanks
>
Cleveland used to have a very active Atari users group. You might find it
if you telnet to freenet-in-a.cwru.edu .

--
Bill Marcum bmarcum@iglou.com
On 22 July, 1996, at 6:00 pm GMT, everyone in the world
just START HUMMING. Those who don't know will freak.

3715. Favorite under-rated games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-16 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <4q2600$pl2@crl7.crl.com>
Source record: 83092

Looking for anyone's opinions of their favorite under-rated games; you know, not Jaggi Lines or Ball Blaster or Missile Command, etc. Looking through some of the gamesnnn.atr collection on one of the software sites, I've found that there was a *lot* of crap that was made, but from my memories there were a few priceless gems out there.

Here's a partial list of some of my favorites:

Ali Baba and the Forty Thieves (can't remember the author's name).
Sixgun Shootout (SSI)
Gauntlet (freeware, Donald Lebeau)
Retrofire (Analog Magazine type-in orbital landing simulation)
Paperweight 3.1 (The Atari self-destruct prank :)
Some Atari vs. Apple vs. Commodore demo whose name I can't recall

Anyone have their own favorites? List them here :)

John
jvogel@crl.com

3716. Re: getting started with a 800XE

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-16 00:00:00 UTC
From: 6500dtpt@ucsbuxa.ucsb.edu
Message-ID: <4q29dk$7bf@ucsbuxa.ucsb.edu>
Source record: 83093

In article <31c374c6@pianosa.demon.co.uk> Brad Rogers <brad@pianosa.demon.co.uk> writes:

> CF> Actually, the 800XE was released in the UK only...It is basically an
> CF> 800XL with a FREDDY chip..

>I don't /think/ so. Put it this way, *I've* never seen an 800XE, and I'm in
>the U.K.

They were released in Germany and Eastern Europe, I believe. I do not
know about the U.K.
--

6500dtpt@ucsbuxa.ucsb.edu David Tipton

3717. Re: Favorite under-rated games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-16 00:00:00 UTC
From: Joe Walsh <ransom@connect.iconnect.net>
Message-ID: <Pine.BSD/.3.91.960616203826.20028A-100000@connect.iconnect.net>
Source record: 83094

On 16 Jun 1996, John M. Vogel wrote:

> Looking for anyone's opinions of their favorite under-rated games; you
> know, not Jaggi Lines or Ball Blaster or Missile Command, etc. Looking
> through some of the gamesnnn.atr collection on one of the software sites,
> I've found that there was a *lot* of crap that was made, but from my
> memories there were a few priceless gems out there.

My favorite non-blockbuster games, off the top of my head, are:

Decision in the Desert (MicroProse)
Wizard's Crown (SSI)
Fortress (Rapid Fire)
Diamond Mine (Roklan)
Aliens (John Palevich)

> Here's a partial list of some of my favorites:
>
> Gauntlet (freeware, Donald Lebeau)

Loved this one, too.

> Some Atari vs. Apple vs. Commodore demo whose name I can't recall

These bring back fond memories every time I run them. :)

-Joe

Joseph E. Walsh | Atari 8-Bit User and Programmer Since 1982
ransom@iconnect.net | Classic Traveller Referee Since 1983
Stuck in the '80s | Microsoft-Free and Loving It! :)

3718. Re: Poor Poor Atari Oldtimers

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-16 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <4q2jr0$ncn@newsbf02.news.aol.com>
Source record: 83095

How I wish I could capture the message that started this thread, get out my red pencil, mark it up, and repost it!

Rick, is this some sort of gag?

3719. Indus drives

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-16 00:00:00 UTC
From: david.moeser@ccc-bbs.com
Message-ID: <8C2A446.111C000AF6.uuout@ccc-bbs.com>
Source record: 83096

```
S | From: scharles@superlink.net (Yogi)
S | Date: Sun, 09 Jun 1996 09:47:27 GMT
S |
S | What I meant was that I never was able to buy an Indus drive that
S | didnt get CONSTANT G4 Read errors- I had three of them then I
S | learned better and stuck with 1050 happies for my DD use...

I have to take issue with that. For over 12 years as an active
Indus user I've used half a dozen Indus drives (some currently
in use; others now in storage) and have hardly ever encountered a G4
error. The Indus was very sensitive. When they worked, they worked
for many years without any problems; but when they were flakey, it
usually showed up right at the beginning. Based on the experience
of a local dealer back in the '80s when the Indus company was still
in business, 15% to 20% went bad within the warranty period and
were returned to the company. They're either dependable or flakey;
there's no in-between. Same goes for users: they're either
Indus-lovers or Indus-haters. My Indus experience has been
excellent and I rate the Indus (and DD) as an important factor in
making it practical for me to have remained an 8-bitter for so long.
--david.moeser@ccc-bbs.com
censornati, ohio
---
* JABBER v1.1 * I'm sure it's clearly explained in the Zmodem DOCs. *
```

3720. Re: New version of Imagem

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-16 00:00:00 UTC
From: DAG.HUGDAHL@flight.org
Message-ID: <ed9_9606170106@flight.org>
Source record: 83097

Quoting From: RCAD40A@prodigy.com (Douglas Feldman)

DF> Your new version of Imageman (2.0) is fantastic. I was using your
DF>previous version almost daily. This upgrade is terrific. Now I don't have
DF>to remember the names of the images I want to manipulate. This is a major
DF>improvement.
DF> Thank you for your programming efforts.

I've d/l'ed Imageman but haven't played around with it yet. My
original intent is to use it to extract files from .ATR's and use them
on my 8-bit. I don't have APE, but disk transfer is easy enough (XF551 with
CSS upgrade). Does anyone know if this will work?

-Dag- ---> dag.hugdahl@flight.org
dhugdahl@isd.net
---
* PabQwk 2.0 #23 * "`*#*#*#*#*#*#*#*#*#* -- oh no, a worm in my hard drive!"
---------- -//- ----------
Internet: DAG.HUGDAHL@flight.org
flightline bbs [msp] 612/544-5118 Note: the views
expressed by this user are strictly his/her own.

3721. Re: getting started with

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-16 00:00:00 UTC
From: DAG.HUGDAHL@flight.org
Message-ID: <eda_9606170106@flight.org>
Source record: 83098

Quoting From: Tony Smolar <asmolar@fast.net>

TS>> I just bought an Atari 800XE
TS>
TS>A What? Do you mean XL?
TS>

800XE's were sold in Europe.

-Dag- ---> dag.hugdahl@flight.org
dhugdahl@isd.net

---
* PabQwk 2.0 #23 * JUMP! Ten thousand lemmings can't be wrong!
---------- -//- ----------
Internet: DAG.HUGDAHL@flight.org
flightline bbs [msp] 612/544-5118 Note: the views
expressed by this user are strictly his/her own.

3722. Re: Favorite under-rated games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-16 00:00:00 UTC
From: jasonbar@nut.ucsb.edu
Message-ID: <4q2v1m$lr@nut.ucsb.edu>
Source record: 83099

>On 16 Jun 1996 16:39:44 -0700, jvogel@crl.com (John M. Vogel) wrote:

>>Looking for anyone's opinions of their favorite under-rated games; you
>>know, not Jaggi Lines or Ball Blaster or Missile Command, etc. Looking
>>through some of the gamesnnn.atr collection on one of the software sites,
>>I've found that there was a *lot* of crap that was made,

Pastfinder by Activision is soooooo good!

That's the main game that keeps me coming back to my 8-bit...outstading.

Came out kinda late in the machine's cycle, as I recall, so not a big
release, but I thinks it rocks.

-Jason
--
Jason Bardis(jasonbar@nut.ucsb.edu www.engineering.ucsb.edu/~jasonbar)
The Simpsons.3DO.cycling.AbFab.PWEI.LEGO.Duckman.Tit Wrench.G-Force
autocrosses/rallyes.Atari.mechanical engineering.Ministry.Tempest.NIN
The Jitterbug.Bill Gibson.Robotics.Tim Burton.The Cult.fried cheese

3723. `Exhausted' 1050 ...

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-17 00:00:00 UTC
From: pih100@york.ac.uk
Message-ID: <4q2h2d$f68@netty.york.ac.uk>
Source record: 82957

Hi folks. Dug out my 800XL and 1050 over Easter time. Wonderful stuff, except my 1050 is virtually lifeless.
The red power led comes on, but there are no other signs of life.

Odd thing is that I was totally unable to read a voltage across the output from the transformer plug. Nor any voltage across the three wires going in to the 1050 from the power socket. Yet something must be, since the light is coming on. Tried various other power supplies with the same output (none of them powerful enough to drive the 1050 though) and they gave very clear voltage readings - both from the pin, across the three hard wires in to the drive itself.

I'm not sure where the problem lays. The transformer had been connected almost all the time for 9 years, until I packed everything away 2 years ago (when the loathsome x86 based machine became too good to avoid).

Could this be transformer trouble? I cannot figure out why there is no net voltage anywhere I can measure, and yet the light comes on, and the drive gets quite warm. Could my 1050 be being powered by nostalgia? ;)

I'd be grateful if anyone could suggest where the problem is, and/or how I might go about diagnosing it.
Else I'm going to be forced to have to buy another 1050 {the old one shall be put in a glass case. ;}

Thanks for any help.

Paul.

3724. COPY2PC questions

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-17 00:00:00 UTC
From: mldcs@anet-dfw.com
Message-ID: <4q2v21$e21@news.anet-dfw.com>
Source record: 82958

Ok... I finally built my SIO2PC cable today. I hook everything up and all I get is one little "KERCHING" of data exchange and the system hangs there. I am attempting to boot from the PC. What the status line shows is Command:S Last:R Device:31 Err:f Sector: 2

R & S above may be backwards. I have shut everything off already. It seems like it wants to work, but stops after a minor bit of chatter. Is there a file that describes the meaning of the status line results? Error codes, etc.???

Any suggestions?

Incidently, I'm using the circuit that has a single 1489 chip, and I have about twenty feet of four-wire twisted-pair going to the PC.

Thanks...

```
;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.
; ;.
; Mark C. Lowe mldcs@anet-dfw.com ;.
; ARS KB5III ;.
; Dallas, TX ;.
; ;.
;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.
```

3725. Re: Favorite under-rated games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-17 00:00:00 UTC
From: ba930@FreeNet.Carleton.CA
Message-ID: <4q2u3v$7vg@freenet-news.carleton.ca>
Source record: 82959

John M. Vogel (jvogel@crl.com) writes:
> Looking for anyone's opinions of their favorite under-rated games; you
> know, not Jaggi Lines or Ball Blaster or Missile Command, etc. Looking
> through some of the gamesnnn.atr collection on one of the software sites,
> I've found that there was a *lot* of crap that was made, but from my
> memories there were a few priceless gems out there.
>
> Here's a partial list of some of my favorites:
>
> Ali Baba and the Forty Thieves (can't remember the author's name).
> Sixgun Shootout (SSI)
> Gauntlet (freeware, Donald Lebeau)
> Retrofire (Analog Magazine type-in orbital landing simulation)
> Paperweight 3.1 (The Atari self-destruct prank :)
> Some Atari vs. Apple vs. Commodore demo whose name I can't recall

yar! Death of An Apple! i have that somewhere.. I laugh at it every time..

Hacker (Electronic Arts) is one fav.. haven't been able to finish it yet
HitchHiker's Guide To The Galaxy is kick ass...
Megablast I has to be THE best never heard of game out there.. digitized
music routines stolen from Amiga and VERY addictive!
Arkanoids is always fun..
and I've recently been getting into playing Tetris.. Ataritris, to be exact.

--
JESS | Chris Brown This is You'll be the first to
TODD'S| ba930@freenet.carleton.ca not go... unless you THINK!
SPACE | cdbrown@nyx.cs.du.eu what you -D.K.
------+ aka Naimus think it is...

3726. Re: Is it possible??

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-17 00:00:00 UTC
From: ba930@FreeNet.Carleton.CA
Message-ID: <4q2u7m$800@freenet-news.carleton.ca>
Source record: 82960

Andy D (andy@troas.demon.co.uk) writes:
> Is there any way to make small bootable disk games such as pacman,
> galaxians etc into cartridges using an eprom blower and a home-made
> cartridge with a ZIF socket?

Probably.. a few of us old hardcore users have probably burned EEPROMs at
one time or another..

Do yourself a favour and find the originals, though :) Mine still work.

--
JESS | Chris Brown This is You'll be the first to
TODD'S| ba930@freenet.carleton.ca not go... unless you THINK!
SPACE | cdbrown@nyx.cs.du.eu what you -D.K.
------+ aka Naimus think it is...

3727. Old computers magazine!

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-17 00:00:00 UTC
From: historical@aol.com
Message-ID: <4q39qb$t5p@newsbf02.news.aol.com>
Source record: 82961

Some people collect stamps, baseball cards, dolls and even cars -
but, did you know that there is a group for people who collect computers!
The Historical Computer Society is an international user group for old
computer enthusiasts ("old computers" and/or "old enthusiasts"). Issue #9
of "Historically Brewed" is now out and shipping! Our biggest and I think
overall best issue yet. It contains an exclusive interview with Ed
Roberts, creator of the MITS Altair computer! Also, the final installment
of the excellent DEC pdp-8 history. "The Internet and Computer History",
"For the Collector", "Remembering Gary Kildall", Collecting home and
arcade video machines, letters, member stories, comics and more!
The Society is dedicated to preserving older and classic computer
hardware, software and literature while educating and helping it's members
as well as the general public. The Society and it's magazine were started
in the pioneering spirit of the early computer clubs. One of the most
famous groups was the Homebrew Computer Club from the San Francisco Bay
area started in March of 1975. No other single organization helped to
spawn more of today's computer legends than did Homebrew. This is why the
name "Historically Brewed" was chosen for the magazine.
Computer history nostalgia is now available to all buffs of "antique"
computing everywhere. Many people have fond memories of their early
computing days. Never has another device evolved so rapidly as to produce
nostalgic artifacts in less than a quarter of a century! "Historically
Brewed" is a forum for these people to meet and share their stories.
The Historical Computer Society intends to become the authority in
the community of retired personal computers. Hundreds of old computers are
thrown out everyday by Americans as junk, but HCS believes that these
outmoded machines have value. HCS can help owners find answers about
system operation, peripherals, software, books, magazines and service.
"Historically Brewed" is ready to become the premier circular for
information, classifieds and trading of outdated equipment, etc. New
subscriptions in the U.S. are only $14 a year or try an issue for only $3;
subscriptions in Canada are $16 and $20 international. HB is sold at The
Computer Museum in Boston, the American Computer Museum in Bozeman,
Montana and at Smithsonian Book Stores, Washington, DC. HCS, 3649 Herschel
Street, Jacksonville, FL 32205. Best, David Greelish, President, HCS
http://www.cyberstreet.com/hcs/hcs.htm

3728. Re: Multithreading OS for the C64

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-17 00:00:00 UTC
From: fachat@physik.tu-chemnitz.de
Message-ID: <4q3m61$38g@narses.hrz.tu-chemnitz.de>
Source record: 82962
Cross-posted to: comp.sys.cbm,comp.emulators.cbm,comp.sys.apple2,comp.sys.atari.8bit

Simply as it seems that our news server didn't promote this article (grrrr!),
here I post it again....

----------snip----------
Andre Fachat (fachat@physik.tu-chemnitz.de) wrote:

OS/A65

This is the announcement of "OS/A65" version 1.3.6g,
a 6502 CPU Multitasking/Multithreading operating system
I wrote some time ago and which I have put on the Web.
It's copyrighted under the GNU public license.

For those who do not already know about it, please see the info at
the end of this text.

The new stuff in this version is:

Fully tested and ported C64 version available!!!

The C64 port means, that the whole stuff has successfully been ported
to a computer without MMU (which the originating CS/A Computer had),
including making all the stuff 'thread-safe'.

The C64 port will also surely give a good base for other ports to common
6502-based computers without MMU, namely the apple][and some Atari 8-bit
machines. But I don't have any of these machines any actually I don't have
the time. But if any of you wants to do this, feel free to do so.
Finding the '#ifdef C64' should be a good start to see what is
C64 specific and what needs to be changed for other systems
(have a look at oa1/oa1si.a65, oafs/fsiec.a65, oadev/oa1dt.a65).

You find it at the usual place: http://www.tu-chemnitz.de/~fachat/csa/

From the old announcement:

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This is the announcement of "OS/A65", a 6502 CPU operating system
I wrote some time ago and which I now put on the Web. It is
copyrighted under the GNU public license.

Some of its features are:

- preemptive multitasking/multithreading

- (kind of) microkernel design

- filesystems for PC FAT disks and CBM floppy drives on a IEEE488 interface
or CBM serial IEC bus

- runs on 6502 computer with and without MMU

- developed on a selfdesigned and -built 6502 computer

If someone is really interested in, I can also write an article for
a publication or so about it. But, well, 8 bit times are gone...

I'm coming from the Commordore world, not from atari (8bit) nor apple side.
The hardware is close to CBM3032 compatible, but the kernel itself is
completely hardware independent. So just the device drivers have to
be rewritten for porting it to another platform.

It is a good machine/OS to do some small control tasks,
where you can watch them from another shell...
My computer controls my audio equipment via infrared signals ;-)

Well, if you are interested in, here is it's homepage:

http://www.tu-chemnitz.de/~fachat/csa/

so long
Andre Fachat

--
Andre Fachat, Tel:++49-371-531-3551|"I do not feel obliged to believe that the
Stadlerstr 17, 09126 Chemnitz, FRG | same God who has endowed us with sense,
a.fachat@physik.tu-chemnitz.de | reason, and intellect has intended us to
http://www.tu-chemnitz.de/~fachat | forego their use" -- Galileo Galilei

3729. Re: Is it possible??

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-17 00:00:00 UTC
From: andy@troas.demon.co.uk
Message-ID: <31c562f6.42167183@news.demon.co.uk>
Source record: 82963

On 16 Jun 1996 23:55:36 -0600, thester@nyx10.cs.du.edu (Uncle Fester)
wrote:
> I don't see why not. Atari managed to do it. :-)

Well, I've messed about for a couple of hours and got a few games
converted into cartridge rom format. Piece of cake for some of them,
looks like they were converted to disk by just tacking on a header and
tailer. On a couple the cartridge tailer is still in there before the
disk one. I've only been able to test 8K roms though because XL-it
doesn't recognise a 16K ataribas.rom file.

--
andy@troas.demon.co.uk

3730. Re: 8000 nude celebrity pics

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-17 00:00:00 UTC
From: k202031@smog.dkrz.de
Message-ID: <4q3q09$r4c@alster.dkrz.de>
Source record: 82964
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cbm,comp.sys.cdc,comp.sys.convex,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harris,comp.sys.hp.apps,comp.sys.hp.hardware,comp.sys.hp.hpux

```
>> Qualifications: You must be OVER 18 & live somewhere on planet EARTH!

I am over 18 and live on planet earth. - Where do you live ???

We once had a C220 but unfortunately I don't have any nude pictures
of it - do you have some ?

--
------------------------------------------------------------------------
Wolfgang Stahl German Climate Computer Centre
System Software & Operations Tel.: +49-40-41173-337
Deutsches Klimarechenzentrum GmbH (DKRZ) Fax: +49-40-41173-174
```

3731. Multithreading OS for the C64

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-17 00:00:00 UTC
From: fs1@aixterm2.urz.uni-heidelberg.de
Message-ID: <4q3u1i$rd7@sun0.urz.uni-heidelberg.de>
Source record: 82965
Cross-posted to: comp.sys.cbm,comp.emulators.cbm,comp.sys.apple2,comp.sys.atari.8bit,alt.comp.hardware.homebuilt

```
[Sorry if this bothers you twice, but our news server in Chemnitz doesn't
seem to be that reliable. It has refused to send this article, so I'm
sending it from an old account in Heidelberg. Please use new reply address
from the signature. Thanks]

OS/A65
------

This is the announcement of "OS/A65" version 1.3.6g,
a 6502 CPU Multitasking/Multithreading operating system
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-------

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The C64 port will also surely give a good base for other ports to common
6502-based computers without MMU, namely the apple ][ and some Atari 8-bit
machines. But I don't have any of these machines any actually I don't have
the time. But if any of you wants to do this, feel free to do so.
Finding the '#ifdef C64' should be a good start to see what is
C64 specific and what needs to be changed for other systems
(have a look at oa1/oa1si.a65, oafs/fsiec.a65, oadev/oa1dt.a65).

You find it at the usual place: http://www.tu-chemnitz.de/~fachat/csa/

From the old announcement:
------------------------------------------------------------------------

OS/A65
------

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```

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- (kind of) microkernel design

- filesystems for PC FAT disks and CBM floppy drives on a IEEE488 interface
or CBM serial IEC bus

- runs on 6502 computer with and without MMU

- developed on a selfdesigned and -built 6502 computer

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a publication or so about it. But, well, 8 bit times are gone...

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The hardware is close to CBM3032 compatible, but the kernel itself is
completely hardware independent. So just the device drivers have to
be rewritten for porting it to another platform.

It is a good machine/OS to do some small control tasks,
where you can watch them from another shell...
My computer controls my audio equipment via infrared signals ;-)

Well, if you are interested in, here is it's homepage:

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so long
Andre Fachat

--
Andre Fachat, Tel:++49-371-531-3551|"I do not feel obliged to believe that the
Stadlerstr 17, 09126 Chemnitz, FRG | same God who has endowed us with sense,
a.fachat@physik.tu-chemnitz.de | reason, and intellect has intended us to
http://www.tu-chemnitz.de/~fachat | forego their use" -- Galileo Galilei

--
Andre Fachat new address: A.Fachat@physik.tu-chemnitz.de
fachat@galileo.rhein-neckar.de temporarily out of service!

3732. Re: Community Memory discussion list

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-17 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <4q3ufu$stq@zorak.acns.carleton.edu>
Source record: 82966

>Michael. I maybe should subscribe to this history. BUT, I'm at
>least as lazy as anybody else here and am looking forward to a
>summary or history section out of Y*O*U. I guess I should subscribe.
>Maybe some interesting quotes from it occassionally? I guess I'll
>go ahead and subscribe. BUT, I've subscribed to this stuff before
>(I mean this kind of stuff) and there were like 24 msgs. a day that
>clogged up my mailbox. Is that the way this is?

It's been more like around 10-15 a day. Most of the messages have been
fairly long and involved. It sorta has the feel of a small group of
people sitting around telling stories and reminiscing about the old
days.

So far, there has been discussion about things like the invention of the
GUI at XEROX, prehistory of Apple (Jobs and Wozniak), and government
computing standards required of small computers for the military.

If I see any particularly good quotes I'll forward them here. I don't
guarantee I'll stay on the list myself though.

Michael Current, 8-Bit Atari FAQ & Vendor/Developer Lists maintainer
User groups: CAIN, SPACE, NWPAC / mailto:mcurrent@carleton.edu

3733. the Info-Atari8 Digest, need to resurrect it

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-17 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <4q3vkj$sgr@zorak.acns.carleton.edu>
Source record: 82967

As some of you are aware, the Info-Atari8 Digest has been missing for a couple months now. This means that all the subscribers to this group in mail digest form haven't been seeing any postings at all.

I've tried to contact the moderator of the digest without any luck. If anyone out there knows something about this situation that I don't, please let me know ASAP. I will proceed on the assumption that no one else has acted yet, and I'll try to find a way to get the digest going again.

The first thing to do will be to contact the administrators at the site that the digestifier runs on, to see if we can at least get access to the subscriber list. I'm trying that now.

Michael Current, 8-Bit Atari FAQ & Vendor/Developer Lists maintainer
User groups: CAIN, SPACE, NWPAC / mailto:mcurrent@carleton.edu

3734. Re: Favorite under-rated games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-17 00:00:00 UTC
From: ai403@james.freenet.hamilton.on.ca
Message-ID: <4q424t$gj7@james.freenet.hamilton.on.ca>
Source record: 82968

In article <4q2v1m$lr@nut.ucsb.edu>, jasonbar@nut.ucsb.edu (Jason D. Bardis) wrote:
>Pastfinder by Activision is soooooo good!
>
>That's the main game that keeps me coming back to my 8-bit...outstading.
>
>Came out kinda late in the machine's cycle, as I recall, so not a big
>release, but I thinks it rocks.

I have the cartridge for that one, but I bought it without docs or anything
and I can't seem to figure out what to do.

--
Paperboy for Windows 2.06
<ftp://ftp.clark.net/pub/vart/pboy206.zip>
--

Lawrence Popa
"Every man and every woman is a star." - Book of the Law: Ch.1 Vs. 3

3735. Re: Atari 800 gone bad :(

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-17 00:00:00 UTC
From: nlshipp@dictator.uwaterloo.ca
Message-ID: <Dt5Jpn.IpG@novice.uwaterloo.ca>
Source record: 82969

In article <31c34872.2363127@news.superlink.net>,
Yogi <scharles@superlink.net> wrote:
>-> >Working Indus drives?
>-> >
>-> >Isn't that an oxymoron?
>->
>-> I don't know... I've owned these two Indus GT drives since 1984 or
>so, and
>-> they've never given me any trouble. I've loved them!
>-
>-I agree. Now if you want to talk trash, talk Trak (or was it Trac?).
>
>Actually, of the 3 trak drives we had, all of them worked great.
>Except the one that my friend put the power supply cord into the
>printer port. (bonehead move)
>At any rate, now my pc emulates the 1050 now, so moot points. (But my
>1050 still works)

The trak drive I have still works great. The only problem is that the case
is grounded and can short out the AC power supply connector. A bit of tape
around the opening soon fixed that.

--
Neil Shipp -- nlshipp@dictator.uwaterloo.ca
"Nothin' says lovin' like a keg of Molson's" -Ashok Swaminathan regarding
a wedding present.

3736. Re: Favorite under-rated games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-17 00:00:00 UTC
From: jasonbar@nut.ucsb.edu
Message-ID: <4q45rm$8jm@nut.ucsb.edu>
Source record: 82970

ai403@james.freenet.hamilton.on.ca (Lawrence Popa) writes:

>In article <4q2v1m$lr@nut.ucsb.edu>, jasonbar@nut.ucsb.edu (Jason D. Bardis) wrote:
>>Pastfinder by Activision is soooooo good!
>>
>I have the cartridge for that one, but I bought it without docs or anything
>and I can't seem to figure out what to do.

Your big spider robot is an archaeological excavator. You have to roam about the map collecting artifacts. On the map, the color of that sector deonotes how bad the radiation is in that area. Along the way, you shoot everything and pick up tools that you can add to your spider in the next sector.

Don't try to map out the whole area--shoot straight for the top. When you hit the top, it puts you back at the bottom, but more of the map is exposed.

Your main goal (that which increases your rank) is to pick up the tiny artifacts (either little discs or big cylinders of stacked discs, as I recall) and deposit them at one of the stations (indicated by a large mark on the map). Then, your rank goes up and you get temporary bonus powers that last for as many seconds as artifacts you deposited.

That's all the detail I've got time for now--let me know if it helps or if you're still confused.

-Jason
--
Jason Bardis(jasonbar@nut.ucsb.edu www.engineering.ucsb.edu/~jasonbar)
The Simpsons.3DO.cycling.AbFab.PWEI.LEGO.Duckman.Tit Wrench.G-Force
autocrosses/rallyes.Atari.mechanical engineering.Ministry.Tempest.NIN
The Jitterbug.Bill Gibson.Robotics.Tim Burton.The Cult.fried cheese

3737. Re: Favorite under-rated games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-17 00:00:00 UTC
From: kendrick@sitka.sonoma.edu
Message-ID: <4q4bed$7ad@nuke.csu.net>
Source record: 82971

Chris Brown (ba930@FreeNet.Carleton.CA) wrote:

: yar! Death of An Apple! i have that somewhere.. I laugh at it every time..

Where can one get these? I've HAD one or two of them. I kinda miss 'em ;)
Also, that PaperWeight 3.1 thing. I'm interested. :)

: Hacker (Electronic Arts) is one fav.. haven't been able to finish it yet
: HitchHiker's Guide To The Galaxy is kick ass...

These aren't underrated! Everyone remembers THESE! :)

: Megablast I has to be THE best never heard of game out there.. digitized
: music routines stolen from Amiga and VERY addictive!

Never heard of!? No way! :) This also happens to somehow be popular with
girls. Crazy! Two of my girlfriends loved this game. Kinda sick, seeing
as you kill each other in it. :)

Of course, I've now gotten 3 girls (including my current girlfriend) totally
addicted to that 3D arcade fight game, TEKKEN. (IT RULES!) None of my
male friends are ever very interested in it. :) Odd!

: Arkanoids is always fun..

And all of the other clones. Yeah! :)

: and I've recently been getting into playing Tetris.. Ataritris, to be exact.

Atartris II and Tetris 3D both ruuuule. I happen to like my Cooltris game,
too, with the bombs, crystals etc. I added. :)

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/~kendrick/

3738. Re: COPY2PC questions

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-17 00:00:00 UTC
From: andy@troas.demon.co.uk
Message-ID: <31c5a884.59975253@news.demon.co.uk>
Source record: 82972

On Mon, 17 Jun 96 06:52:29 GMT, mldcs@anet-dfw.com (Mark C. Lowe)
wrote:

>Ok... I finally built my SIO2PC cable today. I hook everything up and all I
>get is one little "KERCHING" of data exchange and the system hangs there. I
>am attempting to boot from the PC. What the status line shows is Command:S
>Last:R Device:31 Err:f Sector: 2
>
>R & S above may be backwards. I have shut everything off already. It seems
>like it wants to work, but stops after a minor bit of chatter. Is there a
>file that describes the meaning of the status line results? Error codes,
>etc.???
>
>Any suggestions?

You may find that altering the timings menu helps somewhat. I had
very similar problems, especially when writing data to the PC.
Messing about with the timings improved it, as did turning off the
turbo mode on my PC (!). I got it working pretty much OK, but then I
tried APE........ I haven't had a single problem with APE, every
transfer goes fast and error-free. I intend to register it as soon as
I have some spare cash (not often!).

I think SIO2PC has problems with a combination of fast machines and
older serial cards.

>
>Incidently, I'm using the circuit that has a single 1489 chip, and I have
>about twenty feet of four-wire twisted-pair going to the PC.

Hmmmmmm.... do you mean UTP like for 10BaseT? It should be OK at
that length but I wouldn't like to feed it around the mess of
speakers, power supplies and such on my desk!

--
andy@troas.demon.co.uk

3739. Wanted: Atari hardware

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-17 00:00:00 UTC
From: LFHQ23A@prodigy.com
Message-ID: <4q4cg3$1apo@usenetz1.news.prodigy.com>
Source record: 82973

I need a bunch of hardware. Here is some of the stuff I need:

Modems (1200-higher)
850, 1050, and 3rd party drives
Interface for printer, drives, modems, ect.
Monitor (not a TV)

another thing i think i need is somthing called a black box. im not sure, becuase i really dont know how to do this stuff with hard drives. but, i salvaged a 30 meg hard drive from an Xt the other day and i was wondering if i could hook it up to an Atari 8-bit. but i dont know if i can or how to do it

3740. Atari Portfolio And Add-Ons For Sale.

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-17 00:00:00 UTC
From: john@duplexx.com
Message-ID: <4q4cjf$d3e@shore.shore.net>
Source record: 82974

FOR SALE:

ATARI PORTFOLIO with cracked LCD - $25.00
This works great. A small part of the screen is blank. Great for
parts or to combine with the screen from another Portfolio.

PORTFOLIO/PC CARD DRIVE - 1 for $90.00 or 2 for $150.00
NEW - STILL IN BOXES. These allow you to read and write to
Portfolio Memory Cards with your PC. Get one for the home and one for
the office. These sold for over $300.00 new.

PORTFOLIO PARALLEL PORT - $25.00
NEW - STILL IN BOX. Print from the Portfolio. With the right
software(not included) you can transfer data between your Portfolio
and a PC.

PORTFOLIO SERIAL PORT - $25.00
With tele-communications software(not included) you can transfer
data between your Portfolio and a PC, MAC or ST. You can also print
from the Portfolio to a serial printer(like some laser printers and
most Apple printers.)

BUY IT ALL - $200.00
That's the Portfolio, 2 PC Card Drives, a Parallel Port, and a
Serial Port. New that would cost over $800.00.(minus the cost of
fixing the LCD screen)

All orders will get a disk full of PC and Portfolio Software.
(Including Windows programs that are compatible with the Portfolio
Address Book and Date Book.) Sales are COD via UPS or FEDEX. Prices
do not include shipping. Actual shipping charges will apply.

Respond here or via e-mail. I will respond quicker to e-mail.

Thanks,
John Barger Email: john@duplexx.com
CyberPlumber CybRPlumR@aol.com
Duplexx Software, Inc.
pi(2x+1)u
The Geeks shall inherit the earth. F(u)=$\int$c(u)E$\int$(x)$\int$cos(----------)
16

3741. Re: 8000 nude celebrity pics

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-17 00:00:00 UTC
From: Robert Gray <nrl6001@ccsalpha1.nrl.navy.mil>
Message-ID: <4q4ckd$b06@ra.nrl.navy.mil>
Source record: 82975
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cbm,comp.sys.cdc,comp.sys.convex,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harris,comp.s

Dave Neubart (dneubart@ix.netcom.com).... the silly dweeb. He wrote:

> This stuff should be peddled in one the more appropriate newsgroups.
> Please don't post here.

And then he goes on to quote the WHOLE advert-message again and cross-post it to 17 newsgroups. I guess it's his brother-in-law's company.
What a country!!!

Bob Gray gray@utopia.nrl.navy.mil Washington DC

3742. Re: help!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-17 00:00:00 UTC
From: kirk.webb@m.cc.utah.edu
Message-ID: <4q45og$elh@tiger.utw.com>
Source record: 82976

In article <31C35F56.FC3@agetech.net>, cybrchld <cybrchld@agetech.net> wrote:
>Can someone explain to me what is .bin format is. How can i convert it
>to XFD OR ATR so i can use it whith an emulator. any help would be
>appreciated.
>
> Luis.....:)

I think it may be an Apple disk image......I know some of my images for my
Apple emulator have the .bin extension

Matt Roller
"Some thought it a wishing well, filled only with dreams"
Alternate Reality The Classic Role Playing Game
http://www.cc.utah.edu/~krw8466
Find me on IRC #Alternate-Reality on Efnet

3743. Re: `Exhausted' 1050 ...

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-17 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <4q4g51$f7u@blackice.winternet.com>
Source record: 82977

> pih100@york.ac.uk (Paul Halliday) writes:
> Hi folks. Dug out my 800XL and 1050 over Easter time. Wonderful stuff,
> except my 1050 is virtually lifeless.
> The red power led comes on, but there are no other signs of life.
>
> Odd thing is that I was totally unable to read a voltage across the
> output from the transformer plug. Nor any voltage across the three wires
> going in to the 1050 from the power socket
(SNIP)
>
>>>>
The output from the Transformer is 9 Volts A.C. Sounds like you
are on a D.C. scale.
As for fixing a 1050 that's been not run in a while; reseat all the
chips mounted in sockets (under the metal shield on the main board).

Hope this helps; Rich Mier

3744. Re: Favorite under-rated games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-17 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <4q4g3h$9rs@crl11.crl.com>
Source record: 82978

William Kendrick (kendrick@sitka.sonoma.edu) wrote:
: : yar! Death of An Apple! i have that somewhere.. I laugh at it every time..

: Where can one get these? I've HAD one or two of them. I kinda miss 'em ;)
: Also, that PaperWeight 3.1 thing. I'm interested. :)

Paperweight is available at:
ftp://ftp.valleynet.com/pub/users/j/justin/atari8/games/games75.atr
:)

I have Death of an Apple on one of my Atari disks somewhere, but I'd
have to build the PRO cable (which I will do someday) to transfer it over
to the PC HD and thusly to the net. Somebody out there might be able to
offer it sooner than I could.

John
jvogel@crl.com

3745. SIO2PC questions...

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-17 00:00:00 UTC
From: mldcs@pic.net
Message-ID: <4q4igj$rhr@news.anet-dfw.com>
Source record: 82979

Boy did I mess up! I called this thread COPY2PC instead of SIO2PC before. I got on and couldn't find my post!! :-)

>You may find that altering the timings menu helps somewhat. I had
>very similar problems, especially when writing data to the PC.
>Messing about with the timings improved it, as did turning off the
>turbo mode on my PC (!). I got it working pretty much OK, but then I
>tried APE..... I haven't had a single problem with APE, every
>transfer goes fast and error-free. I intend to register it as soon as
>I have some spare cash (not often!).

I started messing with timings, but not much. I'll try some more. As far as APE is concerned, I think I'll try that out now!

>Hmmmmmm.... do you mean UTP like for 10BaseT? It should be OK at
>that length but I wouldn't like to feed it around the mess of
>speakers, power supplies and such on my desk!

My twisted pair is just good ol' Rack Shack four-wire twisted-pair telephone wire. It won't be going through an electrically noisy environment, but should be relatively immune anyway.

Thanks!

%*%

Mark C. Lowe mldcs@anet-dfw.com
ARS KB5III
Dallas, TX

%*%

3746. Re: Favorite under-rated games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-17 00:00:00 UTC
From: eplicon@aol.com
Message-ID: <4q4hnp$nv1@newsbf02.news.aol.com>
Source record: 82980

One of my favorites was Atari's "Legacy" (I think that was the name?). It was another wargame where you tried to save the world. Simple graphics, but a lot of fun to play, with neat little explosions.

"World Karate Championship" from Epyx was also very nice -- superb graphics, gameplay, and sound. I loved it when the guy bellowed in agony when he received a low-blow. <g>

There were others I can't think of at the moment...

3747. Re: APE w/Mac and SoftWindows?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-17 00:00:00 UTC
From: kendrick@sitka.sonoma.edu
Message-ID: <4q4lla$9cv@nuke.csu.net>
Source record: 82981

Andrew Summers (summers.61@osu.edu) wrote:
: Has anybody tried running APE on SoftWindows on a PowerMac? theoretically
: it could work but i'm wondering if there are timing problems...

: Would like to know before i bother making an sio2Mac cable :)

This would be cool! :) Since I'm >>EVENTUALLY<< going to get a Mac to
replace my horrid PC, I would love to be able to run APE (or an APE/SIO2PC
type program) in the background (BACKGROUND!!!!) as I do other stuff..

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/~kendrick/

3748. Re: 2-player option in Xformer?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-17 00:00:00 UTC
From: kendrick@sitka.sonoma.edu
Message-ID: <4q4lgv$9cv@nuke.csu.net>
Source record: 82982

Andy D (andy@troas.demon.co.uk) wrote:
: er, lets remember that when the 520ST came out, your average PC ran at
: 4.77Mhz, maybe had an 8Mhz TURBO mode and came with 640K and an EGA
: screen if you were lucky. A winchester drive (hard disk) was a costly
: optional extra for ALL machines then, even PC's. I don't think that
: spec of PC clone could emulate a dog turd, never mind an 800XL.

Heh - you just described my PC! ~4Mhz, 8086CPU, 640KRAM, 20MBHD, MCGA graphics (320x200x256 or 640x480x2).

Funny thing is, when Darek was at my house, he recompiled PC Xformer (it was 2.0 or 2.5 back then) to run on an 8086, and it WORKED! It was VERY VERY SLOW, but it worked! :)

I bet an Atari 8-bit could even emulate an Atari 8-bit! :) How's about a C=64? Run it in 160x192x64 mode! :)

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/~kendrick/

3749. Re: New Soft for Atari 8 Bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-17 00:00:00 UTC
From: kendrick@sitka.sonoma.edu
Message-ID: <4q4ktv$9cv@nuke.csu.net>
Source record: 82983

schallt@worms.fh-rpl.de wrote:
: Fire Stone by SikorSoft c 95
: It's a 100% ported Clone of the classic Boulder Dash with not
: so big Levels. Funny

What do you mean "100% ported clone"???

: Rockman by Mirage c 95
: It's a great jump and run from Polen that rocks. Nice animation, good level
: design and with good music/sfx. A lovely cute hero is waiting for your.

Sounds interesting! Where can one get a demo version to test out? I might
like to buy this! It HAS to be better than "Fred" :)

: Starball by Mirage c 95
: A game like OXYD on the ST... from Jakub Husak. Very hard and very well.

Cool! OXYD is a great game! How do you play the 8-bit version? Do you need
a mouse? Does it even support a mouse? Tell us more!!! :)

Thanks!

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/~kendrick/

3750. Re: Favorite under-rated games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-17 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.304.0016AEFF@mindspring.com>
Source record: 82984

How about Getaway. It was from APX, and I spent a lot of time driving the car around town running away from police.

Necromancer was one of the best, and I even won it once!

Encounter was an amazing game too.

I really think Synapse had some of the best games produced, except that they were the most heavily copy-protected too. Even their tapes were copy-protected, which meant that after 20 minutes of loading it would lock up and you had to hit rewind and try again.

Bruce Willard bwillard@mindspring.com

3751. WTD: XF-551 Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-17 00:00:00 UTC
From: produnl2@teleport.com
Message-ID: <4q4p0l$ipd@nadine.teleport.com>
Source record: 82985

Looking for Atari XF-551 Disk Drive in good working condition; preferrably with original packaging. Need it for 130XE system. Will pay reasonable price.

e-mail to: produnl2@teleport.com

Thanks,

David P. Loewen
Salem, Or USA

3752. Re: Favorite under-rated games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-17 00:00:00 UTC
From: ba930@FreeNet.Carleton.CA
Message-ID: <4q4jd3$q21@freenet-news.carleton.ca>
Source record: 82986

William Kendrick (kendrick@sitka.sonoma.edu) writes:
> Chris Brown (ba930@FreeNet.Carleton.CA) wrote:
>
> : yar! Death of An Apple! i have that somewhere.. I laugh at it every time..
>
> Where can one get these? I've HAD one or two of them. I kinda miss 'em ;)
> Also, that PaperWeight 3.1 thing. I'm interested. :)

I could find it and try to do the painful task of uploading it to umich or
something.. (put together null connection, get it to work properly, send
files to PC, upload)

> : Hacker (Electronic Arts) is one fav.. haven't been able to finish it yet
> : HitchHiker's Guide To The Galaxy is kick ass...
>
> These aren't underrated! Everyone remembers THESE! :)

Does anyone have a route map for Hacker? I need to know which artifacts go
where and stuff.. almost finished it once but, as usual, they caught me
before I could get the whole document :P

> : Megablast I has to be THE best never heard of game out there.. digitized
> : music routines stolen from Amiga and VERY addictive!
>
> Never heard of!? No way! :) This also happens to somehow be popular with
> girls. Crazy! Two of my girlfriends loved this game. Kinda sick, seeing
> as you kill each other in it. :)

It's addictive! And fuN! and the music Kicks ASS!

> Of course, I've now gotten 3 girls (including my current girlfriend) totally
> addicted to that 3D arcade fight game, TEKKEN. (IT RULES!) None of my
> male friends are ever very interested in it. :) Odd!

Same here.. never liked fighting games.. too.. umm.. jockish.

> : Arkanoids is always fun..
>
> And all of the other clones. Yeah! :)

I don't remember there being too many other.. which ones were there?

> : and I've recently been getting into playing Tetris.. Ataritris, to be exact.
>
> Atartris II and Tetris 3D both ruuuule. I happen to like my Cooltris game,
> too, with the bombs, crystals etc. I added. :)

I probably have those somewhere.. I also have Tetrix, some cool German Tetris game where the peices go off the sides instead of down, and a bunch others..

--
JESS | Chris Brown This is You'll be the first to
TODD'S| ba930@freenet.carleton.ca not go... unless you THINK!
SPACE | cdbrown@nyx.cs.du.eu what you -D.K.
------+ aka Naimus think it is...

3753. Re: Favorite under-rated games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-17 00:00:00 UTC
From: Jim Treber <jtreber@cris.com>
Message-ID: <31C64D1C.321E@cris.com>
Source record: 82987

John M. Vogel wrote:
>
> Looking for anyone's opinions of their favorite under-rated games; you
> know, not Jaggi Lines or Ball Blaster or Missile Command, etc. Looking
> through some of the gamesnnn.atr collection on one of the software sites,
> I've found that there was a *lot* of crap that was made, but from my
> memories there were a few priceless gems out there.
>
> Here's a partial list of some of my favorites:
>
> Ali Baba and the Forty Thieves (can't remember the author's name).
> Sixgun Shootout (SSI)
> Gauntlet (freeware, Donald Lebeau)
> Retrofire (Analog Magazine type-in orbital landing simulation)
> Paperweight 3.1 (The Atari self-destruct prank :)
> Some Atari vs. Apple vs. Commodore demo whose name I can't recall
>
> Anyone have their own favorites? List them here :)
>
> John
> jvogel@crl.com

My personal favorite rarely gets mentioned: Great American Road
Race. I've spent many hours with this driving game, one that includes
shifting gears and a great highway map.

Jim

3754. Why raised stock?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-17 00:00:00 UTC
From: steveg@cnct.com
Message-ID: <steveg-1706962100330001@news.cnct.com>
Source record: 82988

Okay, so I've been out of AtariLand for awhile...

A week or two ago I noticed that Atari stock leaped to about $8+ per
share. Frankly...Why?

- -
steveg@cnct.com -=> http://earth.cnct.com/home/steveg/index.html
Iomega Zip FAQ -=> http://earth.cnct.com/home/steveg/iomega.html
Steve's Trading Post -=> http://earth.cnct.com/home/steveg/trading.html
Ferret is Latin for "little fur thief". "Little fuzzy fearless klutz
that hides valuables" apparently takes too long to say in Latin.

3755. Re: Favorite under-rated games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-17 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <4q4v7g$k18@crl5.crl.com>
Source record: 82989

Bruce Willard (bwillard@mindspring.com) wrote:
: How about Getaway. It was from APX, and I spent a lot of time driving the car
: around town running away from police.

Yeah, that was a simple, fun time waster :)

: I really think Synapse had some of the best games produced, except that
: they were the most heavily copy-protected too. Even their tapes were
: copy-protected, which meant that after 20 minutes of loading it would
: lock up and you had to hit rewind and try again.

Yes, I'll put in mention of Fort Apocalypse and Pharoah's Curse in there.
Does anybody know if Slamball (scrolling pinball game) ever came out and
if it was any good? I remember seeing it in their ads.

Oh, I forgot to mention one of my *all* time favorites :)

Gamestar Baseball - one of the *funnest* baseball games to come out before
Hardball. Me and my friend from college still play it once in awhile
even 10 years later. We still curse and gripe and throw joysticks at
each other when one of us makes a play that puts the other at a
disadvantage :) Trying to make insane base steals was also a joy.

John
jvogel@crl.com

3756. Re: Favorite under-rated games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-17 00:00:00 UTC
From: chelm@ix.netcom.com
Message-ID: <4q5667$90f@dfw-ixnews5.ix.netcom.com>
Source record: 82990

In article <4q2600$pl2@crl7.crl.com>, jvogel@crl.com (John M. Vogel) wrote:
>Looking for anyone's opinions of their favorite under-rated games; you
>know, not Jaggi Lines or Ball Blaster or Missile Command, etc. Looking
>through some of the gamesnnn.atr collection on one of the software sites,
>I've found that there was a *lot* of crap that was made, but from my
>memories there were a few priceless gems out there.

Action Biker by Mastertronic. That was awesome. Drive around on your
motorcycle to that silly music and pick up the pieces you needed for the
'race'.

Montezuma's Revenge.

Kickstart.

Universe. One of the largest games for the 8-bit.

Nam by SSI.

Too many to remember in one shot. :}

3757. Re: Favorite under-rated games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-17 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <4q5b5c$cig@crl14.crl.com>
Source record: 82991

Chris (chelm@ix.netcom.com) wrote:

: Action Biker by Mastertronic. That was awesome. Drive around on your
: motorcycle to that silly music and pick up the pieces you needed for the
: 'race'.

Hehe :) Has anybody picked up all the pieces? What happens then?

John
jvogel@crl.com

3758. Re: Pokey technical info?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-17 00:00:00 UTC
From: Chet Chudasama <CChudasama@sc9.intel.com>
Message-ID: <31C63E9C.5655@sc9.intel.com>
Source record: 82992

Jeff Vavasour wrote:
> I've been through the FAQs and the documents/programmer's info on the
> Atari Homepage, but I can't find quite the technical info I'm looking for...clip....
> Anyone know of any references that could help? Please reply by email. I'd
> appreciate any help...
>
> - Jeff

Is this the Jeff Vavasour of Williams Arcade Classics fame??
& Is he going to write an Atari 8-Bit emulator?

:)

3759. Re: Favorite under-rated games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-17 00:00:00 UTC
From: Kit Kimes <kimes@iexist.att.com>
Message-ID: <31C5CB87.126D@iexist.att.com>
Source record: 82993

John M. Vogel wrote:
>
> Anyone have their own favorites? List them here :)

Most of my favorites are ones that seem to make everyones list.
But the one I liked that I rarely see anyone (but me) mention
is 'Spare Change' from Broderbund. At the time, my two kids
couldn't get enough of this game. The action and animation
was so cute (including mini-movies) that the game could have
been a dud and still been one of their favorites.

--
Kit Kimes
AT&T Resource Link (Under contract to Lucent Technologies)
Naperville, IL
email: kimes@iexist.att.com or KitKimes@AOL.COM

3760. Is it possible??

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-17 00:00:00 UTC
From: andy@troas.demon.co.uk
Message-ID: <31c4a325.7140307@news.demon.co.uk>
Source record: 83100

Is there any way to make small bootable disk games such as pacman,
galaxians etc into cartridges using an eprom blower and a home-made
cartridge with a ZIF socket?

--
andy@troas.demon.co.uk

3761. Re: Is it possible??

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-17 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31c4ada0.19883226@news.superlink.net>
Source record: 83101

On Mon, 17 Jun 1996 00:16:55 GMT, andy@troas.demon.co.uk (Andy D)
wrote:

-
-Is there any way to make small bootable disk games such as pacman,
-galaxians etc into cartridges using an eprom blower and a home-made
-cartridge with a ZIF socket?
-
-

-andy@troas.demon.co.uk

Absolutely. Those games started as cartridges!
All you have to do is write the code so that it loads from between
A000-BFFF (for 8k cart) or 8000-BFFF (16k cart). I guess you can
relocate other code from those locations, but a cart that will run on
every atari would have to be in rom in those areas. There were about 5
or 6 companies that were selling eprom burners in the 80's I don't
know if you can get them now. Anything over 16k you would have to get
a bank selection screen. Search for Ivan van Porten's homepage, he has
either the actual document on how to build bank selectors or a link to
it. I lost it.

3762. Re: 8000 nude celebrity pics

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-17 00:00:00 UTC
From: dneubart@ix.netcom.com
Message-ID: <4q2c0c$do1@dfw-ixnews2.ix.netcom.com>
Source record: 83102
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cbm,comp.sys.cdc,comp.sys.convex,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harris,comp.sys.hp.apps,comp.sys.hp.hardware,comp.sys.hp.hpux

In <4q0oel$eq@nw003.infi.net> yomomma@infi.net (cds@mid-night.com)
writes:
>
> Midnight Escape's 1st 8,000+ file CELEBRITY/Misc Model ADULT CDROM
>(BIGGEST & BEST affordable stars/model CD-ROM you will find!
Guaranteed!)
>
>-=-Web orders: www.mid-night.com (Check, Credit Cards, First
Virtual)-=-
> ** For phone orders (USA number) 804-686-1271
> Order via BBS 804-686-3062 (email: cds@mid-night.com)
> $24 each (plus $2 shipping, $5 shipping outside USA)
>
>Just a FEW of the ME#1 CD-ROM's features are:
> - 460+ pics of Cindy Crawford ** FOREIGN ORDERS: **
> - 200+ pics of Elle Macpherson --WELCOME--
> - 200+ pics of Alicia Silverstone
> - 200+ pics of Mariah Carey
> - 200+ pics of Christina Applegate (Kelly Bundy)
NUDES
> - 200+ pics of Sandra Bullock
> - 100+ pics of PAMELA ANDERSON aka Pamela Lee!!
> - 100+ pics of Patricia Ford (sexy hot famous model)
> - 50+ pics of Elizabeth Berkley (Showgirls star)
> - 50+ pics of Christie Turlington (hot supermodel)
> - 50+ pics of Jenny McCarthy (singled out host, playmate)
> - 70+ pics of Singer Paula Abdul
> - 60+ pics of Alyssa Milano, nude and clothed..!
> - 40+ pics of Sarah aka Jennifer Love Hewitt **BBS
READY**
> - 40+ pics of Jennifer Aniston from FRIENDS
> - 80+ pics of Racquel Darrian / Kelly Jackson (porn star)
> - 80+ pics of Anna Nicole Smith
> - 150+ pics of Adult Japanamation/Erotic Artwork
> - 2000+ pics of other nude stars (too many to list!)
> - 2000+ pics of clothed MISC (swimsuit etc) stars
> - 1500+ pics of hot AMATEUR models, nude..
> (MORE details on content at http://www.mid-night.com/cds.htm)
> or call 804-686-1271 to order via phone.
>
>Common info:

> * Packed in white shipper, No signs of nudity (Wife protection
plan)
> * All in all, there are over 8,000 thats EIGHT THOUSAND FILES!
> * All pics are high quality atleast 640x480!
> * Directories are arranged in NUDE/NON NUDE ordering for easy
use!
> * MPEG Animations of Stars (Applegate, Salma Hayek etc..)
> * Graphics viewing software for Windows/DOS
> * CD is BBS ready with detailed descriptions of all files!
> * This CD will save you -ALOT- of download/searching TIME!
> * Too many more features to list in this message..
>
>
> This CD represents alot of hard work. Here is the pricing:
> $24 each (plus $2 shipping, $5 shipping outside USA)
>
>*For FAST results, visit http://www.mid-night.com/cds.htm
> And fill out a order there. We take every method of payment.
>
>*Or call 804-686-1271 to order via credit card over the phone!
>
>*If you dont have access to the World Wide Web and would like an ORDER
FORM
> sent to you via email, reply to this message at cds@mid-night.com
> If you have any questions feel free to email also..
>
>*If you dont trust the internet for ordering, you may logon
> Midnight Escape BBS at 804-686-3062 hit C at the new user menu
> to order the CD..
>
>Qualifications: You must be OVER 18 & live somewhere on planet EARTH!
>NOTICE: Foreign orders add $5 for shipping..
>
>*Wholesale/Dealer/Bulk information/prices available upon request.
>
> .*. Midnight Escape .*.

This stuff should be peddled in one the more appropriate newsgroups.
Please don't post here.

Thanks.

3763. Atari Documentation Archive

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-17 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31c4af7b.20359218@news.superlink.net>
Source record: 83103

Some time back someone was advertising wants for an atari software documentation archive... I sent him some but lost his address (1000's of email a month... sorry). I have some more for him can someone point me to him!

3764. Re: Favorite under-rated games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-17 00:00:00 UTC
From: andy@troas.demon.co.uk
Message-ID: <31c4bfc5.383698@news.demon.co.uk>
Source record: 83104

On 16 Jun 1996 16:39:44 -0700, jvogel@crl.com (John M. Vogel) wrote:

>Looking for anyone's opinions of their favorite under-rated games; you
>know, not Jaggi Lines or Ball Blaster or Missile Command, etc. Looking
>through some of the gamesnnn.atr collection on one of the software sites,
>I've found that there was a *lot* of crap that was made,

Yes. ;)

but from my
>memories there were a few priceless gems out there.

Yes again.

>Anyone have their own favorites? List them here :)

I don't know if it was under-rated as such but I love Beamrider. It's
more of a 2600 conversion than a real 800 game I suppose but the
playability is great.

--
andy@troas.demon.co.uk

3765. Last Starfighter/Star Raiders II

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-17 00:00:00 UTC
From: andy@troas.demon.co.uk
Message-ID: <31c4c1f5.943268@news.demon.co.uk>
Source record: 83105

There was a discussion on one of the groups, can't remember which, about the history of these games, just to let you know that I've upped them to justin's archive on ftp.vallynet.com on a disk called stars.atr. The only difference between them as far as I can tell is the intro. I also put Koronis Rift up there in .atr format. They're in the incoming dir at the mo, I expect in due course they'll be moved.

--
andy@troas.demon.co.uk

3766. Pokey technical info?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-17 00:00:00 UTC
From: jeffv@physics.ubc.ca
Message-ID: <4q2tou$pm8@nntp.ucs.ubc.ca>
Source record: 83106

I've been through the FAQs and the documents/programmer's info on the Atari Homepage, but I can't find quite the technical info I'm looking for on the Pokey.

I'm interested in knowing what the precise waveforms are for the 16 possible noise polynomials, and some other correspondingly nitty-gritty information. Anyone know of any references that could help? Please reply by email. I'd appreciate any help...

- Jeff

3767. Game Package Art

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-18 00:00:00 UTC
From: etxansk@garbo.ericsson.se
Message-ID: <4q60t7$2sm@erinews.ericsson.se>
Source record: 82907

One thing I liked about Atari products in the early ages was the pictures on the game packages. I remember the box that my "Missile Command" game came in, for the 600XL computer I bought. There were also many cool pictures in Atari magazines at that time.

Does anybody know who did the pictures for the game titles that Atari released in the old days? Was it various artists?

Anders Skelander

3768. Digital Joysticls & PC's

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-18 00:00:00 UTC
From: Mark Elliott <Mark@cortexuk.demon.co.uk>
Message-ID: <835101023.9085.0@cortexuk.demon.co.uk>
Source record: 82908

With all this talk of 8-Bit Emulators has anyone ever thought of making an interface to plug a standard 9 Pin joystick into the gameport of a PC.

I presume it would require some type of DAC, but it must be possible as there are a lot of GamePads out there that work as though they're digital.

Any thoughts from anyone

--
O|
/-_/ _ O
I # \|-__
I The NBA: |
I I love /\
I this \ \
I game :-) / /
I
III__Mark@cortexuk.demon.co.uk__|

3769. Re: Favorite under-rated games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-18 00:00:00 UTC
From: wlas@ix.netcom.com
Message-ID: <4q680j$25v@sjx-ixn2.ix.netcom.com>
Source record: 82909

In article <31C64D1C.321E@cris.com>, Jim Treber <jtreber@cris.com> wrote:

> My personal favorite rarely gets mentioned: Great American Road
>Race. I've spent many hours with this driving game, one that includes
>shifting gears and a great highway map.

That game is worth having an 8-bit for.
Some more of my favorite games are Return of Heracles (or just
Heracles -- It's been a while), Telengard, Dunzhin and Kaiv. In fact, if
anyone has the Atari versions of Wyld and Ziggurat, could you email me?

3770. Re: Favorite under-rated games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-18 00:00:00 UTC
From: eplicon@aol.com
Message-ID: <4q68s0$16b@newsbf02.news.aol.com>
Source record: 82910

> Gamestar Baseball...Me and my friend from college
> still play it once in awhile even 10 years later. We still
> curse and gripe and throw joysticks at each other when one
> of us makes a play that puts the other at a disadvantage :)

I had that kind of fun, too, way back when. My friend had a very good sense of timing for hitting those "heat" fastballs. Unfortunately, I was not so lucky, and struck out many a time because of that. But one day my luck changed; his finger slipped and gave me an easy slow curve. I hit a grand slam, which let me come from behind and win. :)

3771. Re: Favorite under-rated games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-18 00:00:00 UTC
From: wlas@ix.netcom.com
Message-ID: <4q685e$25v@sjx-ixn2.ix.netcom.com>
Source record: 82911

In article <4q5b5c$cig@crl14.crl.com>, jvogel@crl.com (John M. Vogel) wrote:
>Chris (chelm@ix.netcom.com) wrote:

>Hehe :) Has anybody picked up all the pieces? What happens then?

You get to race. That long white-ish streak that you go across every
once in a while is the race track.

3772. Re: Favorite under-rated games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-18 00:00:00 UTC
From: "Steven E. Skaggs" <afn04314@afn.org>
Message-ID: <Pine.A32.3.93.960618101952.28867F-100000@freenet4.afn.org>
Source record: 82912

On 16 Jun 1996, Jason D. Bardis wrote:

>
>
> > Pastfinder by Activision is soooooo good!
>
> > That's the main game that keeps me coming back to my 8-bit...outstading.

I agree! This has got to be one of the best games! I never played it on the
Atari but I had it for the C-64 and it was great.

Homepage: http://www.afn.org/~afn04314 | "And though they think that they
e-mail: afn04314@afn.org | will find you,
| They are slave to what you know..."

3773. Re: 8000 nude celebrity pics

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-18 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31c5ce9c.809847@news.superlink.net>
Source record: 82913

```
Can we see them on our Ataris?
I'm into impressionalism..... can I get them converted into GTIA mode
3?
```

3774. Re: Favorite under-rated games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-18 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31c5cf2e.955619@news.superlink.net>
Source record: 82914

One of the most fun to play games is Activision's Zenji. Nice music,
simple idea, but like most simple ideas, it gets harder and addictive.
I play it on my 64 emulator right now, but occasionally on the atari.
They're the same.

3775. Re: XFormer prob. & Questions

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-18 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <31C6DD2F.59D@ncweb.com>
Source record: 82915

schallt@worms.fh-rpl.de wrote:
>
> Hi all out there,
>
> I`ve got following burning questions!.....Major Snip.....

> Xformer Qtu Problem.
> I have a problem with Qtu on my Atari 1040ST 1MB Mono Mon. H&S AT-Bus Card 125Mb
> HD. I have build the XFormer cable, when i use the st Xformer 2.55 it works
> perfekt, i can format disks and make everything that dos 2.5 allows. But when
> I connect my XF551 or 1050 Turbo with the ST and turn on Power on the ST and
> start Qtu it resets my ST. Whats the problem ? I`ve use a PC to download/upload
> xl Soft but this is disapointing and I want to do it with my ST because it is
> easier! Who can help me, has a tip for me?

Sorry Torsten,

There isn't much that any version of PC Xformer does correctly .. in any version
apparently. I've only had about 6 to 8% of the programs that I've tried on the
PC version work even remotely close to the way they are supposed to. Even when
I DO get one to boot ... its full of bugs, making it almost unplayable.

BTW, DON'T expect to get any support from the author of the program, Darek Mihocka.
If you DARE to ask for support, you will most likely get a FLAME msg back at you
(if you get replied to at ALL), full of "profanity". He might even do to you what
he did to me: take you off the registered users list! This, of course, is in
direct conflict with the "Terms and Agreements" of his own software license, but then,
based on his product, I guess we can't really expect him to stand behind his licenses
either.

Best of luck to you, Torsten. I hope that someone out there in the Atari Community can
help you ... you won't get any from "Branch Always Software".

Regards .... Bill

--

```
*****************************************************************
* /\_/\ /\_/\ * mailto:cooncat@ncweb.com *
* Hi! | O O | | O O | * http://www.ncweb.com:80/users/lws *
* = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* from ^ ^ ************************************
* "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* Bill (my 2 cats) * *
* say "Hello" too! * Please spay or neuter your pets! *
*****************************************************************
```

3776. Re: 8000 nude celebrity pics

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-18 00:00:00 UTC
From: David White <david.white@rd.eng.bbc.co.uk>
Message-ID: <31C6DBF6.7376@rd.eng.bbc.co.uk>
Source record: 82916
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cbm,comp.sys.cdc,comp.sys.convex,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harris,comp.sys.hp.apps,comp.sys.hp.hardware,comp.sys.hp.hpux

Simon Hiscox wrote:
>
> Whoever,
>
> Why is this posted here in 'comp.sys.hp.hpux'? Please restrict your postings
> to the appropriate groups. I know of many women who work with HP-UX - they are
> an important and valued part of our community. This posting may offend them.
> It offends me.
>
> Furthermore, this is advertising. Once again, this is not welcomed here.
>
> --I would be stronger than 'it may be offensive'and 'it's advertising'. It is base,
immoral, perverted, and corrupting. Will the poster please never darken these
groups with such tat again.

-David White
--
//
// These views are my own and do not in any way //
// represent the views of the BBC or the BBC //
// Research and Development Department //
// david.white@rd.eng.bbc.co.uk //
//

3777. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-18 00:00:00 UTC
From: Michael Current <MCURRENT@carleton.edu>
Message-ID: <atari-8-bit/vendev_835120008@rtfm.mit.edu>
Source record: 82917
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: monthly
Last-modified: June 12, 1996

Welcome to the comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group!

Atari 8-Bit Computers

Vendors and Developers List

"A comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users"

Additions/suggestions/comments/corrections are needed! Please send to:

Michael D. Current
URL:mailto:mcurrent@carleton.edu

Where to get the latest copy of this list:

The home of many FTP archives, automatically updated monthly:
URL:ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/vendev

The World Wide Web hypertext version, automatically generated monthly:
URL:http://www.smartpages.com/faqs/atari-8-bit/vendev/faq.html
URL:http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/vendev/faq.html

WWW "flat hypertext" versions, automatically generated monthly:
URL:http://www.cs.ruu.nl/wais/html/na-dir/atari-8-bit/vendev.html
URL:http://www.lib.ox.ac.uk/internet/news/faq/archive/atari-8-bit.vendev.html

Usenet newsgroups where this list is automatically posted monthly:
URL:news:comp.sys.atari.8bit URL:news:comp.answers URL:news:news.answers

You can also send for this list by mail.
URL:mailto:mail-server@rtfm.mit.edu message says:
send usenet/news.answers/atari-8-bit/vendev
quit

Finally, you can always ask me for a copy at URL:mailto:mcurrent@carleton.edu

Conventions
-----------
All commercial vendors, developers, publishers, and repair shops should be
listed here. "Major" shareware/freeware/PD developers should also be listed.

"Vendor" = Reseller of products produced by others. Types of products
sold are given in categories: new hardware, used hardware, public domain
```

software/freeware/shareware, (new) commercial software, used (commercial) software.

"Developer" = Producer of products. Titles of products produced by the developer are listed. No product can be developed by more than one developer. No prices are given.

"Publisher" = Publishes a print or disk magazine, or a book. Complete subscription or ordering information is given, including prices.

"Repair Shop" = Can repair many 8-bit Atari and related hardware devices. Be sure to contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication title. If no company name exists, a personal name is used. "See" references indicate complete information may be found under the given heading. "See also" references indicate closely-related information may be found under the given heading.

When writing to request catalogs, it's always a good idea to include a Self-Addressed Stamped Envelope. When writing to foreign firms, try enclosing a couple of International Reply Coupons (IRC's) as well.

More BRIEF Definitions

Commerical software - protected by copyright, may not be copied except for personal archival purposes
Shareware - protected by copyright, may be freely copied and distributed, shareware payment required for continued use
Freeware - protected by copyright, may be freely copied and distributed, no payment required
Public Domain software - NOT protected by copyright, anyone may do anything with it, period.

===>> Much of what is popularly referred to as PD is really Freeware! <<<==

Verfications -> YOU!

This list is in a constant state of development, and comes with no guarantees. Information of this nature constantly ages; therefore, the information contained in this list is constantly updated. Please use the latest release of this list whenever possible!

I collect information for this list from wherever I can find it. While most updates to this list come from you, the user of the list, I'd like to recognize a few of the more prominent sources I use. Current Notes magazine, published by Robert Boardman and Howard E. Carson; Atari Classics magazine, published by Jim Hood and Bob Woolley; and The Atari 8-Bit Omnibus, published by David A. Paterson.

Remember, the success of this list is dependent on YOU, the reader, to send me updates that correct errors that you find. If you use this list, please do your part in keeping it useful for everyone!

Subject: A

8-Bits Forever (book)
See: GFH Marketing

Aerion Software
PO Box 1222
Bronx NY 10471-0601
USA
tel: (212) 548-0514
Developer: Fury: The Wrath of Taljun Cathu, Lasermaze

The AGDA Group
See also: DataQue
See also: Jeff Potter
Developer: Maze of AGDAgon, GameLink-II (cable)

Paul V. Alhart
524 North Zee St.
Lompoc, CA 93436
Publisher: The AtariWriter+ Companion (book) - $5

Altronic E.I.R.L.
Bolognesi 952
Bellavista
Callao 2
Peru
tel: (51)(1) 429-4298
Vendor: New and used hardware and software
Repair shop.

AMC-Verlag
Bluecherstr. 17
W-65195 Wiesbaden
Germany
tel: +49 611/405611
Developer: Portronic (joystick port switch/extension),
STEREO Blaster (several versions), STEREO Blaster PRO, Herbert I, Herbert II,
other games

American Techna-Vision (Ralph Maddox)
Mail Orders:
15338 Inverness St
San Leandro CA 94579-2016
USA
Sales Office:
1903 Fairway Dr
San Leandro CA 94577-5632
USA
tel: (510) 352-3787
FAX: (510) 352-9227
URL:mailto:rmax99@ix.netcom.com

Vendor: new hardware, commercial software

Amethyst Software
211 S Kansas Ave
Danville IL 61834-5272
USA
Vendor: commercial/PD/freeware/shareware

David Aronson
2911 Bree Hill Rd
Oakton VA 22124-1213
USA
tel: (703) 620-6183
Vendor: used hardware

Artacyis Software (James Catalano)
639 W Grace St Apt 336
Chicago IL 60613-4005
USA
tel: (312) 248-6065
Developer: over 60 original game titles

AS
See: Mirage

Assisting Children to Excel
PO Box 1213
Camarillo CA 93011-1213
USA
Developer: Educational Master Cartridge, Dorsett Teaching Tapes (8-tape sets each in: Reading, Spelling, Math, Economics, Physics, Psychology, U.S. History, World History, Digital Electronics)

Atari 8-Bit Omnibus (publication)
See: David A. Paterson

Atari Bit Byter User Club e.V. (ABBUC)
c/o Wolfgang Burger
Wieschenbeck 45
D-45699 Herten
Germany
Tel./Fax +49 2366 39623
Mailbox: +49 5439 3265
Offline: Mon.-Fri.: 2 p.m. - 6:45 p.m.
Mon.+Thu.+Fri.: 7 p.m. - 8 p.m.
Sat.+Sun.: 12 p.m. - 2:45 p.m.
URL:http://wwwcip.rus.uni-stuttgart.de/%7Einf11492/abbuc/
URL:mailto:0236639623-0001@t-online.de
Developer: various hardware and software
Publisher: ABBUC Magazin (disk magazine)
Repair Shop.

The Atari Classic Programmer's Club
Pen-Tyddyn
Capel Coch
LLangefni
Anglesey
Gwynedd
Wales LL77 7UR
United Kingdom
URL:mailto:101502.651@compuserve.com (David Wyn Davies)
Developer: Swift Spreadsheet (Standard or New), Loopz, Helter Skelter

Atari Classics
5507 Langford Ct
Concord CA 94521-1614
USA
URL:mailto:75126.3446@compuserve.com --or--
URL:mailto:rwoolley@ix.netcom.com (Bob Woolley, Editorial Director)
URL:mailto:j.hood9@genie.com (Jim Hood, Editor-In-Chief)
Publisher: Atari Classics (print magazine) 6 mags & 3 disks per year
1 Year 2 Years 3 Years
USA 2nd Class Mail $25 $46 $63
Canada Surface Mail $30 $56 $78
Other Foreign Surface Mail $32 $60 $84
European Airmail $38 $72 $102
Asia/Pacific Airmail $40 $76 $108
AC Software Disk (Anywhere) $9 $18 $27

ATARImagazin (print magazine)
See: Power Per Post

Atari PD Software
c/o Andrew Pittman
418 Marilyn Dr
Pearl MS 39208-3715
USA
Vendor: shareware/freeware/PD

Atari Video Club
c/o Dan Iacovelli
1411 N 36th Ave
Melrose Park IL 60160-2726
USA
tel: (708) 345-4127
Vendor: games

The AtariWriter+ Companion (book)
See: Paul V. Alhart

ATCOM Micro Center (address mail to Barry Keyes, *not* ATCOM Micro Center)
PO Box 294
Newbury Park CA 91319-0294
USA
tel: (805) 376-0299

FAX: (805) 370-0972
Vendor: new/used hardware, new/used software, PD/freeware/shareware
Repair Shop. full-service, all items

ATESIG
c/o Decker G. McAllister, Jr.
145 Surf Pl
Seal Beach CA 90740-5909
USA
tel: (310) 430-5433
tel: (310) 596-6123
URL:mailto:d.mcalliste2@genie.com
Developer: hardware and software for model railroading applications

Avatar (Ulf Petersen)
Postfach 1103
D-24318 Luetjenburg
Germany
tel: +49/4381/418260 (ISDN)
tel: +49/4381/418261 (ISDN)
tel: +49/4381/418262 (ISDN)
FAX: +49/4381/418243
URL:mailto:ulf%antic@cle.de
FIDO: Ulf Petersen@2:240/4060.22
Vendor: new/used hardware, commercial/PD/freeware/shareware
Developer: Pirates of the Barbary Coast, LDS Freezer XL/XE,
LDS "C:" Emulator, Paradise Games #1, PC/XL-Convert II, Ultracopier II
Publisher: User-Mag (disk magazine)
bi-monthly

Subject: B

B&C ComputerVisions
1725 De La Cruz Blvd Ste 7
Santa Clara CA 95050-3011
USA
tel: (408) 986-9960 Phone Orders: Tue - Fri 10am-6pm
FAX: (408) 986-9968 Store Hours: Thur & Fri 10am-6pm / Saturday 10am-5pm
Vendor: new/used hardware, commercial/PD/freeware/shareware

Marlin Bates, IV (Fuji-dom)
mailto:mbates@s3.sonnet.com
http://www.stocko.sonnet.com:80/Fujidom/
Vendor: used hardware, used software

Bensley Consulting
PO Box 301
Westfield IL 62474-0301
USA
tel: (217) 967-5465

URL:mailto:csbdb@eiu.edu
Developer: Happy's Programs - Math, U.S. History, Astronauts, Triangles

Best Electronics
2021 The Alameda Ste 290
San Jose CA 95126-1127
USA
tel: (408) 243-6950 1-5pm Pacific Time Mon-Fri
FAX: (408) 243-8274
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun

Larry Black
2337 Douglas Rd
Panama City FL 32405-5902
USA
Developer: Atar-Z-Modem

Black Moon Systems (BJ Martnick)
PO Box 152
Wind Gap PA 18091-0152
USA
URL:mailto:benm@sectv.com
Developer: Small Business System, Label Master, Multi-Column Lister

Bolt's Electronic Repair Service
920 Thornwood St
Simi Valley CA 93065-5646
USA
tel: (805) 579-9954
Vendor: used hardware
Repair Shop.

Branch Always Software
14150 NE 20th St Ste 302
Bellevue WA 98007-3700
USA
tel: (206) 236-0540
FAX: (206) 236-0257
URL:mailto:brasoft@halcyon.com <- preferred!
URL:mailto:brasoft@genie.com
MSN: BRASOFT
URL:http://www.halcyon.com/brasoft/
Developer: ST Xformer 3.0, PC Xformer 3.5, PC Xformer 8-bit Peripheral Cable

Bravo Sierra Computers (Ben Smith)
tel: (503) 256-9974 24hrs
BBS: (503) 255-9657
URL:mailto:bensmith@teleport.com
URL:http://www.teleport.com/~bensmith/bscomputers.shtml
Vendor: new/used hardware/software

BRE Software
352 W Bedford Ave Ste 104
Fresno CA 93711-6190
USA
tel: 1-800-347-6760
tel: (209) 432-3072
Vendor: PD/freeware/shareware

Bresnik Software
555 Ware St
Mansfield MA 02048-2947
USA
tel: (508) 339-6090
Developer: Illusions/Audiovisualizer, Ecologian, Word-Search Maker, Animals, Mathematics, Fractals

B. Utschig
This address has recently been reported invalid. Confirmations?
Mailbox
2012 S 314th St
Federal Way WA 98003-5622
USA
Vendor: PD/freeware/shareware

Subject: C

C&T ComputerActive
PO Box 893
Clinton OK 73601-0893
USA
tel: (405) 323-5890
Vendor: ???what???

Change In Heat
12 Bella Vista Pl
Iowa City IA 52245-5840
USA
Developer: Pondering About Max's, 1 other game ???what???

ChildsPlay SoftWare Services
6812 Hill Pl N
Minneapolis MN 55427-2259
USA
Developer: various software

Classic Atari OnLine (online magazine)
See: David Schmudde

Closer To Home (Tom Hunt)
BBS: (419) 368-4413, 3-14.4, USR
URL:mailto:tomhunt@brutus.bright.net
URL:http://www.bright.net/~tomhunt/

Developer: SpartaDos 3.2 Utilities: Sound Utility, Term80 Version 1.9,
Hyper-Desktop (Under Construction), Long-Integer Library, Armorizer,
Shell For Sparta 3.2d, Shell For Sparta 3.2g/gx, SelF eXtraction Utility,
Read It, Snapshot 3.3m, Disk Fragmentation Displayer, Filenote Utility,
HELP Maker (MAC/65), Zip-Compatable CRC32 File Checker, Paper Chase

The Complete and Essential Map (book, in 2 volumes)
See: TWAUG

Compsult
PO Box 5160
San Luis Obispo CA 93403-5160
USA
tel: (805) 544-6616
Vendor: closeout commercial software

Computer Dungeon
tel: (708) 547-7085
Vendor: used hardware

Computer Games Plus
1839 E Chapman Ave
Orange CA 92667-7774
USA
tel: (714) 639-8189 Noon-6pm Tue-Fri, Noon-3pm Sat
FAX: (714) 538-1707
URL:mailto:aturco@netcom.com (Art Turco)
Vendor: commercial software

Computer Software Services
See also: Bob Puff
PO Box 17660
Rochester NY 14617-0660
USA
tel: (716) 429-5639 10am-6pm Mon-Fri
FAX: (716) 247-7158
BBS: (716) 247-7157 300-9600 bps
URL:mailto:76702.1076@compuserve.com (Bob Puff)
Vendor: commercial software
Developer: Black Box, Black Box Enhancer, Black Box Printer/Spooler,
Hard Drive Pro Backup, SIO Power Booster, Super E-Burner, Quintopus,
Power Plus, Multiplexer, XF551 Enhancer, XF Single Drive Upgrade,
XF Dual Drive Upgrade, Super Archiver, Super Archiver II, Bit-Writer,
Ultra Speed Plus OS, Floppy Board, XF551 Update, Bit-Writer
Repair Shop.

Creative Software Systems (Rob Satonica)
7775 S Scottdale Rd
Berrien Springs MI 49103-9711
USA
tel: (616) 473-3904
URL:mailto:ddjt62c@prodigy.com

Service: converts disks from Atari to IBM PC 3.5" for SIO2PC/PC Xformer
Vendor: PD/freeware/shareware, formatted for SIO2PC/PC Xformer
Developer: Atari Virtual Disk Shell (for MS-DOS)
DEMO: URL:http://www.halcyon.com/brasoft/freefile/avddemo.zip

Current Notes
559 Birchmount Rd. #2
Scarborough, ON
Canada M1K 1P8
tel: 416-261-5997
tel: 416-752-2744
URL:mailto:redfrog@io.org (Robert Boardman, Publisher/8-Bit Computing)
URL:mailto:hcarson@io.org (Howard E. Carson, Managing Editor)
Publisher: Current Notes (ISSN 8750-1937, "at least 6 times per year")
U.S. Rates: $25/1 yr, $46/2 yr. (US Funds)
Canada: $35/1 yr, $65/2 yr. (Cdn Funds)
Foreign: $48/1 yr, $90/2 yr. (US Funds)

Subject: D

Daisy Dot Software
c/o Roy Goldman
2440 S Jasmine St
Denver CO 80222-6313
USA
Developer: Daisy-Dot III

D'Antiques (Dan Dotson)
URL:mailto:dand1@azstarnet.com
URL:http://www.dantiques.com/atari4.htm or http://www.dantiques.com/
Vendor: used hardware and software

Nir Dary
19185 Castlebay Ln
Northridge CA 91326-1046
USA
tel: (818) 831-2353 evenings only
URL:mailto:nirdary@pacificnet.net
URL:http://www.pacificnet.net/~nirdary/palntsc/palntsc.htm
Developer: PAL/NTSC Upgrade

Data 8
PO Box 210
Mouthcard KY 41548-0210
USA
Vendor: used hardware, used/commercial/PD/freeware/shareware

DataQue
See also: The AGDA Group
1623 W 4th St
Mansfield OH 44906-1701

USA
tel: (419) 529-9797 1pm-5:30pm EST M-F
URL:mailto:dataque.1@genie.com
URL:mailto:71777.3223@compuserve.com
Developer: 4 Megabyte Bank Select Cartridge, 16K Standard EPROM Cartridge, TransKey (attach a PC keyboard), Battery Backed ZRAM, Programmer's Pal, Turbo-Calc 1.01, various Turbo-Calc source list options, 6502/65816 PC Cross-Development Package, 8-Bit Survival Kit, Maze of AGDAgon 1.02 Disk and Cartridge, 6ft Atari-8 TriLink GameLinkII Cable

Digi-Key
701 Brooks Ave. South
Thief River Falls, MN 56701-0677
tel: 1-800-344-4539
Vendor: general electronic parts

DGS (Dean Garraghty)
62 Thomson Ave.
Balby
Doncaster
DN4 0NU
England
tel/FAX: +44-1302-855-026 (9AM to 6PM BST/GMT only please!!)
Vendor: used hardware, commercial/PD/freeware/shareware
Developer: Digi-Studio, Alien Blast
Publisher: News-Paper (print magazine)
UK: #6.00 / 4 issues
Europe: #8.00 / 4 issues
USA: #10.50 (US$21) / 4 issues
Far East & Rest Of World: #13.00 / 4 issues

Discount Video Too
3223 S US Highway 1 Ste F
Fort Pierce FL 34982-6380
USA
tel: (407) 464-0019 1pm-9pm (EST) Mon-Sat
Vendor: commercial software

Doug's Electronic Repair
112 N 1st St
Jacksonville AR 72076-4468
USA
tel: (501) 982-9246
Repair shop.

Dynacomp Inc
178 Phillips Rd Ste 1
Webster NY 14580-9797
USA
tel: (800) 828-6772
Developer: various software

Subject: E

East Hartford Computer
202 Robert St.
East Hartford, CT 06108
United States
tel: (203) 528-4448 11am-8pm Eastern Time Mon-Sat
Vendor: closeout commercial software

Jeff Edwards
138 South Main St.
Travelers Rest, SC 29690
United States
Developer: Digital Music System, PrintShop/Awardware graphics

The Electronic Clinic (Steve Tompkins)
4916 Del-Ray Ave.
Bethesda, MD 20814
United States
tel: (301) 656-7983 or (301) 656-8620
URL:elclinic@aol.com
Vendor: used hardware, commercial/used software
Repair Shop.

Electronics and Computers Surplus City (ECSC)
1490 W. Artesia Blvd.
Gardena, CA 90248
tel: (310) 217-8021
FAX: (310) 217-0950
BBS: (310) 217-1922
Vendor: general electronic parts

Entertainment Excellence
1805 Princeton Place
Merrick, NY 11566
United States
Vendor: commercial software

Evangelo's Software
Angelo V.
27 Stiles St.
Elizabeth, NJ 07208
United States
tel: (908) 558-9518
Vendor: commercial software

Subject: F

Far North Computers
59 College Rd., #217

Fairbanks, AK 99701
United States
tel: (907) 456-3700
Vendor: hardware, software

Andre Fachat
Stadlerstr 17
09126 Chemnitz
Germany
tel: ++49-371-531-3551
URL:mailto:fachat@physik.tu-chemnitz.de
http://www.tu-chemnitz.de/~fachat/csa/
Developer: OS/A65 Computer and Operating System

Fine Tooned Engineering (Mike Hohman)
PO Box 31270
Mesa AZ 85275-1270
USA
URL:mailto:ftooned@crl.com
Developer: Action! Language Cart, Action! Runtime Libraries Disk, Action! Language Toolkit Disk, BASIC XE Language Cart, BASIC XL Language Cart, BASIC XL Runtime Libraries Dsk, BASIC XL Language Toolkit Disk, X-Press! Terminal Super/Cart, Flashback! HD Backup Software, MAC/65 Language Cart, MAC/65 Language Toolkit Disk, MIO 130XE Extender Card, Atari 850 Style Modem Cable, The MARS 8 Enhancement Board, Newell 256KXLE Memory Board, Newell 65XE 1MB Memory Board, Newell 130XE Memory Board, Newell 800/1200 XL Memory Brd, Omnimon! OS Upgrade for 800, Omnimon! OS Upgrade for XL/XE, Omniview 256K OS Upgrade, Omniview XL/XE OS Upgrade, P:R: Connection, Atari 850 Style Printer Cable, RamRod OS RAM/ROM Card for 800, Ramrod Triple OS for XL/XE's, R-Time 8 Clock Cart, Sweet 16 Upgrade Board ('816), SpartaDOS 3.2, SpartaDOS X Super-Cart, SDX Upgrade ROM, US Doubler

David Firth
URL:mailto:david@signus.demon.co.uk
URL:ftp://ftp.demon.co.uk/pub/emulators/atari/ (158.152.1.44)
Developer: Atari800 Emulator for Unix and Amiga - 0.4.2

John Foskett
26 Auckland Rd.
Kingston-Upon-Thames
Surrey
England KT1 3BG
United Kingdom
tel: 081 549 8620
Developer: The Cave, Ye Olde House (both adventures), Jurrasic

Futura (disk magazine)
See: North of Scotland Atari User Group (NOSAUG)

Subject: G

Games+
610 North Alma School Rd.
Chandler, AZ 85224
United States
tel: (602) 890-0556
Vendor: new/used hardware, new/used software

GFH Marketing (Gordon Hooper)
253 Regina Ave.
Victoria, BC V8Z 1J6
Canada
Publisher: 8-Bits Forever (book)
$6.99 US or $7.99 CDN (money orders only)

Markus Gietzen
URL:mailto:magi@stud.uni-sb.de
Developer: XL-It! 0.13
URL:http://www.htw.uni-sb.de/people/mgietzen/atari/xl-it.html

Richard Gore
79 Sprotbrough Road
Sprotbrough
Doncaster
DN5 8BW
England
tel: (01302) 784642
URL:mailto:chmrig@leeds.ac.uk
Vendor: commercial software
Developer: Jawbreaker, Mousekattack, Arena, Bubble Zone, Super Print-Lab XE,
GTracker, GTracker XL Utilities, Clip Tracker XE, Black Lamp, Tube Baddies

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Subject: H

John Harris
URL:mailto:jharris@cybergate.com
Developer: MAE assembler 1.0

Historically Brewed (print magazine)
See: Historical Computer Society

Historical Computer Society (David A. Greelish)
2962 Park St., #1
Jacksonville, FL 32205
United States
URL:mailto:historical@aol.com
Publisher: Historically Brewed (print magazine)
6 bimonthly issues: $18 ; or $2 for a sample issue

Horizon Computers
601 South Broadway, Suite B
Denver, CO 80209
United States

tel: (303) 777-8080
Vendor: ????

/HS\-Computertechnik
c/o Tobias Hang
Berliner Str. 31
D-55435 Gau-Algesheim
Germany
tel: (0)6725/2488
Developer: joystick port monitor, 8 channel relais interface,
Interface Control Application Software (INCA), 8 channel Logic Analyser

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Subject: I

IB Computers
10980 S.W. Mulewood Dr.
Portland, OR 97225
United States
tel: (503) 297-8425
Vendor: closeout hardware

IceSoft
c/o Itay Chamiel
9-A Narkis St.
Jerusalem 92461
Israel
URL:mailto:brucka@eruvin.jct.ac.il
Developer: Ice-T 2.7 XE (128K) or 1.1 (48K)

Subject: J

Jameco Electronic Components and Computer Products
1355 Shoreway Road
Belmont, CA 94002-4100
USA
tel: 1-800-831-4242
tel: (415) 592-8097
Vendor: general electronic parts
Developer: Atari 400/800/800XL/130XE power supplies

JDR Microdecives
1850 South 10th Street
San Jose, CA 95112-4108
tel: (408) 494-1400
USA
Vendor: general electronic parts

Jeff's Atari Action Outpost
P.O. Box 771244

Lakewood, OH 44107
United States
Vendor: ????

JRC
Vanickova 5
16900
Praha 6-Strahov
Czech Republic
Developer: Turbo Tape, Turbo Tape DOS, Visicopy III (IV?)

JTM Ltd
330 1st NE
Mason City, IA 50401
United States
URL:mailto:jimmason@worf.infonet.net
Developer: dedicated weather station

Subject: K

Kake Software
9 Smith Ct.
Vincentown, NJ 08088
United States
Vendor: PD/freeware/shareware

KARIN
ul. Przemyska 11a
02-361 Warszawa
Poland
tel: (0-49)-(0-22)-659-70-42
-659-34-13
-22-23-31
FAX: -659-34-14
Vendor: commercial software
Developer: KARIN MAXI Disk Drive
Repair Shop: all Atari computers

K-Products (Bob Klaas)
4267 Midway Dr
Salt Lake City UT 84120-6035
USA
tel/FAX: (801) 967-7400 aft 3:30pm msdt
BBS: (801) 967-8738 The Repair Shop BBS up 24hr 3-19.2 "Hayes Ultra" online
URL:mailto:bobkla19@mail.tcd.net
Vendor: used hardware and software
Developer: BBS Express! Professional v5.0b, Multiline Version,
Multiline Version & Mux Hardware, Networking Modules,
Pro_Term Terminal Modules, Hardback & Restore, Mux_Time Software,
TurBoss! High Speed O/S, BBS Express! Professional Update Disks,

KPI Hard Disk Drive Interface
Repair Shop.

Nick Kennedy
300 South Vancouver Ave.
Russellville, AR 72801
United States
tel: (501) 967-3843
Developer: SIO2PC 4.04

KE-Soft
c/o Kemal Ezcan
Frankenstrasse 24
63477 Maintal
Germany
tel: +49 6181 87539
FAX: +49 6181 83436
Vendor: new hardware, commercial/PD/freeware/shareware
Developer: Zador, Drag, Sogon, Zebu-Land, Dredis, Techno Ninja, Cultivation,
Chromatics, Oblitroid, Tobot, Bros, Donald, Saper, Tactic, Zador II,
Atomit II, Tecno Ninja, Fisher-Technik interface, The Brundles
Publisher: Zong (print magazine)
40DM/6 months (3 issues)
magazine + disk: 55DM/6 months (3 mags., 3 disks)
abroad: add 10DM p&p

Kinetic Designs
P.O. Box 1646
Orange Park, FL 32067-1646
United States
Vendor: PD/freeware/shareware

Konrad M. Kokoszkiewicz and Jacek Zuk
ul. Tomaszowska 95/37
PL-26-420 Nowe Miasto nad Pilica
Poland
URL:mailto:conradus@plearn.edu.pl
Developer: IDE Hard Drive Interface

Subject: L

L&Y Electronics
13644C Jefferson Davis Hwy NEW/TO CONFIRM: 14628 Build America Drive
Woodbridge, VA 22191
United States
tel: (703) 494-3444 VA
tel: (703) 643-1729 Metro
FAX: (703) 494-3663
Vendor: new/used hardware, new/used software

LACE (London Atari Computer Enthusiasts)
c/o Roy Whiteman, Secretary
153b Swaby Rd.
Earlsfield
London
England SW16
United Kingdom
URL:mailto:trew@def.bae.co.uk
Vendor: used hardware/software, PD/freeware/shareware
Publisher: LACE Newsletter
#7.00 / year (monthly), or free to members

Bertrand Le Roy
See also: Fabien Royer
72 rue des landes
78400 Chatou
France
URL:mailto:bleroy@ccr.jussieu.fr
Developer: F.R.E.E. (graphic adventure)

Lex-Tronics
See: DataQue

Chris Liam
URL:mailto:lamcw@aston.ac.uk
URL:http://www.aston.ac.uk/~lamcw/emulators.html
Developer: Rainbow (for Macintosh)

L.K. Avalon
PO BOX 66
35-959 Rzeszow 2
Poland
Vendor: Blinky's Scary School, Cavernia, Mirax Force, Ninja Commando,
Speed Ace, Stack Up, Zybex, Android, Imagine, Microx, RAM-CART (cartridge
with 64KB or 128KB RAM with battery), Centronics interface: Microprint,
all Polish software
Developer: -games: Barbarian, Frank&Mark, Hawkmoon, Wloczykij, A.D. 2044,
Adax, Barahir, Global War, Hans Kloss, Kampania Wrzesniowa, Klatwa,
Lasermania+Robbo Konstruktor, Misja+Fred, Neron, Piekielko, Robbo, Smus,
Spy Master, Syn Boga Wiatru, The Last Guardian, Uczen Czarnoksieznika,
Upior, Vicky, Wladcy Ciemnosci, Zeus, Aurum, Captain Gather, Change,
Constellation, Czaszki+Electra, Dagobar, Darkness Hour, Digi Duck,
Easy Money+Honky, Gold Hunter, Hydraulik+Snowball, Kernaw, Lorien's Tomb,
Major Bronx, Rucu, Saper, The Jet Action, Trix, U235
-tools: Animator (graph&anim), Automat Perkusyjny (digi drums),
Chaos Music Composer, Geometria (education), Kurs Fizyki (education),
Panther (text editor), Quick Assembler (with some other tools),
Szperacz Dyskowy (disk monitor)

LonerSoft
c/o Clay Halliwell
407 South 2nd St.
Clinton, MO 64735-2107

United States
URL:mailto:halliwee@ts436.dyess.af.mil
URL:mailto:e.halliwell@genie.com
Developer: FlickerTerm 80 (beta), ColorViewSquash, ColorSquashView,
EbonView, Pantheon View, MacView 800, Quad-View 9, XF-ATR, DOMMenu,
Link Basher, Maze-War 3D

Subject: M

Mars Merchandising
1041-B East St. Charles Rd.
Lombard, IL 60148-2059
United States
tel: (708) MARS-INC ((708) 627-7465)
Vendor: new hardware, commercial/PD/freeware/shareware

MCM Electronics
650 Congress Park Drive
Centerville, OH 45459-4072
USA
tel: 1-800-543-4330
Developer: 13 conductor Atari type plug kit - I.E. plugs to make cables for
SIO ports joystick replacement cables and cable extensions (catalog available)

Mega Magazine (Freddy Offenga, a.k.a. Frankenstein)
P.O. Box 164
8800 AD Franeker
The Netherlands
URL:http://pmwww.cs.vu.nl/home/ipoorten/MegaZine/
URL:ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit/megazine/
URL:mailto:offen300@hio.tem.nhl.nl
Publisher: Mega Magazine (disk magazine) -- freeware

Micro-Discount (Derek Fern)
265 Chester Road
Streetly
West Midlands
B74 3EA
England
tel: 0121 353 5730 4pm-8pm Mon-Fri
FAX: 0121 352 1669
URL:mailto:101755.2443@compuserve.com
Vendor: new/used hardware, commercial software
Developer: Print-LAB, Tricky Print, Turbo Charger, Menu Print

Mirage / AS
ul. Gen. Abrahama 4
03-982 Warsaw
Poland
tel: 671-77-77

FAX: 671-76-22
Vendor: All Polish software
Developer: -games: Operation Blood, Problem Jasia, Tanks, Bang Bank,
Ship, Tron, Special Forces, Najemnik, Top Secret, Tusker, Mozgprocesor,
Roderic, Inspektor, Magia, Battle Ships, Kolony, Raszyn 1809,
Super Fortuna, Wyprawy Kupca, Tank vs. Tank, Axilox, Cywilizacja,
Thinker, Eureka, Reverse+Missile Action, Whoops, Atomia, Bertyx, Pong,
Duch+Robal, Helix, Jaffar, Midnight, Rycerz, Zbir, Dziedzictwo Gigantow,
Tagalon, Caveman
-edu: Ortografia, Geografia Polski, Historia Polski, New Words,
Geografia Swiata
-tools: Videograph, Sound Tracker Player (Amiga module player),
Audio Master (sample editor), Kleks+Trzmiel (graph),
SN-360 Utility (disk tools), SN-360 Disk Drive (double side),
Sampler (with some software), Video interface (digitizer+genlock)

Moonsoft
See: Black Moon Systems

More Than Games (Rick Detlefsen)
8207 Briarwood Lane
Austin, TX 78757-7642
United States
URL:mailto:74766.1561@compuserve.com
Vendor: new/used hardware, new/used software
Developer: various utilities, hardware projects

MTS Creations
P.O. Box 56762
Chicago, IL 60656
United States
tel: (312) 763-1822
Developer: Font Craft

MWPD Software
890 North Huntington St.
Medina, OH 44256
United States
Vendor: PD/freeware/shareware

MyTek
819 Corby Ave. (mail orders only - this is not a retail outlet)
Santa Rosa, CA 95407
United States
FAX: (707) 527-0674
URL:mailto:mytek@genie.com
Developer: Studio II (full color video overlay, graphics and text)

Subject: N

National Educational Report Drawing Services (N.E.R.D.S.) Software
c/o Don Loeffler
18 Wendy Drive
Farmingville, NY 11738
United States
Developer: Print Shop icons

New Atari User (print magazine)
See: Page 6 Publishing

New Breed Software
c/o Bill Kendrick
59 Palm Lane
Novato, CA 94945-2574
United States
URL:mailto:kendrick@zippy.sonoma.edu
URL:http://zippy.sonoma.edu/~kendrick/nbs/
Developer: demos: Bob Test, Color Bars, Cells, DAN15, DAN9A, Didi 7, DollMan, Happy Mondays, James Brown, Knives and Forks, Stimpy, T-1000. games: Balloonier, Boom!, Chicken, Cooltris, Elevator, Hopper, Platform, Puzzle, Rodent Revenge, Simon, Sky Diver, Sludge, Usurp. utilities: Colorizer 1.1, DigiPlay Menu, Equation

News-Paper (print magazine)
See: DGS

Nelson Nieves
Atari 8-bit--SpartaDOS Project
1621 Green St Unit 2B
Philadelphia PA 19130-3909
USA
URL:mailto:nelson.nieves@logon-philly.com
Developer: Project Disk 1: Cls, ChkDisk, Code, Cold, Compare, DelTree, EOLCmp, ExPrint, FAtr, FTD, Reset, Tree, TSplit, UnDel, WipeDisk, WipeFile, xErase, xPeek, xPoke, xType

No Frills Software
800 East 23rd St.
Kearney, NE 68847
United States
Developer: Converter, Converter Companion, P.S. Users Utility Disk, PrintShop graphics

North of Scotland Atari User Group (NOSAUG)
P.O. Box 10001
Peterhead
Scotland AB42 6ZN
United Kingdom
Publisher: Futura (disk magazine)
$3 cash or #2 IMO for sample issue

Northwest Phoenix Atari Connection (N.W.P.A.C.)
P.O. Box 67511

Phoenix, AZ 85082
BBS: (602) 278-8505 (Phoenix Atari User Group System)
Publisher: Nybbles & Bytes (print magazine)
bimonthly, $10 / yr (6 issues)

NOVAtari
c/o Geoff DiMego
8612 Thames St.
Springfield, VA 22151
United States
tel: (703) 425-5030
Vendor: PD/freeware/shareware

Nybbles & Bytes (print magazine)
See: Northwest Phoenix Atari Connection (N.W.P.A.C.)

Subject: P

Page 6
P.O. Box 54
Stafford
England ST16 1DR
United Kingdom
tel: 0785 213928
FAX: 0785 54335
Vendor: hardware, commercial/PD/freeware/shareware
Developer: Enigmatix!
Publisher: New Atari User (print magazine)
(bi-monthly) Magazine only Magazine and Disk
UK #15.00 #25.00
Europe (Air Mail) #17.00 #32.00
USA/Canada - Surface #17.00 #32.00
USA/Canada - Air Mail #23.00 #42.00
Other countries as USA/Canada

Palette Imaging (Marver Seaman)
47 South St.
Norwood, NJ 07648
United States
tel: (201) 767-3913
Developer: ChromaCAD: Sculptured-Surface 3-D Modeling System

Papa's Chip's
1957 Harlen Rd.
Loves Park, IL 61111
United States
tel: (815) 633-6300
Repair Shop.

David A Paterson
4900 Doherty Ave

Montreal QC H4V 2B2
Canada
Developer: CardStax
Publisher: Atari 8-Bit Omnibus
US$5 for 1994 edition

P.E.E.R.S. of Omaha (Patten's Electronic Equipment Repair Service)
917 North 169th St.
Omaha, NE 68118-9342
United States
tel: (402) 289-3572 Mon-Fri 10am-9pm, Sat 1pm-5pm (CST)
Vendor: used hardware
Repair Shop.

Klaus Peters Elektronik&Software
Moltkestrasse 29
D-42551 Velbert
Germany
tel: (0)2051/84815 or 84410
FAX: (0)2051/85784
Developer: Megaram (1MB), 25K Bibomon, ROM-Disk XL/XE, Burner XL/XE,
Speedy 1050, Disk Drive F2000, Sprint XL, Sound-Monitor

Phoenix
c/o Robert Paden
54 Ardmillan Crescent
Scrabo Estate
Newtownards
Co. Down
Nothern Ireland BT23 4PW
United Kingdom
Publisher: Phoenix (disk magazine)
public domain

Pokey Magazine (print magazine)
See: Stichting Pokey

Jeff Potter
See also: The AGDA Group
202 Chestnut Ridge St.
Winter Springs, FL 32708
United States
URL:mailto:potter@escmail.orl.mmc.com
URL:mailto:74030.2020@compuserve.com
URL:mailto:jdpotter@genie.com
Developer: APACVIEW, APACSHOW, COLRVIEW, DEGASRD, ILBMREAD, GIFNCODE,
CRAB NEBULA, JVIEW XL

Power Per Post (Werner Raetz)
Postfach 1640
D-75006 Bretten
Germany

URL:mailto:hs@undine.physik.uni-erlangen.de (Harald Schoenfeld)
Vendor: new hardware, commercial/PD/freeware/shareware
Developer: QUICK Programming Language, QUICK Support Disk 1, QUICK Support Disk 2, S.A.M. (Screen Aided Management) 80 column Desktop System, S.A.M. Budget (spreadsheet), S.A.M. Utilities 1, S.A.M. Designer (DTP), Quick Ed (chr set editor), Glaggs It!, Rubber Ball, MineSweeper, Bombi
Publisher: ATARImagazin (print magazine)
39DM + 6DM p&p/6 months (3 issues)
abroad: 39DM + 12DM p&p/6 months
disk & membership: add 60DM

Publicaciones Creativas S.A. (Ivan Antezana)
Van Dyck 190
San Luis
Lima 30
Peru
tel/FAX: (51)(1) 346-2649
Publisher: ATARI Creativo, Informatica Creativa (both out of print; however, back issues are still available, and also disks with the programs from all numbers. Will return to print if there are enough buyers!)

Bob Puff
See also: Computer Software Services
See also: Wordmark Systems
Suite 222
2117 Buffalo Rd.
Rochester, NY 14624
United States
URL:mailto:76702.1076@compuserve.com
Developer: BobTerm

Purple Mountain Computers
15600 NE 8th St. Ste. A3-412
Bellevue, WA 98008
United States
tel: (206) 399-8700
Vendor: used commercial software

Subject: R

Rambit
16 The Green
Thurlby
Bourne
Lincs.
England PE10 0HB
United Kingdom
tel: 0778 424450
Developer: Print-Filer, TaskMaster, Parallel Printer Port, TurboLoad kit (XC12/1010 upgrade)

READY +TECHNOLOGIES+ (Thomas Smailus)
2245 College Dr Apt 170
Baton Rouge LA 70808-1848
tel: (504) 388-5248
FAX: (504) 388-5263
URL:mailto:tom@ready.rsip.lsu.edu
URL:http://www.rsip.lsu.edu/tom/ready.home.html
Developer: Hardware systems design, developement, and construction; Software systems design, developement, and coding; Media conversion from magnetic to optical and imaging; Consulting on system purchases and requirements; Film production from short to feature length

Revista STAK Atari
Casilla 51552 STGO 1
Correo Central
Santiago de Chile
Chile
Publisher: STAK Atari (print magazine)
air: US$50 (cannot accept checks or credit cards)
magazine + disk, air: US$70

Ronnie Riche
See also: Dale Wooster
1700 Aycock St.
Arabi, LA 70032
United States
Developer: TextPRO 5.20X, Maintenance Upgrade #1

Fabien Royer
See also: Bertrand Le Roy
3211 Society Drive
Claymont, DE 19703
United States
Vendor: F.R.E.E. (graphic adventure)

Subject: S

Sagamore Software
2104 Arapahoe Dr.
Lafayette, IN 47905
United States
Vendor: PD/freeware/shareware

San Jose Computer
moving?
tel: (408) 995-5080

David Schmudde
URL:mailto:dschmud@heartland.bradley.edu
Publisher: Classic Atari OnLine (online magazine)
URL:http://www.ourworld.compuserve.com/homepages/dschmud/dsatari.htm

Ernest R. Schreurs
Kempenlandstraat 8
5211 VN Den Bosch
The Netherlands
URL:mailto:ernest@pi.net
Vendor: PD/freeware/shareware
Developer: the POOLDISK CD-ROM

Shadow SoftWare
URL:bensmith@teleport.com
BBS: (503) 761-9074
Developer: Carina (BBS software)

Richard Smith
P.O.Box 71017
16655 Yonge Street
Newmarket
Ontario
Canada L3X 1Y8
URL:mailto:richs@interlog.com
URL:http://www.interlog.com/~richs/atari.html
Vendor: commercial software (plus a bit of new hardware)

Software Infinity (Greg Brown)
The Woods at Brookhollow
3253 Hillcrest Dr., #42B
San Antonio, TX 78201
USA
Vendor: commercial/PD/freeware/shareware (importer of many KE-Soft games)

STAK Atari (print magazine)
See: Revista STAK Atari

Lawrence Staveley
URL:mailto:lawrence@kwll.demon.co.uk
URL:http://www.insight-media.co.uk/idrun/default.htm
Developer: XFSIO 1.03

STeve's Computer Technology
405 Main Street
Woodland, CA 95695
tel: (916)/661-3328 Mon-Sat 10am-6pm (closed Sun)
FAX: (916)/661-1201
BBS: (916)/661-1538
URL:mailto:steves@woodland.net
URL:http://woodland.net/wdm/STeves/
Vendor: new/used hardware, new/used commercial software

Stichting Pokey = Pokey Foundation (Fred Meijer)
Postbus 798
NL-3100 AT Schiedam
The Netherlands
Vendor: new hardware, commercial software, books

Developer: Stereo Kit (XL/XE compatible, incl 1 extra pokey chip),
t-shirts with Atari 8-bit game motives on them
Publisher: Pokey Magazine (print magazine)
50 guilders / year (6 issues, bimonthly)

Strange Invasion
c/o Stefan Lausberg
Koerschstr. 58
D-70599 Stuttgart
Germany
tel: (0)711/45 51 71
URL:mailto:lausberg@studbox.uni-stuttgart.de
URL:http://wwwcip.rus.uni-stuttgart.de/~inf11492/
Publisher: Strange Invasion (disk magazine)
single issue 5DM
6 issues (1/2 year) 25DM

Paul Sungenis
URL:mailto:pab@cnx.sccsi.com
Sharware developer: AtariLink BBS, PabMail PCBoard, PabQwk, Mboard 2000

Super Products
c/o James Bradford
Pikes Rd.
Glasshouse Mtns. QLD 4518
Australia
tel: (074) 969 169
URL:mailto:sup8pdct@closer.brisnet.org.au
URL:ftp://203.4.149.98/8bit
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Subject: T

TEAC (The Educators Atari Club)
P.O. Box 1024
Laytonville, CA 95454
United States
Developer?: education related

Toad Computers
570 Ritchie Hwy
Severna Park MD 21146-2925
USA
tel: (800) 448-8623
tel: (410) 544-6943 info
FAX: (410) 544-1329 FAX
BBS: (410) 544-6999 BBS
FAX: (410) 544-0098 FAXBack
URL:mailto:info@toad.net
URL:ftp://ftp.toad.net/

URL:http://www.toad.net/
Vendor: new/used hardware, new/used software

TOMS
ul. Beldan 2
02-695 Warsaw
Poland
tel: 641-54-29
Developer: TOMS 720 disk drive, TOMS 710 disk drives

TOP-Magazin
c/o Markus Roemer
Schiefersteinstr. 10
D-55606 Kellenbach
Germany
tel: (0)6765-420
BBS: (0)345/78 80 148 (24 hours, 8N1, 16k8bps)
Vendor: new hardware, commercial software
Publisher: TOP-Magazin (disk magazine)
25DM for 6 months (6 issues)

Toronto Atari Federation (TAF)
5334 Yonge St. Suite 1527
Willowdale, ON
Canada M2N 6M2
Vendor: PD/freeware/shareware

Trans World Exchange
c/o Chris Carson
P.O. Box 44251
Parkland, WA 98444
United States
Vendor: PD/freeware/shareware "shareware games and utilities from Poland"

Anthony Jaroslav Truhlar
26 Byrom Avenue
Levenshulme
Manchester
M19 3HR
United Kingdom
Phone/Fax: +44-(0)161-248-7893
URL:mailto:100756.735@compuserve.com
Developer: CopyPlus 1.1, Metric/Imperial converter, resistance calculator,
several other programs

Steven Tucker
tel: (216) 237-5308
URL:mailto:classics@nacs.net
URL:http://www.nacs.net/~classics/
Developer: APE: The Atari Peripheral Emulator 1.09 w/ ProSystem,
Imagic: The Windows 95/NT Universal Disk Image Generator/Converter,
APE ProSystem: The copy protected disk imager/emulator

TWAUG (Tyne & Wear Atari User Group)
P.O. Box 8
Wallsend
Tyne & Wear
NE28 6DQ
United Kingdom
tel: (0191)-2710086
Vendor: PD/freeware/shareware
Developer: UltiFont
Publisher: The Complete and Essential Map, by Andrew C. Thompson
(book, in 2 volumes) #16.00 plus the following P&P:
UK #1.50
Europe #2.50
USA/Canada Air Mail #5.50
USA/Canada Surface #2.50
Australia Air Mail #6.50
Australia Surface #2.50
Publisher: TWAUG Newsletter (print magazine)
bimonthly, includes either disk or cassette
1 copy #2.00---6 copies #11.00 for UK
1 copy #2.20---6 copies #12.50 for Europe
1 copy #2.50---6 copies #14.00 for Elsewhere

Subject: U

UltraBasic
10 East 10th St.
Bloomsburg, PA 17815
United States
Vendor: commercial software

User-Mag (disk magazine)
See: Avatar

Subject: V

Valdez Computer Service
Mariano Carranza 226, of. 306
Santa Beatriz
Lima 1
Peru
tel: (51)(1) 471-2660/470-9079
Vendor: used hardware and software
Repair shop.

Video 61
22735 Congo St. N.E.
Stacy, MN 55079
United States
tel: (612) 462-2500 24hrs

URL:mailto:ice@skypoint.com
Vendor: new/used hardware, new/used software (mostly game-related)

Video Game Advantage
c/o Michael J. Novak Jr.
6861 Anthony Lane
Parma Hts., OH 44130
(216) 843-8815 Voice
URL:mailto:vga2000@ix.netcom.com
URL:mailto:VGA2000@io.com
URL:mailto:dw901@cleveland.freenet.edu
URL:http://www.io.com/~vga2000/
Vendor: used hardware/software

Video Magic
c/o Frank M. Polosky
P.O. Box 9542
Pittsburg, PA 15223
United States
Vendor: used software
Publisher: bimonthly game catalog/newsletter

Subject: W

Dale F. Wooster
See also: Ronnie Riche
7113 W. Pasadena
Glendale, AZ 85303
tel: (602) 846-1575
United States
Developer: TextPRO v5.20x Docs.
printed manual: $12
2-disk set containing program, modules, macros, docs: add $4
2-disk set of more support files: add another $4
Other Docs. available for: early TextPRO v4.5/v5.0, MYDOS 4.5,
Rambrandt, Bobterm 1.2 and several others

Wordmark Systems (Charles Marslett and Bob Puff)
See also: Bob Puff
URL:mailto:chasm@bix.com (Charles Marslett)
URL:mailto:76702.1076@compuserve.com (Bob Puff)
Developer: MYDOS 4.53

Subject: Z

Zong (print magazine)
See: KE-Soft

ZTM Software Manufacturers
P.O. Box 240
Forked River, NJ 08731
United States
tel: (609) 971-5807
Vendor: commercial/PD/freeware/shareware
Developer: Atari Tape Backup Program

==========
End of atari-8-bit/vendev
==========

3778. Amdek Monitor

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-18 00:00:00 UTC
From: nurmix@gateway.ecn.com
Message-ID: <4q6n90$jvi@gateway.ecn.com>
Source record: 82918

I'm selling an Amdek Color-1 composite-color monitor that works great with the Atari 8-bits. And it will also work well as a television monitor when connected to a VCR or cable box. It's in good condition and has a clear and sharp picture.

I am asking $25 + shipping costs, or best offer.
This is for US addresses only though. If you are in another country we'll have to discuss it a bit further. :^)

Please E-Mail me at: Nurmix@socal.com -or- Nurmix@ecn.com

3779. Re: Digital Joysticls & PC's

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-18 00:00:00 UTC
From: andy@troas.demon.co.uk
Message-ID: <31c6ef39.17918303@news.demon.co.uk>
Source record: 82919

On Tue, 18 Jun 1996 12:30:23 GMT, Mark Elliott
<Mark@cortexuk.demon.co.uk> wrote:

>
>With all this talk of 8-Bit Emulators has anyone ever thought of making an
>interface to plug a standard 9 Pin joystick into the gameport of a PC.
>
>I presume it would require some type of DAC, but it must be possible as there
>are a lot of GamePads out there that work as though they're digital.
>
>Any thoughts from anyone

There is a full schematic and instructions to do just this on the web,
sorry I don't remember where. If you can't find it, mail me and I'll
send it to you. I'm going to build one shortly.

--
andy@troas.demon.co.uk

3780. Re: Red label cart - Is it a prototype?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-18 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <4q6ulq$4fm@zorak.acns.carleton.edu>
Source record: 82920

>I have an Atari cart the likes of which I have never seen before. Instead of
>the usual brown case with brown or silver label, this one has the brown case
>with a red label. It is RX8080, "The Learning Phone". Do they all have a
>red label or is this possibly a prototype version?

I don't know if they're all red or not, I haven't seen one before.

But you know what it is, don't you? It's the Atari cartridge for connecting
to the "Plato" education-oriented online service. Atari spent so much time
and effort designing the cartridge, the Plato service itself was about caput
by the time "The Learning Phone" was released.

Michael Current, 8-Bit Atari FAQ & Vendor/Developer Lists maintainer
User groups: CAIN, SPACE, NWPAC / mailto:mcurrent@carleton.edu

3781. Re: Why raised stock?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-18 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <4q6vmf$4nb@zorak.acns.carleton.edu>
Source record: 82921

>Okay, so I've been out of AtariLand for awhile...
>
>A week or two ago I noticed that Atari stock leaped to about $8+ per
>share. Frankly...Why?

Atari announced several months ago their intention to merge with disk drive manufacturer JTS. (JTS itself is a startup, but it's a new company made up of industry old-timers.) It's a weird merger: Atari becomes a division of JTS, while Atari stock becomes JTS stock. So Atari stockholders are soon to be JTS stockholders. The Tramiel's will be on the board, but they will not control JTS.

So think of Atari stock as JTS stock, and that basically explains the sudden rise in stock value.

From the view of JTS, this arrangement gives them access to Atari's cash, and allows them to go public on the AMEX without issuing stock of their own. (It's not worth so much, but there are a *lot* of Atari shares out there.) Most people are guessing JTS has no interest in the other assets of Atari, like the Jaguar and the large library of patents and copyrights. Some of us hold out hope that JTS intends to sell off their new Atari division shortly after the merger is completed.

Michael Current, 8-Bit Atari FAQ & Vendor/Developer Lists maintainer
User groups: CAIN, SPACE, NWPAC / mailto:mcurrent@carleton.edu

3782. Re: SIO2PC questions... <<<Correction>>>

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-18 00:00:00 UTC
From: mead@dlg1.ceh.servtech.com
Message-ID: <31c73c7a.62175@news.servtech.com>
Source record: 82922

On Mon, 17 Jun 96 21:30:23 GMT, mldcs@pic.net (Mark C. Lowe) wrote:

>Boy did I mess up! I called this thread COPY2PC instead of SIO2PC before. I
>got on and couldn't find my post!! :-)
>
>
>>You may find that altering the timings menu helps somewhat. I had
>>very similar problems, especially when writing data to the PC.
>>Messing about with the timings improved it, as did turning off the
>>turbo mode on my PC (!). I got it working pretty much OK, but then I
>>tried APE........ I haven't had a single problem with APE, every
>>transfer goes fast and error-free. I intend to register it as soon as
>>I have some spare cash (not often!).
>
>I started messing with timings, but not much. I'll try some more. As far as
>APE is concerned, I think I'll try that out now!
>

When you configure APE, avoid IRQ conflicts.

In my case, I had a choice of com ports 1,2,3,4 with IRQ's 3,4.

I didn't want to have conflicts with my modem (COM2 at IRQ3) so I
configured APE for COM1 at IRQ4, (Same as my mouse.)
^^^^^^^^^^
Correction: I meant to say, COM3 at IRQ4 (same IRQ as my mouse.)

Everything went smoothly until I accidentally bumped the mouse. The
conflict shut down all communication between the Atari and the PC,
causing me to reboot.

I solved this by booting my PC without loading the mouse driver, thus
setting up a seperate config on my PC just for APE.

Hope this will save you some time. It had me going for awhile.
If anyone else has a better solution, I'm all ears.

Dave

3783. Re: Digital Joysticls & PC's

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-18 00:00:00 UTC
From: mldcs@pic.net
Message-ID: <4q73ak$o3s@news.anet-dfw.com>
Source record: 82923

In article <31c6ef39.17918303@news.demon.co.uk>, andy@troas.demon.co.uk (Andy D) wrote:
>On Tue, 18 Jun 1996 12:30:23 GMT, Mark Elliott
><Mark@cortexuk.demon.co.uk> wrote:
>>With all this talk of 8-Bit Emulators has anyone ever thought of making an
>>interface to plug a standard 9 Pin joystick into the gameport of a PC.
>There is a full schematic and instructions to do just this on the web,
>sorry I don't remember where. If you can't find it, mail me and I'll
>send it to you. I'm going to build one shortly.

How about the reverse? I'd like to use my nice IBM joystick on the Atari!

%*%*%*

3784. Re: SIO2PC questions...

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-18 00:00:00 UTC
From: mead@dlg1.ceh.servtech.com
Message-ID: <31c72cca.646467@news.servtech.com>
Source record: 82924

On Mon, 17 Jun 96 21:30:23 GMT, mldcs@pic.net (Mark C. Lowe) wrote:

>Boy did I mess up! I called this thread COPY2PC instead of SIO2PC before. I
>got on and couldn't find my post!! :-)
>
>
>>You may find that altering the timings menu helps somewhat. I had
>>very similar problems, especially when writing data to the PC.
>>Messing about with the timings improved it, as did turning off the
>>turbo mode on my PC (!). I got it working pretty much OK, but then I
>>tried APE........ I haven't had a single problem with APE, every
>>transfer goes fast and error-free. I intend to register it as soon as
>>I have some spare cash (not often!).
>
>I started messing with timings, but not much. I'll try some more. As far as
>APE is concerned, I think I'll try that out now!
>

When you configure APE, avoid IRQ conflicts.

In my case, I had a choice of com ports 1,2,3,4 with IRQ's 3,4.

I didn't want to have conflicts with my modem (COM2 at IRQ3) so I
configured APE for COM1 at IRQ4, (Same as my mouse.)

Everything went smoothly until I accidentally bumped the mouse. The
conflict shut down all communication between the Atari and the PC,
causing me to reboot.

I solved this by booting my PC without loading the mouse driver, thus
setting up a seperate config on my PC just for APE.

Hope this will save you some time. It had me going for awhile.
If anyone else has a better solution, I'm all ears.

Dave

3785. Re: Why raised stock?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-18 00:00:00 UTC
From: Jeff Colbert <jcolbert@earthlink.net>
Message-ID: <31C73277.5616@earthlink.net>
Source record: 82925

I usually don't just agree with someone, but what gives? $8.00 a share?
I notice it is going back down to around $6.00 or so. I sure wish I had
some when it was $2.00 something!

Jeff

Just Steve wrote:
>
> Okay, so I've been out of AtariLand for awhile...
>
> A week or two ago I noticed that Atari stock leaped to about $8+ per
> share. Frankly...Why?
>

3786. Re: 8000 nude celebrity pics

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-18 00:00:00 UTC
From: ba930@FreeNet.Carleton.CA
Message-ID: <4q75dv$o90@freenet-news.carleton.ca>
Source record: 82926

David White (david.white@rd.eng.bbc.co.uk) writes:
>> Why is this posted here in 'comp.sys.hp.hpux'? Please restrict your postings
>> to the appropriate groups. I know of many women who work with HP-UX - they are
>> an important and valued part of our community. This posting may offend them.
>> It offends me.
>>
>> Furthermore, this is advertising. Once again, this is not welcomed here.
>>
>> --I would be stronger than 'it may be offensive'and 'it's advertising'. It is base,
> immoral, perverted, and corrupting. Will the poster please never darken these
> groups with such tat again.

k.. simple solution so that crap like this that probably originated from
some dumbass AOL user doesn't turn the SIG into a flame war, IGNORE IT.
It'll go away a LOT faster.

--
JESS | Chris Brown This is You'll be the first to
TODD'S| ba930@freenet.carleton.ca not go... unless you THINK!
SPACE | cdbrown@nyx.cs.du.eu what you -D.K.
------+ aka Naimus think it is...

3787. Wanted: 5200 ROM Images for Rainbow

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-18 00:00:00 UTC
From: malay@reston.unisysgsg.com
Message-ID: <Dt7sGv.Dzn@ftp.reston.unisysgsg.com>
Source record: 82927

Can some kind soul email the 5200 OS Rom images to me - I'd
like to try out the 5200 option in the ultra-fine Atari 8bit
emulator "Rainbow".

Thanks!!

Bob Malay

--
//
/ /
/ Robert M. Malay Lockheed Martin TDS /
/ 9255 Wellington Road /
/ Manassas, VA 22110-4121 /
/ /
/ malay@reston.unisysgsg.com /
/ 703.367.2403 /
/ /
//

3788. Re: getting started with

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-18 00:00:00 UTC
From: <>
Message-ID: <d8c_9606181235@pandabbs.com>
Source record: 82928

BR> I don't /think/ so. Put it this way, *I've* never seen an 800XE, and I'm i
BR> the U.K.

Look at the 8-bit FAQ next time it is posted....It has the list of hardware
and somewhere in there it lists the 800XE as a UK/Europe release only.
--
|Fidonet: Chris Friend 1:333/894
|Internet: Chris.Friend@Chris.Friend@*user@*site.*domain.com.com
| Web URLs: http://www.pandabbs.com & http://www.tiac.net/users/panda
| Standard disclaimer applies: The views of this user are strictly their own.
| PandA's Den BBS FidoNet <> internet gateway - email info@pandabbs.com

3789. Re: COPY2PC questions

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-18 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <4q7aj4$gqi@newsbf02.news.aol.com>
Source record: 82929

Is your PC much more advanced than a '286? If so, you might have to reset the timing. I used to have a '286 and used the old, two-chip cable which gave me no problems. Last summer, I bought a Pentium 100 and found that some timing adjustments are in order. The directions are in the docs. It will be a time-consuming process.

If you are in a hurry, first, try this. After that initial piece of data goes through, hit the <BREAK> key on the Atari. If more data goes through, hit <BREAK> again. Each time you hit <BREAK>, you'll either get a little more data, a lot more data, or an error message. Of course, the error message will mean, "try the whole thing again," but sometimes you can finish the file or disk you're trying to copy.

3790. Re: Favorite under-rated games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-18 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <4q7a89$24l@news.tcd.net>
Source record: 82930

Having a problem with server test..

3791. Re: SIO2PC questions...

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-18 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.305.002C2496@mindspring.com>
Source record: 82931

In article <31c72cca.646467@news.servtech.com> mead@dlg1.ceh.servtech.com writes:
>From: mead@dlg1.ceh.servtech.com
>Subject: Re: SIO2PC questions...
>Date: Tue, 18 Jun 1996 23:00:38 GMT

>On Mon, 17 Jun 96 21:30:23 GMT, mldcs@pic.net (Mark C. Lowe) wrote:

>>Boy did I mess up! I called this thread COPY2PC instead of SIO2PC before. I
>>got on and couldn't find my post!! :-)
>>
>>
>>>You may find that altering the timings menu helps somewhat. I had
>>>very similar problems, especially when writing data to the PC.
>>>Messing about with the timings improved it, as did turning off the
>>>turbo mode on my PC (!). I got it working pretty much OK, but then I
>>>tried APE........ I haven't had a single problem with APE, every
>>>transfer goes fast and error-free. I intend to register it as soon as
>>>I have some spare cash (not often!).
>>
>>I started messing with timings, but not much. I'll try some more. As far as
>>APE is concerned, I think I'll try that out now!
>>

>When you configure APE, avoid IRQ conflicts.

>In my case, I had a choice of com ports 1,2,3,4 with IRQ's 3,4.

>I didn't want to have conflicts with my modem (COM2 at IRQ3) so I
>configured APE for COM1 at IRQ4, (Same as my mouse.)

>Everything went smoothly until I accidentally bumped the mouse. The
>conflict shut down all communication between the Atari and the PC,
>causing me to reboot.

>I solved this by booting my PC without loading the mouse driver, thus
>setting up a seperate config on my PC just for APE.

>Hope this will save you some time. It had me going for awhile.
>If anyone else has a better solution, I'm all ears.

>Dave

If you're using Win95 it's better to boot to DOS than to use a DOS
window. The mouse driver is loaded, but does not respond in DOS, where
in windows it may. To boot to DOS, edit your MSDOS.SYS file and change
the BOOTGUI=1 to BOOTGUI=0. Now WIN95 will either stop at the C:> prompt,
or give you a boot menu.

Another way is to hit F8 while booting and bring up the menu and select DOS.

Also, if you have a video card that uses an S3 chip DO NOT USE COM4! The S3 chip gloms COM4 for it's own use sometimes.

Bruce Willard bwillard@mindspring.com

3792. Re: Wanted: Atari hardware

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-18 00:00:00 UTC
From: gene.ehrich@compudata.com
Message-ID: <8C2C469.10C10003C0.uuout@compudata.com>
Source record: 82932

To:LFHQ23A@prodigy.com N

L>I need a bunch of hardware. Here is some of the stuff I need:

L>Modems (1200-higher)
L>850, 1050, and 3rd party drives
L>Interface for printer, drives, modems, ect.
L>Monitor (not a TV)

L>another thing i think i need is somthing called a black box. im not sure,
L> becuase i really dont know how to do this stuff with hard drives. but,
L>i salvaged a 30 meg hard drive from an Xt the other day and i was
L>wondering if i could hook it up to an Atari 8-bit. but i dont know if i
L>can or how to do it

Monday, June 10, 1996

Atari Items for Sale plus shipping

Cable & TV Connector for Atari 130XE..... $ 6
Atari 1050 Disk Drive with power supply..... $44
Atari 1050 Disk Driver owners guide..... $ 6
Atari 1050 Disk Drive - intro to Atari DOS..... $10
Peripheral Cable for Atari computer..... $ 9
Slik Stix Joy Sticks (2)..... $ 9 each
U-Print Model A printer interface for Atari Comp.... $10
Nintendo DMG-04 Cable..... $ 6
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 5 each
printers. Black and some colors. (8)
16 single sided double density disks..... $ 7
10 Nashua single sided double density disks..... $ 7
NEC Color monitor model JC-1215MA..... $44
MPS801 Printer for Commodore...(two)..... $15 each
Okimate 20 Color Printer for Commodore..... $39
Okidata 120 Printer Manual for Commodore Computers.. $ 2
.....
Apple Green Monochrome Monitor..... $29

19 Single sided single density disks for $5
14 Double side double density disks for $5

Shipping $3 each, add $1 for each additional.
Except disk drives/computers/monitors $9 each
Diskettes $2 total first 10 diskettes then $1 each 10

Gene Ehrich P.O. Box 209 Marlton NJ 08053-0209

gene.ehrich@compudata.com
Gene_Ehrich@compuserve.com Gene_Ehrich@prodigy.com
GeneEhrich@AOL.COM Gene_Ehrich@MSN.COM

 OLXWin 1.00b Rap Music = Oxymoron

3793. Re: Favorite under-rated games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-18 00:00:00 UTC
From: ziggy29@netgate.net
Message-ID: <ziggy29-1806961921580001@d38.netgate.net>
Source record: 82933

In article <4q4bed$7ad@nuke.csu.net>, kendrick@sitka.sonoma.edu (William Kendrick) wrote:

> Chris Brown (ba930@FreeNet.Carleton.CA) wrote:
>
> : yar! Death of An Apple! i have that somewhere.. I laugh at it every time..
>
> Where can one get these? I've HAD one or two of them. I kinda miss 'em ;)
> Also, that PaperWeight 3.1 thing. I'm interested. :)

I remember a couple of nostalgic favorites for personal reasons, which I haven't been able to find: Excalibur (an old APX game) and a game called Epidemic.

> : Hacker (Electronic Arts) is one fav.. haven't been able to finish it yet
> : HitchHiker's Guide To The Galaxy is kick ass...
>
> These aren't underrated! Everyone remembers THESE! :)

Yeah. I wish I could find it for the 8-bit. I just bought it (and several other Infocom Sci-fi games) for the Mac at Costco for $9.99.

> Of course, I've now gotten 3 girls (including my current girlfriend) totally
> addicted to that 3D arcade fight game, TEKKEN. (IT RULES!) None of my
> male friends are ever very interested in it. :) Odd!

I can't get my wife hooked on anything except Tetris ripoffs and general strategy build-an-empire games like Civilization or Master of Orion. Well, she did like "Slick Willie 0.97" for the Mac...

--
Tim Irvin, ziggy29@netgate.net :: Softball '96: 15G / 11-4 / .512
WWW: http://www.netgate.net/~ziggy29/
"Someone who wears a tie to WWDC (the major Mac developers show)...
needs to rebuild his desktop file and zap his parameter RAM."
-- Guy Kawasaki

3794. Re: Favorite under-rated games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-18 00:00:00 UTC
From: jasonbar@nut.ucsb.edu
Message-ID: <4q7r6t$gne@nut.ucsb.edu>
Source record: 82934

Hey, nobody's mentioned Spelunker!

-Jason
--
Jason Bardis(jasonbar@nut.ucsb.edu www.engineering.ucsb.edu/~jasonbar)
The Simpsons.3DO.cycling.AbFab.PWEI.LEGO.Duckman.Tit Wrench.G-Force
autocrosses/rallyes.Atari.mechanical engineering.Ministry.Tempest.NIN
The Jitterbug.Bill Gibson.Robotics.Tim Burton.The Cult.fried cheese

3795. Re: Favorite under-rated games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-18 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <4q51do$386@madeline.INS.CWRU.Edu>
Source record: 82994

(Somebody asks about favorite 'underrated' games.)

Moriarty's 'Crash Dive' was my first typed in program from ANALOG, my first text adventure, first in about everything and I still feel it beats all the Infocom games (which you might see in what follows, I don't have a lot of patience or hand-eye skill.) Crash Dive has really nice interface with a player-missle screen that looks like horizontal DLIs, but isn't.

'Elevator Repairman'- Another from ANALOG. A classic, very playable, nicely done hand-eye.

(Hacker was ok, and here's a hint. Near the end of the game, don't go back to Wash DC by the same route you went before. Find a 'southern' route near Australia going across the Pacific to South America. If you want a complete game solution, I think it is available at Cleveland Freenet Atari sig in the reference section.)

'Sno-fite'

I really like Star Raiders II, many don't.

Clayton Walnum BASIC games, Dungeon Lord and Moon Lord.

Sargon III chess.

Atarinim by Dave and wife Oblad

'Camels', a commercial quality game.

Somebody mentioned 'gauntlet' the Don Lebeau one.

Lazertype from ANALOG.

Othello game (a couple)

Pirates, a good two play game by Dave Oblad

JD Casten Epsilon and Risky Rescue

Another Dave Oblad, Tricky Tracks.

Somebody mentioned Retrofire and lunar lander.

Tron and worm.

I like to play Carter's 'Uptown Manager' business simulation game.

Xagon from down under.

Almost all above are pd.

(I mean Dragon Lord BASIC game by Clayton Walnum. 'Dungeon Lord'
is an excellent game from ANALOG with looks like 79 players
and missles. I sure would like to know how he did that.)

3796. Red label cart - Is it a prototype?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-18 00:00:00 UTC
From: krieg@miller.cs.uwm.edu
Message-ID: <4q51j9$ff5@uwm.edu>
Source record: 82995

I have an Atari cart the likes of which I have never seen before. Instead of the usual brown case with brown or silver label, this one has the brown case with a red label. It is RX8080, "The Learning Phone". Do they all have a red label or is this possibly a prototype version?

--
==========
=__ __ __ _ __ _= Andrew Krieg - Software Engineering Consultant =
=_ __ _ __ _ _ __= E-mail: krieg@execpc.com =
=_ _ _ ___= WWW: http://www.cs.uwm.edu/public/krieg/index.html =

3797. XEGS Forsale

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-18 00:00:00 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <4q549e$730@madeline.INS.CWRU.Edu>
Source record: 82996

I found another XEGS system in the closet, so everyone who e-mailed
too late last time you have another chance :)

XEGS w/ Keyboard attachment, power supply and 5 games for $40.

Just e-mail :)

Steve
--
-- Video game playing, adventure junkie, choclate craving, woman loving,
Limbaugh hating, Trek watching, all around lazy computer fart.

!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

3798. Testing

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-18 00:00:00 UTC
From: irata@aztec.asu.edu
Message-ID: <4q5com$ipi@news.asu.edu>
Source record: 82997

Just a test. Testing... 1, 2, 3.

Thank You
--
John Collins
Editor/Archivist
NWPAC User Group
Phoenix AZ

3799. Re: Cheats archive ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-18 00:00:00 UTC
From: irata@aztec.asu.edu
Message-ID: <4q5dn4$scb@news.asu.edu>
Source record: 82998

```
Press 'T' while loading for immortality.

Check out NWPAC's new web address: http://www.yab.com/~coolzip

Very much under construction right now, but look for the return of
"NWPAC's Big List of Tricks, Cheats & Hints for Atari 8-Bit Games" (
(also available in hardcopy. Includes an extensive walk-thru for
Jumpman.)

--
John Collins
Editor/Archivist
NWPAC User Group
Phoenix AZ
```

3800. Re: 8000 nude celebrity pics

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-18 00:00:00 UTC
From: Simon Hiscox <c830987@powers.phoenix.telecom.com.au>
Message-ID: <4q5f1t$ch5@newsserver.trl.OZ.AU>
Source record: 82999
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cbm,comp.sys.cdc,comp.sys.convex,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harris,comp.sys.hp.apps,comp.sys.hp.hardware,comp.sys.hp.hpux

Whoever,

Why is this posted here in 'comp.sys.hp.hpux'? Please restrict your postings
to the appropriate groups. I know of many women who work with HP-UX - they are
an important and valued part of our community. This posting may offend them.
It offends me.

Furthermore, this is advertising. Once again, this is not welcomed here.

--
Regards,

Simon Hiscox (HP Associate Consultant)
_____
Telstra Phoenix Project
33/300 Latrobe Street, Melbourne, Victoria, Australia, 3001
Internet: c830987@powers.phoenix.telecom.com.au

3801. Re: Favorite under-rated games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-18 00:00:00 UTC
From: ba930@FreeNet.Carleton.CA
Message-ID: <4q5gbu$6gt@freenet-news.carleton.ca>
Source record: 83000

Chris (chelm@ix.netcom.com) writes:
> Montezuma's Revenge.
>
> Kickstart.
>
> Universe. One of the largest games for the 8-bit.
>
> Nam by SSI.

Speaking of SSI, the best one IMO is Cytron Masters. A two player strategy
shoot'emup.. can't get any more fun than that!

--
JESS | Chris Brown This is You'll be the first to
TODD'S| ba930@freenet.carleton.ca not go... unless you THINK!
SPACE | cdbrown@nyx.cs.du.eu what you -D.K.
------+ aka Naimus think it is...

3802. Re: Favorite under-rated games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-18 00:00:00 UTC
From: ba930@FreeNet.Carleton.CA
Message-ID: <4q5g1b$6f1@freenet-news.carleton.ca>
Source record: 83001

Bruce Willard (bwillard@mindspring.com) writes:
> How about Getaway. It was from APX, and I spent a lot of time driving the car
> around town running away from police.
>
> Necromancer was one of the best, and I even won it once!
>
> Encounter was an amazing game too.

Encounter has to be one of the best shoot'emups out there.. almost like a
prehistoric one player-only DOOM.. then along came the MAze OF Agdagon by
dataQue.. networkable up to 8 players.. on an ATARI 8-bit!!

--
JESS | Chris Brown This is You'll be the first to
TODD'S| ba930@freenet.carleton.ca not go... unless you THINK!
SPACE | cdbrown@nyx.cs.du.eu what you -D.K.
------+ aka Naimus think it is...

3803. Re: Red label cart - Is it a prototype?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-18 00:00:00 UTC
From: ba930@FreeNet.Carleton.CA
Message-ID: <4q5g7d$6fg@freenet-news.carleton.ca>
Source record: 83002

Andrew Krieg (krieg@miller.cs.uwm.edu) writes:
> I have an Atari cart the likes of which I have never seen before. Instead of
> the usual brown case with brown or silver label, this one has the brown case
> with a red label. It is RX8080, "The Learning Phone". Do they all have a
> red label or is this possibly a prototype version?

Probably just a really old Atari cratridge from back in the days of teh
Atari 400/800. My Shamus catridge is sort of a translucent red, and
doesn;t work with anything beyong the Atari 800.

--
JESS | Chris Brown This is You'll be the first to
TODD'S| ba930@freenet.carleton.ca not go... unless you THINK!
SPACE | cdbrown@nyx.cs.du.eu what you -D.K.
------+ aka Naimus think it is...

3804. XFormer prob. & Questions

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-18 00:00:00 UTC
From: schallt@worms.fh-rpl.de
Message-ID: <4q5s9j$9r2@widukind.worms.fh-rpl.de>
Source record: 83003

Hi all out there,

I`ve got following burning questions!

1 There was a address of a company that upgrades a XF551 so that you can use
a 3.5" Disk in it. HE wrote the address but i want to know the Fax number
who know`s it ? Please E-Mail me.
Here is the address

Computer Software Services
PO Box 17660
Rochester, NY 14617
Info and Ordering: (716) 429.5639
2 I `ve talked with a friend of me and he sayed that he knows a person who has
part 3 & 4 of alternate reality. Does anybody know if they have been sold?
i believe the have been named wilderness and ....!

Who can tell me where i can get Infocom Text Adv. like Hitchhiker ..., Zork 2,
Beyond Zork... . I've 13 Infocom Adventures but there are only the same by the
companies that i have already.

Xformer Qtu Problem.
I have a problem with Qtu on my Atari 1040ST 1MB Mono Mon. H&S AT-Bus Card 125Mb
HD. I have build the XFormer cable, when i use the st Xformer 2.55 it works
perfekt, i can format disks and make everything that dos 2.5 allows. But when
I connect my XF551 or 1050 Turbo with the ST and turn on Power on the ST and
start Qtu it resets my ST. Whats the problem ? I`ve use a PC to download/upload
xl Soft but this is disapointing and I want to do it with my ST because it is
easier! Who can help me, has a tip for me?

Please E-Mail me!

Torsten Schall
(member of the ABBUC Regional Group R A M)
schallt@worms.fh-rpl.de

3805. ABBUV JHV 96

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-18 00:00:00 UTC
From: schallt@worms.fh-rpl.de
Message-ID: <4q5ttq$9r2@widukind.worms.fh-rpl.de>
Source record: 83004

I wrote a little time ago about the Abbuc JHV 96 and some people are not sure what a great show means.
At the last ABBUC JHV have been 3-4 Trader KE-Soft, AMC-Soft, People from Pockey /ANG and the ABBUC. There were about 70 visitors at the show and 20-30 people who showed soft- and hardware. There have been many ABBUC Regional Groups.
IF you travel from the USA or England you could be disappointed, i wrote my review from the side of german Fair's. At the german shows are between 50-100 visitors. So please call the ABBUC for more informations or dial the ABBUC Mailbox.
****
If someone has thougth that there would be more than 100 persons at the german fairs its my fault. There are not thousand and millions user but a few with the same interest (Atari 8 BIT).
****
Take a close look to The great Atari 8 Bit Resort from M. T.

I've you see this a second time it's ok.

Do you ever thought about the problem with Powerunits for the XL/XE?

I use a old 200Watt PC powerunit for 1-2 XL/XE, 1 Atari 520ST, and it works perfekt. Cool powerunit, 1 Unit for up to 7 devices XL/XE/XEGS.

I am working on a layout/hardware that changes the +12 to +9V for the 1050,XF. Think about it, you don't know how long you can get used powerunits for your system. A powerunit of a old XT cost not a arm and a leg but it is a all in one. There could be problems for germans (CE Zeichen) and you must know what to do. My XL works perfekt and i think it needs less energie than with a weak Atari powerunit.

What you need:

1 Pc powerunit ca 10-20DM 200W (+5 +12V for XL/XE/1050/XF) -12V for 520ST XL/XE
1-5 5 pol. Din Buchse female Power XL/XE
2-10 5 pol. Din connectors male kable powerunit - XL 2 per XL Floppy
1-3 6 pol. Din Buchse female Floppy power
1-3 6 pol. Din connectors male powerunit side
1-3 connectors Floppy side
kable
2-12meter 6 or 8 wired isolated kabel

2m 1.5"isolated wire
1 card on which you connect the +5 and +12V XL/XE/Floppy

1 divice to find +5V and +12V
something to make the hole in the powerunit.

Now look at the XL manual for the connection to the powerunit.
" Flopyy "

And don't work on a powerunit that is connected to the net.
110V/220V could be deadly. And don't do it, if you have no idea about what to do.

Torsten Schall
18. 06. 96

3806. Portfolio stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-18 00:00:00 UTC
From: jhardie@usa.pipeline.com
Message-ID: <4q553e$ajd@news1.t1.usa.pipeline.com>
Source record: 83005

I have the following portfolio stuff for sale.

PC Card Drive reader --- $30

Parallel Interface --- $20

Serial Interface --- $20

64K memory card --- $5

E-mail me for bulk discounts on the memory cards. :)

John

3807. Re: Red label cart - Is it a prototype?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-18 00:00:00 UTC
From: jhardie@usa.pipeline.com
Message-ID: <4q54tf$aas@news1.t1.usa.pipeline.com>
Source record: 83006

On Jun 18, 1996 01:43:05 in article <Red label cart - Is it a prototype?>,
'krieg@miller.cs.uwm.edu (Andrew Krieg)' wrote:

>I have an Atari cart the likes of which I have never seen before. Instead
of
>the usual brown case with brown or silver label, this one has the brown
case
>with a red label. It is RX8080, "The Learning Phone". Do they all have a

>red label or is this possibly a prototype version?

Andrew,

They all have a red label. I've got about 3 or 4 of them. Interesting to
plug it in and play around though. It's been a while, but if I remember
correctly, it had a screen that was 60 characters wide, didn't it?

John

3808. Re: Favorite under-rated games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-19 00:00:00 UTC
From: jlodoen@mega.megamed.com
Message-ID: <4q9ulb$ca9@news.wco.com>
Source record: 82857

In article <4q7r6t$gne@nut.ucsb.edu>, jasonbar@nut.ucsb.edu (Jason D. Bardis) wrote:
>
>Hey, nobody's mentioned Spelunker!

The hardest game ever made! Even this tip, its difficult.

Gaming Tips and Tricks
by Keith Schafer

(snip)

Spelunker: In sector 28, look for this string: A6 CB 30 2D, and change
it to A2 07 86 CB. This will give you unlimited lives.

(snip)

Reprinted from the November 1987 issue of the Pokey Newsletter, the monthly
publication of the Western New York Atari Users' Group, P.O. Box 59, Buffalo,
NY 14216.

3809. getting started with

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-19 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <31c8d686@pianosa.demon.co.uk>
Source record: 82858

Whilst reading the usual rubbish I find here, Chris Friend wrote something
interesting to me about getting started with:

Hello Chris,

BR>> I don't /think/ so. Put it this way, *I've* never seen an 800XE, and
CF> Look at the 8-bit FAQ next time it is posted....It has the list of

I've got it here. Direct quote:

Personal Computer(1985) same as 65XE with 128K plus ECI 800XE Personal
Computer(1987?)~same as 130XE but 64K. Mostly eastern Europe. XE Ga

As you can see, it says mostly Eastern Europe.

CF> hardware and somewhere in there it lists the 800XE as a UK/Europe
CF> release only.

Which is different from what you claim. I will admit that it doesn't preclude
it's sale in the U.K.

I would also refer you to what I wrote. That is, the use of the word /think/.

_
Regards, /_) 2:251/50.75 39:139/50.70
/ _)rad brad@pianosa.demon.co.uk

... It's the six-thirty news, and it's shocking me right out of my brain.
Horror Movie; Skyhooks

3810. Two Hardware Questions

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-19 00:00:00 UTC
From: Brian Newman <bnewman@3rdplanet.com>
Message-ID: <Pine.SOL.3.91.960619173559.16277B-100000@terra>
Source record: 82859

One:

65XE, using a Commodore 1702 monitor and a Sega Genesis monitor cable; the display is sharp but in black/white (grey). With the same monitor and cable on an 800XL, the display is in color but not very sharp. What might be the problem with the 65XE? (I'd like to use that one if I can)

Two:

1050 disk drive; continually reports "BOOT ERROR". I've used a cleaning disk on it. Is it worth trying to open it up and adjust something? If so, what? If not, is it worth anything as trade to anyone who has a working drive (any type)? :)

3811. Re: Atari 5200 Emulation

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-19 00:00:00 UTC
From: malay@reston.unisysgsg.com
Message-ID: <Dt9K6w.3FB@ftp.reston.unisysgsg.com>
Source record: 82860

```
In article <us029482-1506960106020001@ip195.leesburg.va.interramp.com>,
us029482@interramp.com (DR. FREEZE) writes:
|> Chris lam's Rainbow 1.2 is great, and the 5200 SuperSystem emu capability
|> is what interests me the most. I haven't owned a 5200 since around 1985,
|> but it is my favourite 8-bit console and I'm dying to play all the old
|> titles again. I need the 2k monitor ROM and obviously some games, anybody
|> know where to find them? Or if you're feeling generous, please post it,
|> as I'm sure I'm not alone in my lust!
|> -Freeze

I second the motion!

Bob Malay

--
////////////////////////////////////////////////
/ /
/ Robert M. Malay Lockheed Martin TDS /
/ 9255 Wellington Road /
/ Manassas, VA 22110-4121 /
/ /
/ malay@reston.unisysgsg.com /
/ 703.367.2403 /
/ /
////////////////////////////////////////////////
```

3812. justin's ftp site??

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-19 00:00:00 UTC
From: malay@reston.unisysgsg.com
Message-ID: <Dt9K1I.3D8@ftp.reston.unisysgsg.com>
Source record: 82861

What happened to justin's great ftp site at sierra.valleynet.com??

Bob Malay

--
//
/ /
/ Robert M. Malay Lockheed Martin TDS /
/ 9255 Wellington Road /
/ Manassas, VA 22110-4121 /
/ /
/ malay@reston.unisysgsg.com /
/ 703.367.2403 /
/ /
//

3813. Re: SIO2PC version 4.13

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-19 00:00:00 UTC
From: andy@troas.demon.co.uk
Message-ID: <31c88962.10676276@news.demon.co.uk>
Source record: 82862

On Sun, 09 Jun 1996 10:29:43 GMT, ernest@pi.net (Ernest R. Schreurs) wrote:

>The current version of SIO2PC is 4.13.
>It adds support to read directly from a 1050 drive, although you need
>a modified interface for this. Also some bugs were fixed, especially
>if you a are using a newer model PC.
>Another nice new feature is that it now has a file selector.
>Several months ago, version 4.04 was uploaded to the Umich archive but
>it appears that it was never made available. I do not know how to
>make this new version accessible to everyone, but I suppose the
>easiest way is to simply send your registration fee to Nick Kennedy.
>

OK, I thought SIO2PC was still freeware. If the status has changed, and if 4.13 is the current version, I guess the status has changed somewhat from the latest 3.19 version I could find, then let us know. If it's now a commercial product, advertize it. Let it fight APE on a level playing field. And if the programmer is making a comercial enterprise out of it, we should stop calling it the SIO2PC cable. The cable is an RS232-TTL-vice-versa cable. It doesn't rely on any particular item of software.

--
andy@troas.demon.co.uk

3814. Re: 8000 nude celebrity pics

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-19 00:00:00 UTC
From: Joe Doro <joedoro@ix.netcom.com>
Message-ID: <31C89A67.7CA4@ix.netcom.com>
Source record: 82863
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cbm,comp.sys.cdc,comp.sys.convex,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harris,comp.sys.hp.apps,comp.sys.hp.hardware,comp.sys.hp.hpux

David White wrote:
>
> Simon Hiscox wrote:
> >
> > Whoever,
> >
> > Why is this posted here in 'comp.sys.hp.hpux'? Please restrict your postings
> > to the appropriate groups. I know of many women who work with HP-UX - they are
> > an important and valued part of our community. This posting may offend them.
> > It offends me.
> >
> > Furthermore, this is advertising. Once again, this is not welcomed here.
> >
> > --I would be stronger than 'it may be offensive'and 'it's advertising'. It is base,
> immoral, perverted, and corrupting. Will the poster please never darken these
> groups with such tat again.
>
> -David White
> --
> //
> // These views are my own and do not in any way //
> // represent the views of the BBC or the BBC //
> // Research and Development Department //
> // david.white@rd.eng.bbc.co.uk //
> //

I agree that this is not the place to post such advertisements, but what makes it " .. base,immoral, perverted,"? and why are you the authority ? Funny but I have this outmoded notion that consenting adults have the right to do what they want. Has something to do with personal freedom.

Joe Doro

3815. Re: Favorite under-rated games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-19 00:00:00 UTC
From: William Rouck <wrouck@uspto.gov>
Message-ID: <31C895F9.7266@uspto.gov>
Source record: 82864

Alf wrote:
> Pathfinder: Bust a path through the fire or die!

Pathfinder ROCKED, but the games that got me hooked on the Atari were
Canyon Climber, Caverns of Mars, and the Scott Adams adventures.

Bill

3816. Old Atari Club Library

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-19 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <4q7nkh$438@news.tcd.net>
Source record: 82935

Just came across the old S.P.A.C.E. Disk Library disks 1-80,
Price $3.00 for single disk, $2.00 for multipal orders. If
interested e-mail me for the complete 80 disk list.

bob

3817. Re: `Exhausted' 1050 ...

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-19 00:00:00 UTC
From: pmulvey@newshost.li.net
Message-ID: <4q7o1v$g3b@linet06.li.net>
Source record: 82936

Paul Halliday (pih100@york.ac.uk) wrote:
: Hi folks. Dug out my 800XL and 1050 over Easter time. Wonderful stuff,
: except my 1050 is virtually lifeless.
: The red power led comes on, but there are no other signs of life.

: Odd thing is that I was totally unable to read a voltage across the
: output from the transformer plug. Nor any voltage across the three wires
: going in to the 1050 from the power socket. Yet something must be, since
: the light is coming on. Tried various other power supplies with the same
: output (none of them powerful enough to drive the 1050 though) and they
: gave very clear voltage readings - both from the pin, across the three
: hard wires in to the drive itself.

: I'm not sure where the problem lays. The transformer had been connected
: almost all the time for 9 years, until I packed everything away 2 years
: ago (when the loathsome x86 based machine became too good to avoid).

: Could this be transformer trouble? I cannot figure out why there is no
: net voltage anywhere I can measure, and yet the light comes on, and the
: drive gets quite warm. Could my 1050 be being powered by nostalgia? ;)

: I'd be grateful if anyone could suggest where the problem is, and/or how I
: might go about diagnosing it.
: Else I'm going to be forced to have to buy another 1050 {the old one shall
: be put in a glass case. ;}

: Thanks for any help.

: Paul.

3818. COMPUTE! Magazine Issue

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-19 00:00:00 UTC
From: Craig Henrichs <ralph@cts1.internetwis.com>
Message-ID: <31C7D178.180@cts1.internetwis.com>
Source record: 82937
Cross-posted to: comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm

Is there anyone who has the 4/82 issue of Compute!? My dad subscribed to COMPUTE! from 1980 to 1984, and I remember reading that issue, typing in programs, but that was about 12 to 15 years ago. Now I am trying to look for that issue, because I'm looking for certain program and/or articles in it, but I can't find it at all. I would appreciate a reply.

Craig Henrichs

3819. Re: Favorite under-rated games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-19 00:00:00 UTC
From: tpp@cbnews.cb.att.com
Message-ID: <4q8tal$37v@nntpa.cb.lucent.com>
Source record: 82938

In article <31C64D1C.321E@cris.com>, Jim Treber <jtreber@cris.com> wrote:
>John M. Vogel wrote:
>>
>> Here's a partial list of some of my favorites:
>>
>> Ali Baba and the Forty Thieves (can't remember the author's name).

That would be Stuart Smith. By the way, can anyone tell me how to get in
touch with him?

Thanks,
Tom

--
Tom Pschar | Hi there. I am an Apteryx, a wingless bird with hairy feathers.
* Hong Kong Phooey lives! * White Dragon whacks Oozing Stenchbeast *
*>LOOK *
*It is pitch black. You are likely to be eaten by a grue. *

3820. Re: Favorite under-rated games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-19 00:00:00 UTC
From: tpp@cbnews.cb.att.com
Message-ID: <4q8thd$3aj@nntpa.cb.lucent.com>
Source record: 82939

In article <4q4v7g$k18@crl5.crl.com>, John M. Vogel <jvogel@crl.com> wrote:
>Oh, I forgot to mention one of my *all* time favorites :)
>
>Gamestar Baseball - one of the *funnest* baseball games to come out before
>Hardball. Me and my friend from college still play it once in awhile
>even 10 years later. We still curse and gripe and throw joysticks at
>each other when one of us makes a play that puts the other at a
>disadvantage :) Trying to make insane base steals was also a joy.

I'm still waiting for Dutch Doogan. B)

Tom

--
Tom Pschar | Hi there. I am an Apteryx, a wingless bird with hairy feathers.
* Hong Kong Phooey lives! * White Dragon whacks Oozing Stenchbeast *
*>LOOK *
*It is pitch black. You are likely to be eaten by a grue. *

3821. ftp.valleynet.com/users/j/justin/Atari8 - Bites the Dust! :(

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-19 00:00:00 UTC
From: mead@dlg1.ceh.servtech.com
Message-ID: <31c837f8.1464355@news.servtech.com>
Source record: 82940

I tried Logging onto my favorite Atari ftp site only to discover a message stating; Due to space and other cocerns, the Atari archive has been taken off-line. Also, offering the archive to anyone who wants to take it over.

Bummed

3822. Re: COMPUTE! Magazine Issue

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-19 00:00:00 UTC
From: zu03776@uabdpo.dpo.uab.edu
Message-ID: <zu03776-1906961125410001@tty25.maze.ppp.uab.edu>
Source record: 82941
Cross-posted to: comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm

In article <31C7D178.180@cts1.internetwis.com>, ralph@cts1.internetwis.com wrote:

>Is there anyone who has the 4/82 issue of Compute!? My dad subscribed to
>COMPUTE! from 1980 to 1984, and I remember reading that issue, typing in
>programs, but that was about 12 to 15 years ago. Now I am trying to
>look for that issue, because I'm looking for certain program and/or articles
>in it, but I can't find it at all. I would appreciate a reply.

I have found that the main branch of our local public library in Birmingham, AL carries many, many years of microfiched copies of magazines. Granted, it won't be color, but your local library may have that issue in microfiche. It could also be expensive to copy, but you can get just the pages you need.

(#csc) I missed an issue of Compute's Gazette when I moved, and made a copy of the program listings at the library. The best games were in that one issue.
~
--
This .signature file not authorized by the FCC for public broadcast

3823. Re: Favorite under-rated games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-19 00:00:00 UTC
From: "Waiting at Sudwerks"@dale.ucdavis.edu
Message-ID: <4q9ero$ccp@mark.ucdavis.edu>
Source record: 82942

Fort Apocalypse was the game that made me want to get my first Atari 800.

No one's mentioned Flip & Flop yet, which put any other Q*bert type game to shame.

Rally Speedway: We used to crash on purpose just to see the driver roll out in flames.

Picnic Paranoia: Great music, and the sound fx were cool!

Pathfinder: Bust a path through the fire or die!

Zenji & ZoneRanger from Activision: I had 5-8 hour marathons with each of these.

Mail-Order Monsters by EA: I wish that they'd make a version of this for my PC, along with Seven Cities of Gold.

Pharoh's Curse: was easily the most frustrating game ever programmed for the 8-bit Atari. I could never win.

These are just a few of the underrated games. I think anyone who didn't actually own an Atari, or at least experience the fun of playing with one, pretty much underrates all of the games made.

-Alf

3824. Re: 8000 nude celebrity pics

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-19 00:00:00 UTC
From: zeke@quicklink.net
Message-ID: <zeke-1906961252220001@138.26.198.46>
Source record: 82943
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

In article <4q0oel$eq@nw003.infi.net>, yomomma@infi.net
(cds@mid-night.com) wrote:

> Midnight Escape's 1st 8,000+ file CELEBRITY/Misc Model ADULT CDROM
> (BIGGEST & BEST affordable stars/model CD-ROM you will find! Guaranteed!)
>
> -=-Web orders: www.mid-night.com (Check, Credit Cards, First Virtual)-=-
> ** For phone orders (USA number) 804-686-1271
> Order via BBS 804-686-3062 (email: cds@mid-night.com)
> $24 each (plus $2 shipping, $5 shipping outside USA)

Hey, I don't see a nude picture of an atari anywhere on that list,
maybe then the people here would be interested. Go post in some smut
group.

3825. Re: Favorite under-rated games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-19 00:00:00 UTC
From: ba930@FreeNet.Carleton.CA
Message-ID: <4q9ltg$me3@freenet-news.carleton.ca>
Source record: 82944

Jason D. Bardis (jasonbar@nut.ucsb.edu) writes:
> Hey, nobody's mentioned Spelunker!

That's cause I forgot about it! :P

I almost got to the end of the first level once..

--
JESS | Chris Brown This is You'll be the first to
TODD'S| ba930@freenet.carleton.ca not go... unless you THINK!
SPACE | cdbrown@nyx.cs.du.eu what you -D.K.
------+ aka Naimus think it is...

3826. Re: Favorite under-rated games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-19 00:00:00 UTC
From: Jeff Colbert <jcolbert@earthlink.net>
Message-ID: <31C86B3C.1D57@earthlink.net>
Source record: 82945

There is a PC version of Seven Cities of Gold out, but I heard it got bad
reviews, unlike the pc version of Load Runner.

Jeff

Alf wrote:
> Mail-Order Monsters by EA: I wish that they'd make a version of this for
> my PC, along with Seven Cities of Gold.
> -Alf

3827. Re: COMPUTE! Magazine Issue

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-19 00:00:00 UTC
From: daniel11@appstate.campus.mci.net
Message-ID: <4q9pjp$svn@news.campus.mci.net>
Source record: 82946
Cross-posted to: comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm

Craig Henrichs <ralph@cts1.internetwis.com> wrote:

>Is there anyone who has the 4/82 issue of Compute!? My dad subscribed to
>COMPUTE! from 1980 to 1984, and I remember reading that issue, typing in
>programs, but that was about 12 to 15 years ago. Now I am trying to
>look for that issue, because I'm looking for certain program and/or articles
>in it, but I can't find it at all. I would appreciate a reply.

>Craig Henrichs

Find a university library that has the old Compute!s bound.

Daniel

3828. Favorite under-rated games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-19 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <4q9ptm$1f7o@usenetz1.news.prodigy.com>
Source record: 82947

There was a basic program in Compute! called Closeout that was too slow.
When it was converted it to Action, I played it for quite a while.

3829. Re: Favorite under-rated games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-19 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.306.00084D92@mindspring.com>
Source record: 82948

In article <4q9ero$ccp@mark.ucdavis.edu> Waiting at Sudwerks@dale.ucdavis.edu (Alf) writes:
>From: Waiting at Sudwerks@dale.ucdavis.edu (Alf)
>Subject: Re: Favorite under-rated games?
>Date: 19 Jun 1996 17:54:00 GMT

>Pharoh's Curse: was easily the most frustrating game ever programmed for
>the 8-bit Atari. I could never win.

Pharoah's Curse was a great one. I did manage to finish it, but it was hard. There are passwords for the different levels. First level SYN, second level IST and third level OPS. Try again and get to the end!

Bruce Willard bwillard@mindspring.com

3830. Re: Favorite under-rated games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-19 00:00:00 UTC
From: andy@troas.demon.co.uk
Message-ID: <31c8668e.1759324@news.demon.co.uk>
Source record: 82949

On 19 Jun 1996 17:54:00 GMT, Waiting at Sudwerks@dale.ucdavis.edu
(Alf) wrote:

>These are just a few of the underrated games. I think anyone who didn't
>actually own an Atari, or at least experience the fun of playing with
>one, pretty much underrates all of the games made.

Amen to that!

Custom chips rule!!! Atari 8 bits rule!!! Every other 8 bit machine
sucks a big one!!!!! Except for the C=64 which sucks a slightly
smaller one. Amigas rule!!! STs suck!!!! PCs suck!!!!

Sometimes I have to vent my anger!!!!
Please don't take this seriously!!!!!!!

--
andy@troas.demon.co.uk

3831. Re: Favorite under-rated games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-19 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <4qa06o$gab@crl3.crl.com>
Source record: 82950

Re: Spelunker...
Jeff Lodoen (jlodoen@mega.megamed.com) wrote:

: The hardest game ever made! Even this tip, its difficult.

Very true! Ghosts start coming out endlessly and with the jumps, it's
just about impossible, for me.

John
jvogel@crl.com

3832. Re: `Exhausted' 1050 ...

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-19 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <4q9tvm$b0k@news.tcd.net>
Source record: 82951

You say you read no voltage from the power supply that belonged to the 1050, It puts out AC!, if you had it set on DC then you would get nothing..Just checking..If you have a strong red light at the bottom then you should have power..??

Where it has set so long perhaps the set period has hardened the lubrication on the rails the head moves upon?,, Try moving the head with your finger with it powered off, if it moves freely then not the problem if not then clean the rails and see if it will come up..??

3833. Re: Why raised stock?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-19 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <4q9u4b$b0k@news.tcd.net>
Source record: 82952

Well it's down to about 6 now, but, they merged or sold a portion
to another company, had the data on it somewhere here but can't
find it right now.

Anything below $11.25 a share sucks!..not really..right now I
could almost break even as it split after I bought it..

3834. Re: Favorite under-rated games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-19 00:00:00 UTC
From: "Kyle R. Hofmann" <rhofmann@crl.com>
Message-ID: <4qa2mm$nlo@nntp.crl.com>
Source record: 82953

In article <4q4bed$7ad@nuke.csu.net>, William Kendrick wrote:
: Chris Brown (ba930@FreeNet.Carleton.CA) wrote:

: : yar! Death of An Apple! i have that somewhere.. I laugh at it every time..

: Where can one get these? I've HAD one or two of them. I kinda miss 'em ;)

Hmm. Speaking of the 'Death of An Apple', I do remember having a 'Death
of A Commodore' thing somewhere... It was fun to watch that giant fuji
smash the Commodore logo. :)

: Also, that PaperWeight 3.1 thing. I'm interested. :)

So am I. :) I read lots of comments in old back issues of _Analog_
about how evil this thing was, and how much fun people had with it. I
wanna try it. :)

As for fun games: Aztec Challenge. I would play that for hours at a time.
(but then again, I wasn't even in elementary school. :) BTW, I'm 14, and
those back issues of _Analog_ I referred to up there were my dad's.)
Cytron Masters (mentioned elsewhere in this thread) was probably one of
the most fun games I've ever played... is there a port to the PC
anywhere? (Or at least an .ATR/.XFD)
Picnic Paranoia (again, mentioned elsewhere) was always fun for my
mom. She _loved_ getting revenge on those little bugs. :)
Spy vs. Spy never worked too well for me, but I enjoyed catching other
people with those traps. It was fun to trap people in a room from which
they couldn't get out of and that had a time bomb in it (especially easy
at the start of the third level. Time bomb the room, set a pail of water
by the door, repeat. You get to zap the other guy hundreds of times, if
you feel like it. :)

-Kyle R. Hofmann

3835. This Sig?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-19 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <4qa31p$bh8@news.tcd.net>
Source record: 82954

Have attempted to attach a text file to several messages here and I get a time out every time. Anyone else having a problem or am I doing something wrong with Netscape?

I type the message I wish then attach a text file, or I attach a text file then print the message I wish. Both ways it comes back with a 30 second timeout???

Any suggestions? This is a straight asci saved text file I am attempting to attach.

Bob

3836. Hardware Software?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-19 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <4qa2rv$bh8@news.tcd.net>
Source record: 82955

Have an Atari 810 disk drive in excellant condition $18.00

2 1050 Disk Drives stock in excellant condition $24.00

1 Indus Disk Drive in excellant condition $29.00

1 XF551 Disk Drive in excellant condition $41.00

1 130XE Computer in excellant condition $ 35.00

1 800XL Computer in good condition $20.00

All items include, power supply, and video/sio cables and are
guranteed for 30 days. Prices have shipping included..ie: and
810 cost over $8.00 to ship U.P.S.

Software Items attatched text.

3837. I am sh**e at 6502 assembler, I admit it.

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-19 00:00:00 UTC
From: andy@troas.demon.co.uk
Message-ID: <31c87242.4755548@news.demon.co.uk>
Source record: 82956

Does anyone have a good algorithm for moving largeish chunks of
memory, better than e.g.:

```
LDX 00
LDA A000,X
STA 4000,X
LDA A100,X
STA 4100,X
LDA A200,X
STA 4200,X
INX
BNE blahblah
LDX (- 256 what's_left) ;bit of scheme there for the lisp masochists
in the crowd.
LDA A3000,X
STA 43000,X
INX
BNE bluerghbluergh
```

I'm sure I should be using recursion somewhere to achieve this.
Give me a break, I'm sort of new to assembler.

--
andy@troas.demon.co.uk

3838. Re: 8000 nude celebrity pics

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-20 00:00:00 UTC
From: mnb20@cam.ac.uk
Message-ID: <4qcno3$9kh@lyra.csx.cam.ac.uk>
Source record: 82759
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cbm,comp.sys.cdc,comp.sys.convex,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harris,comp.sys.hp.apps,comp.sys.hp.hardware,comp.sys.hp.hpux

In article <31c9b233.440651@news.airtime.co.uk>,
stosser@airtime.co.uk writes:

> and what makes YOU think that everyone reading the newsgroup is a
>consenting adult ??? postings should take into consideration that
>minors have just as much access to these newsgroups as your consenting
>adults do, the internet does no have a "18 only" sign at the front
>door, would you post a sex advert somewhere you kew minors would have
>access to it?,

No, but I wouldn't post one anywhere :) Trying to make all the internet
suitable for kids is what the US government tried to do, and
fortunately didn't manage. There's no way you can prevent kids from
accessing wherever they want on the internet.

I agree that posting it here was totally inappropriate and wrong, but
posting it in say alt.sex would not be inappropriate, yet kids can
read that.

3839. Re: Favorite under-rated games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-20 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <4qcgch$397@crl12.crl.com>
Source record: 82760

Jeff Lodoen (jlodoen@mega.megamed.com) wrote:
: "Steven E. Skaggs" <afn04314@afn.org> wrote:
: >
: >I finally made it to the end of the first level but never got very far in
: >the second. Does anybody remember how many levels were in this game? This
: >has to be one of the hardest games!

: Elevator
: Ropes
: Shaft
: Falls

: (I forget)

: Pyramid was last I believe.

Dang If that's true, I was so close! (with unlimited men)
I think there was an ATPII level also, whatever that meant.

John
jvogel@crl.com

3840. Re: Looking for Atari 7800 digital signature algorithm

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-20 00:00:00 UTC
From: gsbruner@aol.com
Message-ID: <4qd3ap$1sr@newsbf02.news.aol.com>
Source record: 82761

Check with B&C ComputerVisions. Bruce got a hold of some development systems and he has stuff for the 2600/7800; especially the PINKY/MANDY board which lets you download your software to test on the machine. The stuff he has just might have the encryption stuff you need.

Glenn Bruner
GSBruner@aol.com

3841. Re: 8000 nude celebrity pics

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-20 00:00:00 UTC
From: "Mr. Maddog" <mrmaddog@prolog.net>
Message-ID: <Pine.SOL.3.91.960620205335.20131B-100000@ns1.ptd.net>
Source record: 82762
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cbm,comp.sys.cdc,comp.sys.convex,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harris,comp.sys.hp.apps,comp.sys.hp.hardware,comp.sys.hp.hpux

On Thu, 20 Jun 1996 stosser@airtime.co.uk wrote:

> On Wed, 19 Jun 1996 19:25:11 -0500, Joe Doro <joedoro@ix.netcom.com>
> wrote:
>
>
> > I agree that this is not the place to post such advertisements, but what makes it " ..
> > base,immoral, perverted,"? and why are you the authority ? Funny but I have this
> >outmoded notion that consenting adults have the right to do what they want. Has
> >something to do with personal freedom.
>
> and what makes YOU think that everyone reading the newsgroup is a
> consenting adult ??? postings should take into consideration that
> minors have just as much access to these newsgroups as your consenting
> adults do, the internet does no have a "18 only" sign at the front
> door, would you post a sex advert somewhere you kew minors would have
> access to it?,
> I have this personal freedom you speak of, but I dont think it
> stretches to immoral perverted indecency,

You know, everyone is speaking about the "right" to post anything up on
the Internet. But with that right comes responiblity. You must remeber
that not everyone wants to see this stuff and some should even see this
like children. I do wish people who advertise this sort of thing will
stick to speciality newsgroups instead of broadbasing it everywhere, it's
like that in the real world BTW.

And those who feel that 'they' shouldn't have to be protected because the
children must be, do you let your Playboys out where your kids can read
them? Thought so...

Eric Noss
a.k.a
Mr. Maddog

(BTW, absolutely NO e-mail responses to this please! All will be
automatically deleted so keep this public.)

3842. Re: movie monster game

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-20 00:00:00 UTC
From: jasonbar@nut.ucsb.edu
Message-ID: <4qcvat$58t@nut.ucsb.edu>
Source record: 82763

jeckert@noblestar.com (Jay Eckert) writes:

>Does anyone remember a movie monster game that was out around the same

Crush, Crumble, and Chomp.

-Jason
--
Jason Bardis(jasonbar@nut.ucsb.edu www.engineering.ucsb.edu/~jasonbar)
The Simpsons.3DO.cycling.AbFab.PWEI.LEGO.Duckman.Tit Wrench.G-Force
autocrosses/rallyes.Atari.mechanical engineering.Ministry.Tempest.NIN
The Jitterbug.Bill Gibson.Robotics.Tim Burton.The Cult.fried cheese

3843. Re: Favorite under-rated games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-20 00:00:00 UTC
From: d1dol@dtek.chalmers.se
Message-ID: <4qcbp0$f91@nyheter.chalmers.se>
Source record: 82764

In article <4qbpgo$n9q@earth.alpha.net>,
Andrew krieg <krieg@earth.execpc.com> wrote:
>Here are some other great games for the Atari 8bits that have brought me
>years of joy.

>Wizard of Wor - Another great port.

Yeah, I love this one, especially in two player mode, it increadibly frantic
at times! Simplistic graphic, increadible organ hums, wow!

WFR/
Fredrik Lundholm
d1dol@dtek.chalmers.se

3844. Re: Favorite under-rated games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-20 00:00:00 UTC
From: kendrick@sitka.sonoma.edu
Message-ID: <4qa5in$gql@nuke.csu.net>
Source record: 82865

John M. Vogel (jvogel@crl.com) wrote:

: Paperweight is available at:
: ftp://ftp.valleynet.com/pub/users/j/justin/atari8/games/games75.atr

This site is now dead. But guess what!? Amazingly, while looking through some old disks (I have a few cool old TurboBASIC XL games I wanna finish now! :)), I FOUND this! I DID have it! :) And man, it IS realistic!

: I have Death of an Apple on one of my Atari disks somewhere, but I'd

Already sent to me, thanks to another c.s.a.8'er. Thanks! :)
Good luck with the APE setup. It rocks!

-bill!
kendrick@zippy.sonoma.edu http://zippy.sonoma.edu/~kendrick/

3845. Re: Favorite under-rated games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-20 00:00:00 UTC
From: kendrick@sitka.sonoma.edu
Message-ID: <4qa5u5$gql@nuke.csu.net>
Source record: 82866

Chris Brown (ba930@FreeNet.Carleton.CA) wrote:

: > Of course, I've now gotten 3 girls (including my current girlfriend)
: > totally addicted to that 3D arcade fight game, TEKKEN. (IT RULES!)
: > None of my male friends are ever very interested in it. :) Odd!

: Same here.. never liked fighting games.. too.. umm.. jockish.

That's what makes my statement so amusing and ironic. :) NOW my girlfriend
and our Playstation-owning female friend (one of my first Tekkenites)
is playing "Battle Arena Toshinden". <sigh!>

: > : Arkanoids is always fun..
: >
: > And all of the other clones. Yeah! :)

: I don't remember there being too many other.. which ones were there?

I can think of two off the top of my head, but I'm pretty sure I have at
LEAST one more. Unicum and Exploding Wall. Both excellent (esp. EW).
Both pretty much need PAL machines. :)

Arkanoid (as in, THE real arcade game) came out for XL's, right? When?
When did the arcade game come out?

: I probably have those somewhere.. I also have Tetrix, some cool German
: Tetris game where the peices go off the sides instead of down, and a bunch
: others..

You're thinking of Dredis.

Let's see, there's:

Atartris
Atartris II
Cooltris
Cooltris II (not completed)
Valgus^2
Dredis
Fortress
Tetrix
Plaxtris (a TBXL game I was writing and found lately - I MUST finish it!)
Tetris 3D

That's all I've ever seen. Valgus^2 is Tetris coming from all FOUR
directions towards the center. The object is to make squares (vs lines).
Cool game! :)

-bill!
kendrick@zippy.sonoma.edu http://zippy.sonoma.edu/~kendrick/

3846. Re: Game Package Art

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-20 00:00:00 UTC
From: junkster@coho.halcyon.com
Message-ID: <4qa4r4$69d@news1.halcyon.com>
Source record: 82867

And on a related note, whatever happened to Tim Boxell, the guy who did the art for the Synapse games?

James Hague
junkster@halcyon.com

3847. Re: SIO2PC questions... <<<Correction>>>

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-20 00:00:00 UTC
From: mldcs@anet-dfw.com
Message-ID: <4qa7oa$8ub@news.anet-dfw.com>
Source record: 82868

```
>>>tried APE........ I haven't had a single problem with APE, every
>>>transfer goes fast and error-free. I intend to register it as soon as
>>>I have some spare cash (not often!).
>>
>>I started messing with timings, but not much. I'll try some more. As far
>>as APE is concerned, I think I'll try that out now!

I tried APE, and it RULES!! Definitely worth registering! Worked right the
first time.

;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.
; ;.
; Mark C. Lowe mldcs@anet-dfw.com ;.
; ARS KB5III ;.
; Dallas, TX ;.
; ;.
;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.;!*!;.
```

3848. Re: Favorite under-rated games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-20 00:00:00 UTC
From: junkster@coho.halcyon.com
Message-ID: <4qa4nr$69c@news1.halcyon.com>
Source record: 82869

I give big points to Alley Cat and Getaway. Alley Cat was a _fantastic_ game, but I don't ever remember reading a review or seeing ads for it. Must've come out at a bad time. And Getway was advertised quite a bit, but then the Atari Program Exchange went under. I wouldn't mind seeing some discussion of old APX games. I always thought they looked neat in the catalog, but I never played most of them (Smasher, Meltdown, Air Raid, Bootleg, Diggerbonk, etc).

Two other really cheeseball games I played for _years_ were Pacific Coast Highway (a two-player Frogger clone) and Wizard of Wor (low-res port of the arcade game). Just about every time I was at my parents' house from 1986-1993 I'd give 'em a whirl.

James Hague
junkster@halcyon.com

3849. Re: Why raised stock?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-20 00:00:00 UTC
From: kendrick@sitka.sonoma.edu
Message-ID: <4qa51s$gql@nuke.csu.net>
Source record: 82870

Jeff Colbert (jcolbert@earthlink.net) wrote:
: I usually don't just agree with someone, but what gives? $8.00 a share?
: I notice it is going back down to around $6.00 or so. I sure wish I had
: some when it was $2.00 something!

I remember when it was <$1 a share, and then jumped to around $8 at the
release of the Jaguar!

Damnit! :)

-bill!
kendrick@zippy.sonoma.edu http://zippy.sonoma.edu/~kendrick/

3850. Re: `Exhausted' 1050 ...

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-20 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <4qa5l2$bmt@news.tcd.net>
Source record: 82871

If nothing else works, you have a nice case? I have several
drives with trashed cases. I can sell you the complete drive
less the case guranteed for $14.00 shipped this is the board and
drive mech..

Or I can fix your drive..Just another thought?

bob

3851. Re: ABBUV JHV 96

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-20 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <4qa5rl$bmt@news.tcd.net>
Source record: 82872

Ref AABUG, they Run BBS Express! Professional? I own the rights
and am looking for an internet user to network with?

3852. atari bbs's in NY/MAINE/MASS

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-20 00:00:00 UTC
From: d_pike@Husky1.StMarys.CA
Message-ID: <4qafv4$qu2@News.Dal.Ca>
Source record: 82873

Hello, I'm using an Atari 800xl to access the internet. I'd like to be able
to download programs through my account but don't have a kermit program.
What I'd like is to know the wheareabouts of such a program available thru
a private BBS. It'd make my life a lot easier if it was in a state close
to the eastern coast. Anybody know of anyway? or another way of getting a
term program that supports kermit?
thanks,
randy.

3853. Sugerencia: comp.sys.atari.8bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-20 00:00:00 UTC
From: mmercado@valdivia.uca.uach.cl
Message-ID: <31c90e17.6513775@146.83.90.5XXXXarauco.reuna.cl>
Source record: 82874
Cross-posted to: chile.consultas,comp.sys.atari.8bit

A los interesados en atari.

Sugiero que revisen el grupo: comp.sys.atari.8bit
Al menos en el server de arauco.reuna.cl hasta ahora esta vacio.

Podriamos empezar a llenarlo ...

---
marcos mercado o. mmercado @valdivia.uca.uach.cl

3854. Re: Favorite under-rated games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-20 00:00:00 UTC
From: eplicon@aol.com
Message-ID: <4qarci$6ir@newsbf02.news.aol.com>
Source record: 82875

Another game I liked, albeit simple, was "Hovver Bover." (sp?) Along with "Necromancer," it had some of the nicest, dreamy sounding music made for the Atari. Long ago, I actually changed the written phrases the guys would speak, so if the mower or dog got the best of you, it'd be swearing. <g>

3855. Re: ftp.valleynet.com/users/j/justin/Atari8 - Bites the Dust! :(

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-20 00:00:00 UTC
From: tuf@cyberspy.com
Message-ID: <31c8e60c.2490848@news.cyberspy.com>
Source record: 82876

mead@dlg1.ceh.servtech.com wrote:

>I tried Logging onto my favorite Atari ftp site only to discover a
>message stating; Due to space and other cocerns, the Atari archive has
>been taken off-line. Also, offering the archive to anyone who wants to
>take it over.

I just grabbed the entire contents of the site two days ago. If you
need anything, let me know.

Joe
tuf@cyberspy.com

3856. Accurate Clock in AtariBasic

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-20 00:00:00 UTC
From: glaholt@quiknet.com
Message-ID: <4qapii$bjc_001@glaholt-isdn.quiknet.com>
Source record: 82877

Hello, all.

I would like to draw upon the vast resources and knowledge of the Internet Atari 8-bit affictionados.
I am trying to design a program that relies on an at least semi-accurate (within one minute per week) clock designed in Atari 8-bit. I used the old "Mapping The Atari" book to design one, but its accuracy fails considerably (30 minutes per week!!) Does anyone know of a more accurate version of a clock? I'd prefer it in Basic source code, but MAC65 assembly code would work just as well.

Thank you in advance for any help.

3857. Re: Favorite under-rated games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-20 00:00:00 UTC
From: ba930@FreeNet.Carleton.CA
Message-ID: <4qap7n$5cr@freenet-news.carleton.ca>
Source record: 82878

William Kendrick (kendrick@sitka.sonoma.edu) writes:
>
> I can think of two off the top of my head, but I'm pretty sure I have at
> LEAST one more. Unicum and Exploding Wall. Both excellent (esp. EW).
> Both pretty much need PAL machines. :)
>
> Arkanoid (as in, THE real arcade game) came out for XL's, right? When?
> When did the arcade game come out?

Long before the Atari version, I'm sure.. It's European i think, because
the screen is so long that you can't see the score at the bottom.

> : I probably have those somewhere.. I also have Tetrix, some cool German
> : Tetris game where the peices go off the sides instead of down, and a bunch
> : others..
>
> You're thinking of Dredis.
>
> Let's see, there's:
>
> Atartris
> Atartris II
> Cooltris
> Cooltris II (not completed)
> Valgus^2
> Dredis
> Fortress
> Tetrix
> Plaxtris (a TBXL game I was writing and found lately - I MUST finish it!)
> Tetris 3D
>
> That's all I've ever seen. Valgus^2 is Tetris coming from all FOUR
> directions towards the center. The object is to make squares (vs lines).
> Cool game! :)

Yup.. have that somehwhere, too I think.. just didn't know the name of
it.. I don't know if the disk or the program itself ever had a name on it
anywhere..

--
JESS | Chris Brown This is You'll be the first to
TODD'S| ba930@freenet.carleton.ca not go... unless you THINK!
SPACE | cdbrown@nyx.cs.du.eu what you -D.K.
------+ aka Naimus think it is...

3858. ATARI Equipment, MUST SELL!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-20 00:00:00 UTC
From: terry.ortman@fantasy.com
Message-ID: <19960620053617.aaaa004oT@babyblue.cs.yale.edu>
Source record: 82879

ATARI Equipment, MUST SELL!!!

ATARI 400 Computer, 16K, with power supply, manual, and 2 joysticks, TV connector, original cost $599.00, Joysticks $19.95 each, asking $100.00 or best offer.

ATR8000 64K CP/M computer, for use with Atari 8-bit computers or Dumb (IBM computer) terminals. Runs all CP/M 2.2 software, supports up to 4 disk drives, any size, any density, 8 inch, High Denisty 5.25 and 3.5 floppies, any IBM compatible printer, modem port for using any RS232C compatible external modem, includes Auto-Term Disk for Atari computers, CP/M 2.2 Master Diskette, several CP/M disks, ATR8000 Manual, MY-DOS master Disk, CP/M Supplement Manual, modem cable, printer cable, original cost $695.00 for the ATR8000 Basic system, printer cable $39.95, Modem cable $39.95, asking $100.00.

Dual Floppy Disk Drives in case with power supply and cooling fan, connecting cable, for above ATR8000 or any IBM compatible computer. Case can hold 4 half height 5.25 floppies, original cost $895.00, Case alone is worth $89.95 at most supply companies, asking $65.00.

Both ATR8000 and Dual Disk Drives, $135.00

ATARI 1027 Letter Quality Printer, New in Box, with ink rollers, manual, power supply, connecting cables, oil, original cost $399.95. Also have a non-working 1027, can be fixed at any Atari service center, both printers cost new $399.95 each, asking $100.00 for both of them.

ATARI 1050 Disk Drive, works with any Atari 8-bit computer, in very good condition, like new, supports single and dual density modes, includes power supply, original cost $179.95, asking $75.00.

Data-Que Turbo-816 upgrade for Atari 8-bit, XL or XE series computers. Upgrades and replaces the 6502C in the computer with the 16-bit 65C816 CPU, can use Atari OS, or the NEW Turbo-OS included. Speeds up programs as much as 350% faster. The 65C816 processes 4 instructions per clock cycle (Only the new P6, 80686 Intel chip does that, besides this), as compared to the 6502 which processes one instruction per clock cycle. Original cost $249.95. Includes T816 assembler $75.00, Cross Developer for IBM $75.00, sevreal other Turbo 816 specific disks, valued at $25.00 each. Asking $250.00 for the entire package.

ATARI 800XL upgraded to 256K memory, will run most 130XE specific programs, already wired for Turbo-816 installation, just need to re-solder 3 jumpers, and plug in the Turbo-816 kit above. Original cost $189.95 for the 800XL, $79.95 for the Upgrade kit, $65.00 for the 256K DRAMs, asking $125.00.

Supra External 2400 Baud Modem, includes powewr supply, no manual,
Hayes Compatible, requires 850/P:R:/ATR8000, asking $50.00

MUST SELL, will consider any reasonable offers on this equipment.

Send orders to:

STARFLEET SOFTWARE Company
1037 West Leafland Avenue
Decatur, Illinois 62522-1537

Will consider trading for a trak AT-D4 double sided disk drive NEED ONE
BADLY someone has to have one, or a trak double-sided slave drive.
MAKE OFFERS!!

DO NOT reply unless you are making a serious offer!!

NOTE: One of the people who said my price of $135.00 for the ATR8000
package was TOO HIGH, turned around and tried to sell someone who
contacted me, the same system, without cables, software, etc., just the
ATR8000, dual drives, and an Auto-Term Cart, for $150.00......

If you can FIND them LOWER priced elsewhere, and are NOT going to make
an OFFER, then buy them from somewhere else....

A lot of this stuff is being SOLD on consignment, as the LAST
remaining ATARI Software Company in this city, let alone maybe the
entire state, I often get a load of equipment to sell for the people,
and usually end up having to buy it from them, since it takes forever
to sometimes sell the equipment....

On another NOTE, ATARI has been bought by another company, who is
dropping the ATARI name, and will concentrate on the GAME business, so
the Atari computers, etc., will become harder to find....

Anyone interested, we will make our software catalog available, and
may even put all the 200+ MEGS of Atari Software we have accumulated
over the years on a CD-ROM for BBSes to support the Ancient 8-bit Atari
computers....

I've seen the ATARI 8-Bit FAQ, nice to see all Atari vendors
mentioned, and our name, address, goes unpublished.... We were
commonly seen in ANTIC, ANALOG, and recommended by Bill Wilkinson and
others of OSS, as to the quality of our software....

The LAST Commercial Title we released was a USPS BARCODER for ATARI
Printers, to print the USPS BARCODE on your address labels, to speed up
processing, and qualify for PreSorted Discounts... Barcodes have been
Approved by the US POSTMASTER at the Post Office, and the package
supports USPS 5 Digit Barcodes, 9 Digit Barcodes, and the 11 Digit
Delivery Point Barcodes, which it automatically computes and prints out
on every 9 digit barcode. For those who don't know, the 5 digit code
identifies city and state, the 9 digit will take you to the exact
address street, and the 11 point will pre-sort and route the letter to
the exact location, on the proper side of the street, etc., and

according to the USPS, if the letter just has the 11-digit barcode it
will be delivered to the proper address.... Price is $25.00, and is
available on 5.25 inch floppies for the Atari 8-bit computers,a nd will
run on any 48K or greater machine.....

Internet: terry.ortman@fantasy.com (Terry Ortman)
This message was processed by NetXpress from Merlin Systems Inc.

3859. gone a while.....

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-20 00:00:00 UTC
From: see3peoh@ix.netcom.com
Message-ID: <4qapte$cov@dfw-ixnews3.ix.netcom.com>
Source record: 82880

Wow, 8 bit Atari. Where did you guys come from. Been on my PC too long. Thought all 8 bit Ataris were in closets somewhere. I know lots of folks with them with lots of dust. Some one please bring me up to date? Use to have a user group here in Las Vegas called S.N.A.C.C for souther nevada atari computer club. Anybody out there from this age? Or are you all new to still what I think is the best designed computer and best software ever made. Star Raider is only 8 k and it is still the best computer game I have ever played!!! We use to install bank swith memory on old 800 memory cartridges, we sold the single stroke cursor control, had a curcuit to allow the 1030 modem to auto answer, write protect switches on 830? disk drives, I even have a TOPO by androbot with a 130 xe inside (kinda a twist for both products from the founder of chuckie cheese pizza. Does anybody have a hard drive connected to a 800 so I can load all my old software in and get rid of the 1000,s of floppies in my cabinet? Did anybody remember the last year atari showed the 8 bit line at the C.E.S. show in Vegas. They had a portable 800 with a gui program (ie. windows). That whould be a great os to get a copy of! well i have gone looking for other 8 bit stuff on the net. Type at you later. Did anybody ever belong to the old 8 bit atari user group? I think I still have all the newsletters we use to exchange with?

Rick Rowland
Las Vegas, NV

Maybe I will get out my 1200Xl paper clip.

3860. Re: SIO2PC version 4.13

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-20 00:00:00 UTC
From: andy@troas.demon.co.uk
Message-ID: <31c907f6.572588@news.demon.co.uk>
Source record: 82881

On Wed, 19 Jun 1996 23:21:22 GMT, andy@troas.demon.co.uk (Andy D)
wrote:

>OK, I thought SIO2PC was still freeware. If the status has changed,

Sorry, I was in dickhead mode when I wrote this. I realise that
SIO2PC has been shareware for a good while. Please ignore the above
post, I had a dangerous liaison with a bottle of Famous Grouse last
night.

--
andy@troas.demon.co.uk

3861. Re: 8000 nude celebrity pics

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-20 00:00:00 UTC
From: ipoorten@cs.vu.nl
Message-ID: <DtAqCE.MGn.0.-s@cs.vu.nl>
Source record: 82882

thester@nyx10.cs.du.edu (Uncle Fester) writes:

> Personally, I wouldn't care to purchase a thing like
> that from someone who claims to have nude pictures of
> celebrities that have never done nudes.
> Christine Applegate for example. (Kelly Bundy)
> They're either faked or a look-alike model.

...or Paparazi! (or whatever it's spelled like...)

> Uncle Fester

Ivo
--
Ivo van Poorten
ipoorten@cs.vu.nl ivop@euronet.nl ivo@let.vu.nl
http://pmwww.cs.vu.nl/home/ipoorten/
Mega Magazine -- The Atari 8-Bit Homepage

3862. Re: Accurate Clock in AtariBasic

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-20 00:00:00 UTC
From: d_pike@Husky1.StMarys.CA
Message-ID: <4qbkrq$15r@News.Dal.Ca>
Source record: 82883

In article <4qapii$bjc_001@glaholt-isdn.quiknet.com>, glaholt@quiknet.com (Bill Glaholt) writes:
>Hello, all.
>
>I would like to draw upon the vast resources and knowledge of the Internet Atari 8-bit affictionados.
>I am trying to design a program that relies on an at least semi-accurate (within one
>minute per week) clock designed in Atari 8-bit. I used the old "Mapping The Atari" book
>to design one, but its accuracy fails considerably (30 minutes per week!!) Does anyone
>know of a more accurate version of a clock? I'd prefer it in Basic source code, but
>MAC65 assembly code would work just as well.
>
>Thank you in advance for any help.

THis may or may not be the program you were talking about. Its from Compute's 3rd
book of Atari. I found it to be pretty accurate but I didn't leave it on for a
week to check. You can set the time and have it "hidden" until you need to
check (? min,sec) or you can write your own clock program to display the time.

```
100 REM CALCULATES TIME IT TAKES YOU TO PRESS <RETURN>
110 REM
120 OPEN #1,4,0,"K:"
130 FOR Z=18 TO 20:POKE Z,0:NEXT Z
140 GET #1,D: IF D=155 THEN 160
150 GOTO 140
160 A=PEEK(20):B=PEEK(19):C=PEEK(18)
170 SEC=INT((4.267*256*C)+(B*4.267)+(A/60))
180 MIN=INT(SEC/60)
190M=MIN*60
200 SEC=SEC-M
210 PRINT MIN;"MINUTES";SEC;"SECONDS"
```

hope this helps. I wrote a clock program based on this but can't find it anywhere...
randy.

3863. Re: Favorite under-rated games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-20 00:00:00 UTC
From: "Steven E. Skaggs" <afn04314@afn.org>
Message-ID: <Pine.A32.3.93.960620100808.14881B-100000@freenet4.afn.org>
Source record: 82884

On 19 Jun 1996, Chris Brown wrote:

> > Hey, nobody's mentioned Spelunker!
>
> That's cause I forgot about it! :P
>
> I almost got to the end of the first level once

I finally made it to the end of the first level but never got very far in
the second. Does anybody remember how many levels were in this game? This
has to be one of the hardest games!

Homepage: http://www.afn.org/~afn04314 | "And though they think that they
e-mail: afn04314@afn.org | will find you,
| They are slave to what you know..."

3864. Re: 8000 nude celebrity pics

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-20 00:00:00 UTC
From: leinberger@axp621.gsi.de
Message-ID: <4qbjck$1a0g@rs18.hrz.th-darmstadt.de>
Source record: 82885
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cbm,comp.sys.cdc,comp.sys.convex,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harris,comp.sys.hp.apps,comp.sys.hp.hardware,comp.sys.hp.hpux

But still, if I could "pic" for free any little machine from the 8000-AXP
family for my garage, even if "nude" (ie missing sidepanels) it
would be a "celebrity" ;-))

And PLEASE now stop this stupid thread, will you?

Uwe

3865. Re: 8000 nude celebrity pics

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-20 00:00:00 UTC
From: schumach@convex.com
Message-ID: <4qbn22$3pk@flare.convex.com>
Source record: 82886
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cbm,comp.sys.cdc,comp.sys.convex,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harris,comp.sys.hp.apps,comp.sys.hp.hardware,comp.sys.hp.hpux

>> > --I would be stronger than 'it may be offensive'and 'it's advertising'. It is base,
>> immoral, perverted, and corrupting. Will the poster please never darken these
>> groups with such tat again.

> I agree that this is not the place to post such advertisements, but what makes it " ..
> base,immoral, perverted,"?

All postings to inappropriate newsgroups are immoral, perverted, and corrupting.
Their content is irrelevant.

3866. Re: Favorite under-rated games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-20 00:00:00 UTC
From: krieg@earth.execpc.com
Message-ID: <4qbo4j$gvs@earth.alpha.net>
Source record: 82887

In article <4q9ero$ccp@mark.ucdavis.edu>,
Alf <Waiting at Sudwerks@dale.ucdavis.edu> wrote:
>
>Pharoh's Curse: was easily the most frustrating game ever programmed for
>the 8-bit Atari. I could never win.

Are you sure you're thinking of Pharoah's Curse? All you had to do was
collect 10 treasures and return to the top of the pyramid. I was able to
consistently beat this game every time I played it as a kid. I still loved
it though for the graphics and gameplay.
--
=__ __ __ _ __ _= Andrew Krieg - Software Engineering Consultant =
=_ __ _ __ _ _ __= E-mail: krieg@execpc.com =
=_ _ _ ___= WWW: http://www.cs.uwm.edu/public/krieg/index.html =
=_ __ _ __ _ __ _= Treguna Mekoides Trecorum Satis Dee - Astoroth =

3867. Re: ATARI Equipment, MUST SELL!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-20 00:00:00 UTC
From: cool <beans@american.dental.com>
Message-ID: <31C962C8.45C3@american.dental.com>
Source record: 82888

Terry Ortman wrote:
>
> ATARI Equipment, MUST SELL!!!

<misc deleted...>

> DO NOT reply unless you are making a serious offer!!

I'm not replying, just re-POSTing. =O

> On another NOTE, ATARI has been bought by another company, who is
> dropping the ATARI name, and will concentrate on the GAME business, so
> the Atari computers, etc., will become harder to find....

About this statement Terry makes concerning the ease of finding atari computers, I seriously doubt this is true. Atari stopped making the 8bit machines a while ago, as we all know (should know?). There is no relation between the name of the company and the ease of finding the company's old hardware. Now if the above assertion is applied to the company's new and future products, then it has some credibility (sp?).

Just my 3 cents.

Cyrus

cyrus.malek@amd.com

3868. Re: Favorite under-rated games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-20 00:00:00 UTC
From: krieg@earth.execpc.com
Message-ID: <4qbpgo$n9q@earth.alpha.net>
Source record: 82889

Here are some other great games for the Atari 8bits that have brought me years of joy.

Drelbs - Make boxes, save the princess, enter the alien zone. There is nothing else like this game, period.

Blue Max - Forget about Zaxxon. Blue Max is the scrolling flight game for the Atari 8-bits.

Boulderdash - The best puzzle game ever invented. And with the later released construction kit, you can make your own puzzles. Hey, does anyone have some home-made levels to share??

Crossfire - This port of one of Minter's early classics is great fun.

Journey to the Planets - These puzzles are hard to solve but not impossible. Not much replay after you solve it though.

K-razy Antiks - Once you get into the 'zone' on this one, you can play it forever. The gameplay is so addictative on this, it's scary.

Pooyan - A good port of the arcade.

Shamus & Shamus II - Frustrating at times but very rewarding once you finish it.

Wizard of Wor - Another great port.

Trolls and Tribulations - I've never finished this, but boy have I tried. Anyone here solve it?

Mr. Do - I saved my favorite for last. Another great 'zone' game. Keep earning those extra lives and you can have hours of bliss!

--
=__ __ __ _ __ _= Andrew Krieg - Software Engineering Consultant =
=_ __ _ __ _ _ __= E-mail: krieg@execpc.com =
=_ _ _ ___= WWW: http://www.cs.uwm.edu/public/krieg/index.html =
=_ __ _ __ _ __ _= Treguna Mekoides Trecorum Satis Dee - Astoroth =

3869. Re: 8000 nude celebrity pics

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-20 00:00:00 UTC
From: dbaseley@cartech.com
Message-ID: <4qbql8$cq@ns2.ptd.net>
Source record: 82890
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cbm,comp.sys.cdc,comp.sys.convex,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harris,comp.sys.hp.apps,comp.sys.hp.hardware,comp.sys.hp.hpux

Simon Hiscox <c830987@powers.phoenix.telecom.com.au> wrote:

>Whoever,

>Why is this posted here in 'comp.sys.hp.hpux'? Please restrict your postings
>to the appropriate groups.

1) You, of course, _realize_ that by responding to this message you
are also crossposting, right?

2) The morality or lack thereof should not be the issue; the issue is
massively cross-posted advertisements of any type, especially those
appearing in inappropriate newsgroups.

3) See news.admin.net-abuse.misc for more on how to combat this spam.

4) Terminate this thread! Give it no more reason to exist. Start a
new one if you must, but this discussion really does not belong here.

Dave Baseley

3870. movie monster game

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-20 00:00:00 UTC
From: jeckert@noblestar.com
Message-ID: <4qbm22$7pf@client3.news.psi.net>
Source record: 82891

Does anyone remember a movie monster game that was out around the same time as the original Temple of Apshai? I believe it was from the same company as Temple of Apshai... (Epyx?) It involved various movie type monsters rampaging through a city. It was a role playing type thing. I remember helicopters and I "think" you played the monster and got to stomp on things.

I had both this game and the original Temple of Apshai role player on cassette for my Atari 800 (after spending $700 on the computer, who could afford a disk drive?)

3871. Re: justin's ftp site??

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-20 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31c96620.1530207@news.superlink.net>
Source record: 82892

On Wed, 19 Jun 1996 20:10:29 GMT, malay@reston.unisysgsg.com (Bob Malay - Loral - X7750) wrote:

-What happened to justin's great ftp site at sierra.valleynet.com??
-
Looks like it bit the dust - I will still send anything out of my archive via email to anyone who wants it (limit requests to 10 per every few days please). I would be happy to maintain an online archive, but once again, I NEED FTP SPACE! Obviously, with the fact that there's really no $$$ to be made in this, and I am not looking to, I also do not want to spend $$$ for ftp space. Doesn't ANYONE have an account available on a university server? That's the only way I see it flying. Or, an internet provider that gives users a static IP address and unliimited access so I could leave my extra computer connected 24 hrs a day?
Home page link is http://mars.superlink.net/scharles/

3872. Re: movie monster game

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-20 00:00:00 UTC
From: glennb <glennb@interport.net>
Message-ID: <31C9D2B1.230D@interport.net>
Source record: 82893

Jay Eckert wrote:
>
> Does anyone remember a movie monster game that was out around the same
> time as the original Temple of Apshai? I believe it was from the same
> company as Temple of Apshai... (Epyx?) It involved various movie type
> monsters rampaging through a city. It was a role playing type thing. I
> remember helicopters and I "think" you played the monster and got to
> stomp on things.

Yea, I remember. It was called "Crush, Crumble, and Chomp" by Epyx. It
was really cool because it was written in BASIC and you could break out
of the game and keep the animated character set going whilst running
other BASIC programs! Wicked stuff.

--

Glenn B. (Spud)
"`!`!`!

3873. Re: movie monster game

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-20 00:00:00 UTC
From: combee@techwood.org
Message-ID: <slrn4sj2pl.oai.combee@matrix.eden.com>
Source record: 82894

On Thu, 20 Jun 1996 14:08:32 GMT, Jay Eckert <jeckert@noblestar.com> wrote:
* Does anyone remember a movie monster game that was out around the same
* time as the original Temple of Apshai? I believe it was from the same
* company as Temple of Apshai... (Epyx?) It involved various movie type
* monsters rampaging through a city. It was a role playing type thing. I
* remember helicopters and I "think" you played the monster and got to
* stomp on things.

"Crush, Crumble, and Chomp", if I remember correctly. That was one I
always wanted, but never got. Instead, I wasted money on EA's "Mail
Order Monsters" which was much too slow to be any good.

BTW, back then Epyx was also known as Automated Simulations. Neat, eh?
--
Benjamin L. Combee (combee@techwood.org) <URL:http://www.yak.net/combee/>
that public-access-TV-making, video-game-collecting, cryptography-pushing,
World-Wide-Web-explaining, fem-music-loving, bad-pun-creating guy in Austin

3874. Re: Favorite under-rated games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-20 00:00:00 UTC
From: jlodoen@mega.megamed.com
Message-ID: <4qcbfs$aoj@news.wco.com>
Source record: 82895

In article <Pine.A32.3.93.960620100808.14881B-100000@freenet4.afn.org>, "Steven E. Skaggs" <afn04314@afn.org> wrote:
>On 19 Jun 1996, Chris Brown wrote:
>
>> > Hey, nobody's mentioned Spelunker!
>>
>> That's cause I forgot about it! :P
>>
>> I almost got to the end of the first level once
>
>I finally made it to the end of the first level but never got very far in
>the second. Does anybody remember how many levels were in this game? This
>has to be one of the hardest games!

Elevator
Ropes
Shaft
Falls

(I forget)

Pyramid was last I believe.

3875. Re: movie monster game

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-20 00:00:00 UTC
From: jlodoen@mega.megamed.com
Message-ID: <4qcbql$aoj@news.wco.com>
Source record: 82896

In article <4qbm22$7pf@client3.news.psi.net>, jeckert@noblestar.com (Jay Eckert) wrote:
>Does anyone remember a movie monster game that was out around the same
>time as the original Temple of Apshai? I believe it was from the same
>company as Temple of Apshai... (Epyx?) It involved various movie type
>monsters rampaging through a city. It was a role playing type thing. I
>remember helicopters and I "think" you played the monster and got to
>stomp on things.

"Crush, Crumble And Chomp". In 1986 Epyx released "Movie Monster Game"
which was more action oriented. For Commodore and Apple II (wretched).

3876. Re: movie monster game

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-20 00:00:00 UTC
From: andy@troas.demon.co.uk
Message-ID: <31c9c10c.5226575@news.demon.co.uk>
Source record: 82897

On 20 Jun 1996 17:32:37 GMT, combee@techwood.org (Ben Combee) wrote:

>"Crush, Crumble, and Chomp", if I remember correctly. That was one I
>always wanted, but never got. Instead, I wasted money on EA's "Mail
>Order Monsters" which was much too slow to be any good.

I've got it on tape, I'll transfer it to disk when I get a chance. And
upload to..... where??

--
andy@troas.demon.co.uk

3877. Re: movie monster game

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-20 00:00:00 UTC
From: dann@nymt.reuter.com
Message-ID: <4qbtlr$5i9@client2.news.psi.net>
Source record: 82898

Jay Eckert (jeckert@noblestar.com) wrote:
: Does anyone remember a movie monster game that was out around the same
: time as the original Temple of Apshai? I believe it was from the same
: company as Temple of Apshai... (Epyx?) It involved various movie type
: monsters rampaging through a city. It was a role playing type thing. I
: remember helicopters and I "think" you played the monster and got to
: stomp on things.

: I had both this game and the original Temple of Apshai role player on
: cassette for my Atari 800 (after spending $700 on the computer, who
: could afford a disk drive?)

That game was Crush, Crumble & Chomp from Epyx. It was written in BASIC as
was Temple of Apshai. I think I still have it around here somewhere...

3878. Re: 8000 nude celebrity pics

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-20 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <31c9b233.440651@news.airtime.co.uk>
Source record: 82899
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cbm,comp.sys.cdc,comp.sys.convex,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harris,comp.sys.hp.apps,comp.sys.hp.hardware,comp.sys.hp.hpux

On Wed, 19 Jun 1996 19:25:11 -0500, Joe Doro <joedoro@ix.netcom.com>
wrote:

>> > --I would be stronger than 'it may be offensive'and 'it's advertising'. It is base,
>> immoral, perverted, and corrupting. Will the poster please never darken these
>> groups with such tat again.
>>

> I agree that this is not the place to post such advertisements, but what makes it " ..
> base,immoral, perverted,"? and why are you the authority ? Funny but I have this
>outmoded notion that consenting adults have the right to do what they want. Has
>something to do with personal freedom.

and what makes YOU think that everyone reading the newsgroup is a
consenting adult ??? postings should take into consideration that
minors have just as much access to these newsgroups as your consenting
adults do, the internet does no have a "18 only" sign at the front
door, would you post a sex advert somewhere you kew minors would have
access to it?,
I have this personal freedom you speak of, but I dont think it
stretches to immoral perverted indecency,

Cheers...........!ynoT Tony Greenwood
stosser@airtime.co.uk http://www.airtime.co.uk/users/stosser

Accrington, Lancashire, England

3879. 5200 parts

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-20 00:00:00 UTC
From: Jeff Harbert <adreaste@serv.net>
Message-ID: <31C9CCA7.7E51@serv.net>
Source record: 82900

I need misc parts for a 5200. Joysticks, tv/game switch box, perhaps
some games. E-mail directly with prices/availability.
Thanks!

3880. please help

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-20 00:00:00 UTC
From: justin@newreach.net
Message-ID: <31C9F536.70F1@newreach.net>
Source record: 82901

I recently got another atari 1050 drive. My previous one had ICDs Sparta DOS US Doubler chipset installed in it, but the stepper motor crashed some time ago (or so I thought). I tested the new drive and it worked fine, but I needed the US Doubler modification since most of my disks were converted. I swapped the mother boards. The drive did not work (I got rapid boot errors and the sound of an error 139-dvice ACK error). So I put the original motherboard back in the new drive. Now, the drive motor will not turn. The stepper motor works, and the drive operating light comes on and stays on for the correct amount of time when the door is shut, but the motor does not spin. Any suggestions will be greaty appreciated. Please send any ideas to justin@newreach.net.

3881. Atari items for sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-20 00:00:00 UTC
From: gene.ehrich@compudata.com
Message-ID: <8C2E48C.10C10003FF.uuout@compudata.com>
Source record: 82902

```
Atari Items for Sale plus shipping

Cable & TV Connector for Atari 130XE.............. $ 6
Atari 1050 Disk Drive with power supply.......... $44
Atari 1050 Disk Driver owners guide.............. $ 6
Atari 1050 Disk Drive - intro to Atari DOS....... $10
Peripheral Cable for Atari computer.............. $ 9
Slik Stix Joy Stick ............................. $ 9
U-Print Model A printer interface for Atari Comp.... $10
Nintendo DMG-04 Cable............................ $ 6
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 5 each
printers. Black and some colors. (8)
16 single sided double density disks.............. $ 7
10 Nashua single sided double density disks....... $ 7
19 Single sided single density disks for.......... $ 5
14 Double side double density disks for........... $ 5
NEC Color monitor model JC-1215MA................... $44
MPS801 Printer for Commodore...(two).............. $15 each
Okimate 20 Color Printer for Commodore.............. $39
Okidata 120 Printer Manual for Commodore Computers.. $ 2
................................................
Apple Green Monochrome Monitor..................... $29

Shipping $3 each, add $1 for each additional.
Except disk drives/computers/monitors $9 each
Diskettes $2 total first 10 diskettes then $1 each 10

Gene Ehrich P.O. Box 209 Marlton NJ 08053-0209
```

gene.ehrich@compudata.com
Gene_Ehrich@compuserve.com Gene_Ehrich@prodigy.com
GeneEhrich@AOL.COM Gene_Ehrich@MSN.COM

 OLXWin 1.00b Don't let your mind get so open that your brains fall out

3882. Re: ATARI Equipment, MUST SELL!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-20 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <4qct9t$mi1@crl2.crl.com>
Source record: 82903

Edward A. Brunner (ebrunne@orion.it.luc.edu) wrote:
: BTW, notice he's posting from 'fantasy land' bbs. How appropriate...

: Ted B

Hehe, funny how he posts from a different source each time. I'm betting
that he has a history of being banned.

BTW, Ted. You didn't need to repost 120 lines of his crap in your
follow-up.

John
jvogel@crl.com

3883. Re: Favorite under-rated games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-20 00:00:00 UTC
From: jasonbar@nut.ucsb.edu
Message-ID: <4qcq6s$3ol@nut.ucsb.edu>
Source record: 82904

"Steven E. Skaggs" <afn04314@afn.org> writes:

>On 19 Jun 1996, Chris Brown wrote:

>> > Hey, nobody's mentioned Spelunker!
>>
>> That's cause I forgot about it! :P
>>
>> I almost got to the end of the first level once

>I finally made it to the end of the first level but never got very far in
>the second. Does anybody remember how many levels were in this game? This
>has to be one of the hardest games!

Howdy

Holy moly, are you guys serious?

I guess I must rock, because I can finish it every time I play now.
It's been a year or to since last I played it, but there are on the order
of 4-5 levels or so. It did take me some time to get through it the first
time, but, once you've made it through, it's not too hard to repeat.

Tell ya what--I'll play it through again tonight and take notes :)

-Jason
--
Jason Bardis(jasonbar@nut.ucsb.edu www.engineering.ucsb.edu/~jasonbar)
The Simpsons.3DO.cycling.AbFab.PWEI.LEGO.Duckman.Tit Wrench.G-Force
autocrosses/rallyes.Atari.mechanical engineering.Ministry.Tempest.NIN
The Jitterbug.Bill Gibson.Robotics.Tim Burton.The Cult.fried cheese

3884. Re: ATARI Equipment, MUST SELL!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-20 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <4qctnk$mlb@crl2.crl.com>
Source record: 82905

Terry Ortman (terry.ortman@fantasy.com) wrote:

: On another NOTE, ATARI has been bought by another company, who is
: dropping the ATARI name, and will concentrate on the GAME business, so
: the Atari computers, etc., will become harder to find....

For you gullible people out there, don't listen to that - Atari Corporation's status has *nothing* to do with this - Atari hasn't produced this stuff for about 10 years.

: I've seen the ATARI 8-Bit FAQ, nice to see all Atari vendors
: mentioned, and our name, address, goes unpublished.... We were

A wise decision by the FAQ maintainer :)

: commonly seen in ANTIC, ANALOG, and recommended by Bill Wilkinson and
: others of OSS, as to the quality of our software....

I wonder what the Better Business Bureau has on Starfleet Software?

John
jvogel@crl.com

3885. Re: 8000 nude celebrity pics

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-20 00:00:00 UTC
From: Tom Lamparty <lamparty@telerama.lm.com>
Message-ID: <Pine.BSD.3.91.960620215705.11839C-100000@epicycle.lm.com>
Source record: 82906
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cbm,comp.sys.cdc,comp.sys.convex,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harris,comp.sys.hp.apps,comp.sys.hp.hardware,comp.sys.hp.hpux

Please kill this thread, as the rest of us are as tired of reading about
it, as we were annoyed by the original SPAMMER! Nuff said?

Tom Lamparty lamparty@telerama.lm.com|Sysop NEOSTAG BBS (216)792-2580
4Meg 16Mhz 1040STe 325MHD 14.4K Modem|24hrs 14.4kbps V32 SupraFaxModem
Sec./Treas. NEOSTAG |PD/Shareware/Advice/Help
North East Ohio ST Atari Group |Support board for Dr. Bobware

3886. Re: 8000 nude celebrity pics

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-21 00:00:00 UTC
From: JEDI@osu.edu
Message-ID: <4qcqeg$rbf@charm.magnus.acs.ohio-state.edu>
Source record: 82765
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cbm,comp.sys.cdc,comp.sys.convex,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harris,comp.sys.hp.apps,comp.sys.hp.hardware,comp.sys.hp.hpux

In article <31c9b233.440651@news.airtime.co.uk>, stosser@airtime.co.uk wrote:
>On Wed, 19 Jun 1996 19:25:11 -0500, Joe Doro <joedoro@ix.netcom.com>
>wrote:
>
>
>>> > --I would be stronger than 'it may be offensive'and 'it's advertising'. It
> is base,
>>> immoral, perverted, and corrupting. Will the poster please never darken
> these
>>> groups with such tat again.
>>>
>
>> I agree that this is not the place to post such advertisements, but what
> makes it " ..
>> base,immoral, perverted,"? and why are you the authority ? Funny but I have
> this
>>outmoded notion that consenting adults have the right to do what they want.
> Has
>>something to do with personal freedom.
>
> and what makes YOU think that everyone reading the newsgroup is a
>consenting adult ??? postings should take into consideration that
>minors have just as much access to these newsgroups as your consenting
>adults do, the internet does no have a "18 only" sign at the front

Oh really? How many children have the money to buy their own computers
these days? How many children have accounts with the phone companies or
ISPs?

This isn't a free broadcast medium. It does take a level of knowledge and
some non-trival expenditure of money on electronics to access.

So? The real problem isn't some spammer but some lazy slob of a parent
that have no clue as to what their kiddies are up to and expect the whole
world to be thier baby sitters.

Nevermind that the ad itself was not obscene (not even by American
standards which are obscene themselves).

>door, would you post a sex advert somewhere you kew minors would have
>access to it?,

Never seen a Playboy ad on TV?

> I have this personal freedom you speak of, but I dont think it
>stretches to immoral perverted indecency,

You have no CONCEPT of morality.

You must really cringe when you wash yourself.

>
>
> Cheers.....!ynoT Tony Greenwood
>stosser@airtime.co.uk http://www.airtime.co.uk/users/stosser
>
> Accrington, Lancashire, England
>

3887. 4Sale:Misc Hardware

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-21 00:00:00 UTC
From: kmajkut@netcom.com
Message-ID: <kmajkutDtBsv0.M6u@netcom.com>
Source record: 82766

Here's a bunch of misc hardware, software and books. I'd really
like to sell this in one lot since it's not at my house and I
have to have someone else do the shipping. Make me an offer
but consider that if you can't drive to CT and pick it up then
the cost will have to include shipping plus a few dollars to
cover driving over to Mail Boxes Etc :) .

Anyway, here's the stuff:
1 Atari 800 computer w/48k of Atari memory
1 Atari 800 computer w/16k of Atari memory, 32k of other memory
and 'Impossible'.
1 1050 Disk drive - working.
1 1050 Disk drive - not working. It just starts up and spins.
(One drive is in the original box if anyone cares)
1 1030 300baud modem.
1 410 Cassette recorder.
(In the original box if anyone cares)
3 or 4 power cables.
3 Atari joysticks.
1 set of paddles.
2 Printer Adapters(One works and one doesn't)
Uprint A16 & MPP1150

Some misc interface cables.

Compute Books:
Machine Language for Beginners
Book of Atari Graphics
Books 1,2,3 of Atari
Your Atari Computer:A guide to the ATari 400/800
Atari Basic
Mapping the Atari
Atari 1050 Field Reference Manual

Carts:
Robotron
BASIC
Kickback(I don't remember what this is)
AtariWriter

Software:
Infocom-Ballyhoo,Infidel,Wishbringer(all in boxes,etc)
Many other pieces of software. Mostly arcade games and
infocom games.

Magazines:
Some misc COMPUTE , etc.

No guarantees on anything since most of it hasn't been used in a few years. One of the 800's was powered up last year and still worked though. Please don't ask me to look up something in a book, look for a piece of software or see if something works. If I could, I would, but I can't.

-Keith
Email replies to :kmajkut@netcom.com

3888. Re: help!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-21 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <4qd006$ehu@dfw-ixnews6.ix.netcom.com>
Source record: 82767

In <31C35F56.FC3@agetech.net> cybrchld <cybrchld@agetech.net> writes:
>
>Can someone explain to me what is .bin format is. How can i convert it

>to XFD OR ATR so i can use it whith an emulator. any help would be
>appreciated.
>
> Luis.....:)

Luis,
.BIN file are Binary Load files they could also be called .OBJ,
COM, .EXE. These may be load and go or run at address files. More than
likely these would be the latter and you'd have to know where in memory
they like to be pur and run from. In AtariDOS 2.5 you'd load these
files with menu selection M and then provide the memory address of the
beginning of memory to put the file. You may also need the number of
bytes for the length of the file. I forget at this point. I rarely had
to do this. Most binary files are .OBJ, .COM or .EXE files that run
from menu selection L then the file name. These would be like games and
application programs other than BASIC. .BIN files sometimes are plug-in
parts that are run from other programs and you don't have to do
anything with them except make sure they are stored in the proper place
with the executing program.

rely@ix.netcom.com

3889. Re: ATARI Equipment, MUST SELL!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-21 00:00:00 UTC
From: ebrunne@orion.it.luc.edu
Message-ID: <4qcr39$sjk@artemis.it.luc.edu>
Source record: 82768

BTW, notice he's posting from 'fantasy land' bbs. How appropriate...

Ted B

Terry Ortman (terry.ortman@fantasy.com) wrote:
: ATARI Equipment, MUST SELL!!!

: ATARI 400 Computer, 16K, with power supply, manual, and 2 joysticks, TV
: connector, original cost $599.00, Joysticks $19.95 each, asking $100.00
: or best offer.

: ATR8000 64K CP/M computer, for use with Atari 8-bit computers or Dumb
: (IBM computer) terminals. Runs all CP/M 2.2 software, supports up to 4
: disk drives, any size, any density, 8 inch, High Denisty 5.25 and 3.5
: floppies, any IBM compatible printer, modem port for using any RS232C
: compatible external modem, includes Auto-Term Disk for Atari computers,
: CP/M 2.2 Master Diskette, several CP/M disks, ATR8000 Manual, MY-DOS
: master Disk, CP/M Supplement Manual, modem cable, printer cable,
: original cost $695.00 for the ATR8000 Basic system, printer cable
: $39.95, Modem cable $39.95, asking $100.00.

: Dual Floppy Disk Drives in case with power supply and cooling fan,
: connecting cable, for above ATR8000 or any IBM compatible computer.
: Case can hold 4 half height 5.25 floppies, original cost $895.00, Case
: alone is worth $89.95 at most supply companies, asking $65.00.

: Both ATR8000 and Dual Disk Drives, $135.00

: ATARI 1027 Letter Quality Printer, New in Box, with ink rollers,
: manual, power supply, connecting cables, oil, original cost $399.95.
: Also have a non-working 1027, can be fixed at any Atari service center,
: both printers cost new $399.95 each, asking $100.00 for both of them.

: ATARI 1050 Disk Drive, works with any Atari 8-bit computer, in very
: good condition, like new, supports single and dual density modes,
: includes power supply, original cost $179.95, asking $75.00.

: Data-Que Turbo-816 upgrade for Atari 8-bit, XL or XE series computers.
: Upgrades and replaces the 6502C in the computer with the 16-bit 65C816
: CPU, can use Atari OS, or the NEW Turbo-OS included. Speeds up
: programs as much as 350% faster. The 65C816 processes 4 instructions
: per clock cycle (Only the new P6, 80686 Intel chip does that, besides
: this), as compared to the 6502 which processes one instruction per
: clock cycle. Original cost $249.95. Includes T816 assembler $75.00,
: Cross Developer for IBM $75.00, sevreal other Turbo 816 specific disks,
: valued at $25.00 each. Asking $250.00 for the entire package.

: ATARI 800XL upgraded to 256K memory, will run most 130XE specific
: programs, already wired for Turbo-816 installation, just need to
: re-solder 3 jumpers, and plug in the Turbo-816 kit above. Original
: cost $189.95 for the 800XL, $79.95 for the Upgrade kit, $65.00 for the
: 256K DRAMs, asking $125.00.

: Supra External 2400 Baud Modem, includes powewr supply, no manual,
: Hayes Compatible, requires 850/P:R:/ATR8000, asking $50.00

: MUST SELL, will consider any reasonable offers on this equipment.

: Send orders to:

: STARFLEET SOFTWARE Company
: 1037 West Leafland Avenue
: Decatur, Illinois 62522-1537

: Will consider trading for a trak AT-D4 double sided disk drive NEED ONE
: BADLY someone has to have one, or a trak double-sided slave drive.
: MAKE OFFERS!!

: DO NOT reply unless you are making a serious offer!!

: NOTE: One of the people who said my price of $135.00 for the ATR8000
: package was TOO HIGH, turned around and tried to sell someone who
: contacted me, the same system, without cables, software, etc., just the
: ATR8000, dual drives, and an Auto-Term Cart, for $150.00......

: If you can FIND them LOWER priced elsewhere, and are NOT going to make
: an OFFER, then buy them from somewhere else....

: A lot of this stuff is being SOLD on consignment, as the LAST
: remaining ATARI Software Company in this city, let alone maybe the
: entire state, I often get a load of equipment to sell for the people,
: and usually end up having to buy it from them, since it takes forever
: to sometimes sell the equipment....

: On another NOTE, ATARI has been bought by another company, who is
: dropping the ATARI name, and will concentrate on the GAME business, so
: the Atari computers, etc., will become harder to find....

: Anyone interested, we will make our software catalog available, and
: may even put all the 200+ MEGS of Atari Software we have accumulated
: over the years on a CD-ROM for BBSes to support the Ancient 8-bit Atari
: computers....

: I've seen the ATARI 8-Bit FAQ, nice to see all Atari vendors
: mentioned, and our name, address, goes unpublished.... We were
: commonly seen in ANTIC, ANALOG, and recommended by Bill Wilkinson and
: others of OSS, as to the quality of our software....

: The LAST Commercial Title we released was a USPS BARCODER for ATARI
: Printers, to print the USPS BARCODE on your address labels, to speed up
: processing, and qualify for PreSorted Discounts... Barcodes have been
: Approved by the US POSTMASTER at the Post Office, and the package

: supports USPS 5 Digit Barcodes, 9 Digit Barcodes, and the 11 Digit
: Delivery Point Barcodes, which it automatically computes and prints out
: on every 9 digit barcode. For those who don't know, the 5 digit code
: identifies city and state, the 9 digit will take you to the exact
: address street, and the 11 point will pre-sort and route the letter to
: the exact location, on the proper side of the street, etc., and
: according to the USPS, if the letter just has the 11-digit barcode it
: will be delivered to the proper address.... Price is $25.00, and is
: available on 5.25 inch floppies for the Atari 8-bit computers,a nd will
: run on any 48K or greater machine.....

: ---
: Internet: terry.ortman@fantasy.com (Terry Ortman)
: This message was processed by NetXpress from Merlin Systems Inc.
: ---

3890. Re: Red label cart - Is it a prototype?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-21 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <4qd1n9$jr9@dfw-ixnews7.ix.netcom.com>
Source record: 82769

In <4q51j9$ff5@uwm.edu> krieg@miller.cs.uwm.edu (Andrew Krieg) writes:
>
>I have an Atari cart the likes of which I have never seen before.
Instead of
>the usual brown case with brown or silver label, this one has the
brown case
>with a red label. It is RX8080, "The Learning Phone". Do they all
have a
>red label or is this possibly a prototype version?
>--
>===
====
>=__ __ __ _ __ _= Andrew Krieg - Software Engineering Consultant
=
>=_ __ _ __ _ _ __= E-mail: krieg@execpc.com
=
>=_ _ _ ___= WWW:
http://www.cs.uwm.edu/public/krieg/index.html =
I have one of those and to this day has never been used. Of course, the
company went down the tubes just after I got the blasted thing. Mine is
the same as yours. Red label, black lettering and brown case.

rely@ix.netcom.com

3891. Re: ATARI Equipment, MUST SELL!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-21 00:00:00 UTC
From: ebrunne@orion.it.luc.edu
Message-ID: <4qcr1u$sjk@artemis.it.luc.edu>
Source record: 82770

Terry Ortman (terry.ortman@fantasy.com) wrote:
: ATARI Equipment, MUST SELL!!!

I always wonder after seeing this ad, how desperate he really is...

Just imagine if he was desperate to sell something else. I can see it now: Desparate, must sell Big box of bellybutton lint, earwax and toenail clippings only $100!

Or something such.

Ted B
(newbie warning, dont buy this stuff, its Terry's monthly ritual to see if he can sucker someone into paying these outrageous prices.. If he was really desperate to sell, he might try lowering them.)

: ATARI 400 Computer, 16K, with power supply, manual, and 2 joysticks, TV
: connector, original cost $599.00, Joysticks $19.95 each, asking $100.00
: or best offer.

: ATR8000 64K CP/M computer, for use with Atari 8-bit computers or Dumb
: (IBM computer) terminals. Runs all CP/M 2.2 software, supports up to 4
: disk drives, any size, any density, 8 inch, High Denisty 5.25 and 3.5
: floppies, any IBM compatible printer, modem port for using any RS232C
: compatible external modem, includes Auto-Term Disk for Atari computers,
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: original cost $695.00 for the ATR8000 Basic system, printer cable
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: Dual Floppy Disk Drives in case with power supply and cooling fan,
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: Case can hold 4 half height 5.25 floppies, original cost $895.00, Case
: alone is worth $89.95 at most supply companies, asking $65.00.

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: Upgrades and replaces the 6502C in the computer with the 16-bit 65C816

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: programs as much as 350% faster. The 65C816 processes 4 instructions
: per clock cycle (Only the new P6, 80686 Intel chip does that, besides
: this), as compared to the 6502 which processes one instruction per
: clock cycle. Original cost $249.95. Includes T816 assembler $75.00,
: Cross Developer for IBM $75.00, sevreal other Turbo 816 specific disks,
: valued at $25.00 each. Asking $250.00 for the entire package.

: ATARI 800XL upgraded to 256K memory, will run most 130XE specific
: programs, already wired for Turbo-816 installation, just need to
: re-solder 3 jumpers, and plug in the Turbo-816 kit above. Original
: cost $189.95 for the 800XL, $79.95 for the Upgrade kit, $65.00 for the
: 256K DRAMs, asking $125.00.

: Supra External 2400 Baud Modem, includes powewr supply, no manual,
: Hayes Compatible, requires 850/P:R:/ATR8000, asking $50.00

: MUST SELL, will consider any reasonable offers on this equipment.

: Send orders to:

: STARFLEET SOFTWARE Company
: 1037 West Leafland Avenue
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: MAKE OFFERS!!

: DO NOT reply unless you are making a serious offer!!

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: package was TOO HIGH, turned around and tried to sell someone who
: contacted me, the same system, without cables, software, etc., just the
: ATR8000, dual drives, and an Auto-Term Cart, for $150.00......

: If you can FIND them LOWER priced elsewhere, and are NOT going to make
: an OFFER, then buy them from somewhere else....

: A lot of this stuff is being SOLD on consignment, as the LAST
: remaining ATARI Software Company in this city, let alone maybe the
: entire state, I often get a load of equipment to sell for the people,
: and usually end up having to buy it from them, since it takes forever
: to sometimes sell the equipment....

: On another NOTE, ATARI has been bought by another company, who is
: dropping the ATARI name, and will concentrate on the GAME business, so
: the Atari computers, etc., will become harder to find....

: Anyone interested, we will make our software catalog available, and
: may even put all the 200+ MEGS of Atari Software we have accumulated
: over the years on a CD-ROM for BBSes to support the Ancient 8-bit Atari
: computers....

: I've seen the ATARI 8-Bit FAQ, nice to see all Atari vendors
: mentioned, and our name, address, goes unpublished.... We were
: commonly seen in ANTIC, ANALOG, and recommended by Bill Wilkinson and
: others of OSS, as to the quality of our software....

: The LAST Commercial Title we released was a USPS BARCODER for ATARI
: Printers, to print the USPS BARCODE on your address labels, to speed up
: processing, and qualify for PreSorted Discounts... Barcodes have been
: Approved by the US POSTMASTER at the Post Office, and the package
: supports USPS 5 Digit Barcodes, 9 Digit Barcodes, and the 11 Digit
: Delivery Point Barcodes, which it automatically computes and prints out
: on every 9 digit barcode. For those who don't know, the 5 digit code
: identifies city and state, the 9 digit will take you to the exact
: address street, and the 11 point will pre-sort and route the letter to
: the exact location, on the proper side of the street, etc., and
: according to the USPS, if the letter just has the 11-digit barcode it
: will be delivered to the proper address.... Price is $25.00, and is
: available on 5.25 inch floppies for the Atari 8-bit computers,a nd will
: run on any 48K or greater machine.....

: ---
: Internet: terry.ortman@fantasy.com (Terry Ortman)
: This message was processed by NetXpress from Merlin Systems Inc.
: ---

3892. Re: This Sig?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-21 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <4qd3a2$s62@dfw-ixnews10.ix.netcom.com>
Source record: 82771

In <4qa31p$bh8@news.tcd.net> BobKlaas <bobkla19@mail.tcd.net> writes:
>
>
>
>Have attempted to attach a text file to several messages here and
>I get a time out every time. Anyone else having a problem or am
>I doing something wrong with Netscape?
>
>I type the message I wish then attach a text file, or I attach a
>text file then print the message I wish. Both ways it comes back
>with a 30 second timeout???
>
>Any suggestions? This is a straight asci saved text file I am
>attempting to attach.
>
>Bob
>
If I understan you correctly, you want to send a file as an
attachment to the news? News doesn't work that way. It is single layer
text. If you are trying to incluse text from a file within your
message, then you might look for a way to "Import Text" into a message.
Attached files can be dome in e-mail between one or more individuals,
but not in a broadcast forum like this. (To the best of my knowledge.)

rely@ix.netcom.com

3893. Re: Old Atari Club Library

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-21 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <4qd2ns$erv@dfw-ixnews3.ix.netcom.com>
Source record: 82772

In <4q7nkh$438@news.tcd.net> BobKlaas <bobkla19@mail.tcd.net> writes:
>
>
>Just came across the old S.P.A.C.E. Disk Library disks 1-80,
>Price $3.00 for single disk, $2.00 for multipal orders. If
>interested e-mail me for the complete 80 disk list.
>
>bob
>
Add to this: JACS Jersey Atari Computer Society (still in
operation) has an 8-bit and ST disk library. Requests for these can be
made through the JACS BBS at (609) 346-1224. Pricing is similar. The
BBS is nice too. I tend to frequent there ad Dr. Jolts!
JACS meets once a month, usually the first Tuesday of the month at
the president's place. Mike Hopkins is the president/BBS SysOp. JACS is
located in Bellmawr, NJ (US).

rely@ix.netcom.com

3894. Re: Accurate Clock in AtariBasic

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-21 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <4qd4dg$mrg@dfw-ixnews7.ix.netcom.com>
Source record: 82773

In <4qapii$bjc_001@glaholt-isdn.quiknet.com> glaholt@quiknet.com (Bill Glaholt) writes:
>
>Hello, all.
>
>I would like to draw upon the vast resources and knowledge of the Internet Atari 8-bit affictionados.
>I am trying to design a program that relies on an at least semi-accurate (within one
>minute per week) clock designed in Atari 8-bit. I used the old "Mapping The Atari" book
>to design one, but its accuracy fails considerably (30 minutes per week!!) Does anyone
>know of a more accurate version of a clock? I'd prefer it in Basic source code, but
>MAC65 assembly code would work just as well.
>
>Thank you in advance for any help.
If you are relying on the jiffy clock, you'll never get an accurate clock. It is suppose to update with VBI (every 1/60 sec.), but it may be off a bit. If you can find one, buy an R-Time8 and use SpartaDOS. It will be much closer. RT8 and SD update the jiffy clock memory locations as raw time, one byte for hour (20d) one byte for minute (19d) and one byte for seconds (18d). My RT8 is prety stable and seems to be only a couple of minutes/year off. Not too bad.

rely@ix.netcom.com

3895. Re: Favorite under-rated games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-21 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <4qd0eg$ir1@dfw-ixnews7.ix.netcom.com>
Source record: 82774

In <4q2600$pl2@crl7.crl.com> jvogel@crl.com (John M. Vogel) writes:
>
>Looking for anyone's opinions of their favorite under-rated games; you
>know, not Jaggi Lines or Ball Blaster or Missile Command, etc. Looking
>through some of the gamesnnn.atr collection on one of the software sites,
>I've found that there was a *lot* of crap that was made, but from my
>memories there were a few priceless gems out there.
>
>Here's a partial list of some of my favorites:
>
>Ali Baba and the Forty Thieves (can't remember the author's name).
>Sixgun Shootout (SSI)
>Gauntlet (freeware, Donald Lebeau)
>Retrofire (Analog Magazine type-in orbital landing simulation)
>Paperweight 3.1 (The Atari self-destruct prank :)
>Some Atari vs. Apple vs. Commodore demo whose name I can't recall
>
>Anyone have their own favorites? List them here :)
>
>John
>jvogel@crl.com
>
John,
One of my favorites was in Antic. Mini-Golf. I forget the guy's
name. (David Plotkin seems do come to mind, but I don't think that's
right.) It was written in BASIC XL and he hid all of the variables. I
really wish I knew how he did that. The play is good, graphics descent
for BXL and fun to play. You really have to know geometry to take
advantage of it. My all-time favotire is Boulder Dash (Original
version). Tough, but reall addicting. I could only get to the 8th level
out of something like 99.

rely@ix.netcom.com

3896. Re: 8000 nude celebrity pics

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-21 00:00:00 UTC
From: JEDI@osu.edu
Message-ID: <4qd3t8$sre@charm.magnus.acs.ohio-state.edu>
Source record: 82775
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cbm,comp.sys.cdc,comp.sys.convex,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harris,comp.sys.hp.apps,comp.sys.hp.hardware,comp.sys.hp.hpux

In article <Pine.SOL.3.91.960620205335.20131B-100000@ns1.ptd.net>, "Mr. Maddog"
<mrmaddog@prolog.net> wrote:
>On Thu, 20 Jun 1996 stosser@airtime.co.uk wrote:
>
>> On Wed, 19 Jun 1996 19:25:11 -0500, Joe Doro <joedoro@ix.netcom.com>
>> wrote:
>>
>>
>> > I agree that this is not the place to post such advertisements, but what
> makes it " ..
>> > base,immoral, perverted,"? and why are you the authority ? Funny but I have
> this
>> >outmoded notion that consenting adults have the right to do what they want.
> Has
>> >something to do with personal freedom.
>>
>> and what makes YOU think that everyone reading the newsgroup is a
>> consenting adult ??? postings should take into consideration that
>> minors have just as much access to these newsgroups as your consenting
>> adults do, the internet does no have a "18 only" sign at the front
>> door, would you post a sex advert somewhere you kew minors would have
>> access to it?,
>> I have this personal freedom you speak of, but I dont think it
>> stretches to immoral perverted indecency,
>
>You know, everyone is speaking about the "right" to post anything up on
>the Internet. But with that right comes responiblity. You must remeber
>that not everyone wants to see this stuff and some should even see this
>like children. I do wish people who advertise this sort of thing will

However, please keep in mind that this was an advertisement for lewd
material, NOT lewd material itself.

A distinction should be made.

3897. Re: Favorite under-rated games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-21 00:00:00 UTC
From: dchea@nyc.pipeline.com
Message-ID: <4qd6eb$i5l@news1.t1.usa.pipeline.com>
Source record: 82776

How about Gateway To Apshai? I used to play this one for hours but I never finished it. Hell, I don't even know if it ever had an ending.

-David

3898. FS: C64/Amiga/IBM/Apple/Atari/TI-99 software (mostly) garage cleaning!

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-21 00:00:00 UTC
From: steven@rain.org
Message-ID: <4qdal7$27r@news.rain.org>
Source record: 82777
Cross-posted to: comp.sys.ibm.pc.games.marketplace,comp.sys.cbm,comp.sys.ti,comp.sys.apple2,comp.sys.apple2.marketplace,comp.sys.amiga.software,comp.sys.atari.8bit,comp.sys.mac.games.marketplace,misc.forsale.computers.pc-specific.software,misc.forsale.computers.other.software,misc.forsale.computers.mac-specific.software

I am posting this message for a friend without his own Internet account.

ALL SOFTWARE PACKAGES ARE ORIGINALS WITH COMPLETE DOCS, DISKS, AND
BOXES, unless noted with a * which means there is no box. All opened disks
have been tested and I will guarantee they work.

Rather than post separate for sale messages for each computer as I have done
in the past, I thought I'd combine them into one large list so people could
see everything I have available. If you are interested in anything, please
read the end of the message before replying.

Items listed in this order:
Part 1. Commodore 64/128 game software (many: $2.50-$4 each), datasette
Part 2. Amiga 3.5" game software (4 games @ $4-$5 each)
Part 3. IBM old business software (several @ $3-$5 each)
Part 4. Apple II PFS disks, GS/Mac ADB-style MIDI interface
Part 5. Atari ST software (2 items @ $1-$3 each)
Part 6. TI-99/4A cartridges (2 educational @ $3 each)
Part 7. DBase II/III computer books (several)

Feel free to make reasonable offers on anything below. Few prices are firm,
especially if you are buying several other items.

=== Part 1. Commodore 64/128 (all 5.25" disks) ================================

$2.50 each

Deceptor
Force 7
GEOS Desk Pack I *
Sky Runner

3 for $10

Blue Angels
Die Hard
Oil Barons (big and heavy package)
Paperclip 64 *
Paperclip Spell Pack *
PHM Pegasus
Print Power (+Atari)
Top 20 Solid Gold (Cosmi) *
Top Fuel Eliminator

TV Sports Football
X-15 Alpha Mission

$4 each

Ace of Aces
Beyond Dark Castle *
Beyond Zork 128 *
Border Zone *
Defender of the Crown
Grave Yardage *
Kings of the Beach *
Millionaire *
Monopoly (Leisure Genius)
Murder by the Dozen *
Nord and Bert *
Pipe Dream *
Tomahawk

Hardware:
Commodore 64/PET Datasette.....$7

=== Part 2. Amiga 3.5" disks ==

Jack Nicklaus' Golf, no box....$4
Midwinter.....$4 without box, $5 with box
Pioneer Plague, no box.....$5
Warlock.....$4 without box, $5 with box

=== Part 3. IBM (mostly 5.25" disks) ==

The following business programs are complete with original manuals and disks.

Chartmaster 6.21 by Ashton-Tate [*] $4
Comms (1987) by Zortech $3
Diskette Manager III 1.0 by Lassen Software [*] $3
Double DOS (1986) by Softlogic Solutions $4
Dr. DOS 6.0 by Digital Research [*] $4
Form Filler 1.5 by Block Publishing $5
Inside Track II by I-Track Corp $5
Lotus Freelance Plus 2.0 by Lotus $5
(can't tell if it's a demo - a sticker was neatly removed from each disk)
Lotus Graphwriter 1.0 by Lotus [*] $4
Lotus Metro 1.0 by Lotus [*] $4
PC Focus 3.0 by Information Builders $5
Primetime Personal (Time Manager) 1.23 by Prime Time [*] .$3
Prodex Phone Management System 1.4 by Prodex [*] $3
Q&A Write 1.02 by Symantec [*] $4
Secretary Bird (1988) by Software Toolworks $5

Note: [*] indicates that the package and/or disks have a sticker which say
something to the effect of "Evaluation Copy" or "Demo version - not for
resale". I think most, if not all, of these are still full working

versions which were meant for stores to demo to customers. Feel free
to make reasonable offers on the whole lot.

=== Part 4. Apple II+/e (all 5.25" disks) ==================================

Hardware: Apple-brand MIDI interface with cables (plugs into ADB port) - $16

ORIGINAL DISKS ONLY for 15 different PFS:File, PFS:Graph, PFS:Write, etc -
50 cents ea. disk - can provide a complete list if interested

=== Part 5. Atari ==

Atari ST 3.5" software
E-Z Track MIDI Sequencer packages - 1 new for $3, 1 opened for $2
Zork I disk (original disk only) - $1

Also looking for Clowns & Balloons game disk for Atari 8-bit -- will trade

=== Part 6. TI-99/4A ===

Working cartridges - no boxes

$3 each

Beginning Grammar, no docs
Household Budget Management, w/ docs

Cartridges WANTED (will also trade the above for or possibly buy):
Beyond Parsec, Bigfoot, Choplifter, Computer War, Crossfire, Joust,
Jumpman Jr., Munchman 2, Scrabble, Space Journey, Spy's Demise, and Tris.

=== Part 7. Books ==

I have too many DBase books and would like to sell most of the following.
If any of them interest you, please make an offer on each in the $3-$6
range.

Advanced DBase III Plus Programming and Techniques by Miram Liskin
Advanced Programmer's Guide to DBase II and III by Luis Castro
Advanced Techniques in DBase II by Alan Simpsons
Advanced Techniques in DBase III by Alan Simpson
Command Performance DBase II by Douglas Hergert
DBase III Plus & Local Area Networks by William Bates
DBase III Plus Programmer's Library by Joseph-David Carrabis
DBase III Plus To Go by Peter Randall
Everyman's Database Primer Featuring DBase II by Robert Byers
Expert DBase III Plus by Judd Robbins
Programming with DBase II by Cary Prague
Understanding DBase III Plus by Alan Simpson
Using DBase II by Carl Townsend

==

The above prices do not include shipping. I'm in California. Depending on
how far away you are, how many items you want, if they have boxes, and how

heavy everything is, the shipping cost usually ranges from $4 to $8 UPS or priority US mail. I don't have time to deal with lots of small transactions, so I need to ask a minimum of $15 worth of items. If you buy a lot of stuff at once, I will make you a deal on the shipping. In general, a few pieces of software cost $4 or $5 to ship.

I will only ship within the continental UNITED STATES.

Thank you,
Randall

Please send e-mail to steven@rain.org and include at the top of the message or in the subject header: "Forward to Randall". Because these messages will be hand-carried on floppy disk or sent to me via modem only once or twice per week, it may take me a little while to respond.

--
Steven A. Reynolds Amateur Radio AA6OT
steven@coyote.rain.org Santa Barbara, CA
http://www.rain.org/~steven

3899. JUSTINS SITE: Here it is...

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-21 00:00:00 UTC
From: tuf@cyberspy.com
Message-ID: <31ca54cd.3993212@news.cyberspy.com>
Source record: 82778

Well, I figured since I run an ISP and just downloaded the entire
contents of his site a few days ago, this might help some of you out.

ftp2.cyberspy.com /pub/atari8 - Justins archive
ftp2.cyberspy.com /incoming/tuf - Contributions to the archive

arc.zip is the entire archive zipped up.

Enjoy, and let me know how you like it.

Joe Kearney
tuf@cyberspy.com

3900. Re: Two Hardware Questions

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-21 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <DtCA4v.G2H@iglou.com>
Source record: 82779

In article <Pine.SOL.3.91.960619173559.16277B-100000@terra>,
Brian Newman <bnewman@3rdplanet.com> wrote:
>One:
>
>65XE, using a Commodore 1702 monitor and a Sega Genesis monitor cable;
>the display is sharp but in black/white (grey). With the same monitor
>and cable on an 800XL, the display is in color but not very sharp. What
>might be the problem with the 65XE? (I'd like to use that one if I can)
>
The 65XE has separate luma/chroma outputs in addition to the composite
video output. If your monitor cable has more than two plugs on the
monitor end, try different ones on the back of the 1702 until you get a
clear color picture.

>Two:
>
>1050 disk drive; continually reports "BOOT ERROR". I've used a cleaning
>disk on it. Is it worth trying to open it up and adjust something? If
>so, what? If not, is it worth anything as trade to anyone who has a
>working drive (any type)? :)
>

--
Bill Marcum bmarcum@iglou.com
On 22 July, 1996, at 6:00 pm GMT, everyone in the world
just START HUMMING. Those who don't know will freak.

3901. Re: 8000 nude celebrity pics

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-21 00:00:00 UTC
From: ba930@FreeNet.Carleton.CA
Message-ID: <4qdgi9$564@freenet-news.carleton.ca>
Source record: 82780

Richard A. Schumacher (schumach@convex.com) writes:
>>> > --I would be stronger than 'it may be offensive'and 'it's advertising'. It is base,
>>> immoral, perverted, and corrupting. Will the poster please never darken these
>>> groups with such tat again.
>
>> I agree that this is not the place to post such advertisements, but what makes it " ..
>> base,immoral, perverted,"?
>
>
> All postings to inappropriate newsgroups are immoral, perverted, and corrupting.
> Their content is irrelevant.

As is this post and yours.

--
JESS | Chris Brown This is You'll be the first to
TODD'S| ba930@freenet.carleton.ca not go... unless you THINK!
SPACE | cdbrown@nyx.cs.du.eu what you -D.K.
------+ aka Naimus think it is...

3902. Re: 8000 nude celebrity pics

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-21 00:00:00 UTC
From: ba930@FreeNet.Carleton.CA
Message-ID: <4qdhk6$5i4@freenet-news.carleton.ca>
Source record: 82781

JEDI (JEDI@osu.edu) writes:
>> and what makes YOU think that everyone reading the newsgroup is a
>>consenting adult ??? postings should take into consideration that
>>minors have just as much access to these newsgroups as your consenting
>>adults do, the internet does no have a "18 only" sign at the front
>
> Oh really? How many children have the money to buy their own computers
> these days? How many children have accounts with the phone companies or
> ISPs?

The same number of adults that have an internet account as well as kids.

> This isn't a free broadcast medium. It does take a level of knowledge
> and some non-trival expenditure of money on electronics to access.

Wanna bet? I have dozens of free accounts all over the internet where I
can freely look at whatever the hell I want. All the equipment I need to do
this is a modem and terminal software.. neither of which is hard to use if
you're willing to read.

> So? The real problem isn't some spammer but some lazy slob of a parent
> that have no clue as to what their kiddies are up to and expect the whole
> world to be thier baby sitters.

Oh my god! Billy saw naked people! Now he's going to be a serial killer
one day!

>>door, would you post a sex advert somewhere you kew minors would have
>>access to it?,
>
> Never seen a Playboy ad on TV?
>
>> I have this personal freedom you speak of, but I dont think it
>>stretches to immoral perverted indecency,
>
> You have no CONCEPT of morality.
> You must really cringe when you wash yourself.

Hehe.. stupid sheep..

--
JESS | Chris Brown This is You'll be the first to
TODD'S| ba930@freenet.carleton.ca not go... unless you THINK!
SPACE | cdbrown@nyx.cs.du.eu what you -D.K.
------+ aka Naimus think it is...

3903. Sex with the dead.

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-21 00:00:00 UTC
From: ba930@FreeNet.Carleton.CA
Message-ID: <4qdhqb$5ii@freenet-news.carleton.ca>
Source record: 82782

"Mr. Maddog" (mrmaddog@prolog.net) writes:
> And those who feel that 'they' shouldn't have to be protected because the
> children must be, do you let your Playboys out where your kids can read
> them? Thought so...
>
> Eric Noss
> a.k.a
> Mr. Maddog
>
> (BTW, absolutely NO e-mail responses to this please! All will be
> automatically deleted so keep this public.)

Yes, lets keep the trash in the newsgroup so that it become even more
cluttered with irrelevent garbage. That makes a lot of sense..

I hate hypocrites..

--
JESS | Chris Brown This is You'll be the first to
TODD'S| ba930@freenet.carleton.ca not go... unless you THINK!
SPACE | cdbrown@nyx.cs.du.eu what you -D.K.
------+ aka Naimus think it is...

3904. Re: Sex with the dead.

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-21 00:00:00 UTC
From: ba930@FreeNet.Carleton.CA
Message-ID: <4qdi2l$5j9@freenet-news.carleton.ca>
Source record: 82783

Chris Brown (ba930@FreeNet.Carleton.CA) writes:

Oops.. sorry about posting this to the newsgroup.. i meant to mail it..

--
JESS | Chris Brown This is You'll be the first to
TODD'S| ba930@freenet.carleton.ca not go... unless you THINK!
SPACE | cdbrown@nyx.cs.du.eu what you -D.K.
------+ aka Naimus think it is...

3905. Spelunker!

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-21 00:00:00 UTC
From: jasonbar@nut.ucsb.edu
Message-ID: <4qdjag$c0e@nut.ucsb.edu>
Source record: 82784

Howdy

To see if I could follow up on my boasting about my Spelunking skills,
I whipped it out (the game, that is) and played it a bit this evening.

After reacquainting myself w/ the controls and trying out a couple of
new sticks, I was able to get to the last level on my 2nd try.

Here are the levels of the game:
Elevator
Ropes (as the name implies, tons of ropes here)
Falls (cool part of this section is going over a waterfall in a barrel,
then getting a harpoon gun and shooting a rope up to the ceiling to get
back up the falls)
Shaft (this is the hardest one. It's BIG! A loooong shaft separates the
left and right parts of the level, and a water geyser surges up and down
[slowly], carrying a platform on its top. This is where I bought it in the
first game of the evening, since I didn't quite remember at which places
I needed to get off the platform and explore for keys and such. This is the
part that took th emost playing to figure out.
Pyramid (pretty short and easy--you ascend a small pyramid...)
Treasure (again, kinda short and straightforward)

That's it!

-Jason
--
Jason Bardis(jasonbar@nut.ucsb.edu www.engineering.ucsb.edu/~jasonbar)
The Simpsons.3DO.cycling.AbFab.PWEI.LEGO.Duckman.Tit Wrench.G-Force
autocrosses/rallyes.Atari.mechanical engineering.Ministry.Tempest.NIN
The Jitterbug.Bill Gibson.Robotics.Tim Burton.The Cult.fried cheese

3906. 8 Bit Game List

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-21 00:00:00 UTC
From: schallt@worms.fh-rpl.de
Message-ID: <4qdlm2$7ke@widukind.worms.fh-rpl.de>
Source record: 82785

Hi to all,

I have to correct something, that hasn' t been right understand.

I have a ST Xformer QTU problem not a STXformer 2.31 or 2.55 problem.
I use only QTU (when it runs) on my ST because i have a cheaper and
better emu of the Atari 8 Bit (! a Atari 800XL !).

My problem is that my ST resets when i start Qtu.

I 've a 1040STF Rev C. with 1MB no IMP Chips and a second Tos installed
(206) and a harddisk. I used before a REV i or J 1040 and it worked
(the ST works no longer, R.I.P Chips).

I use Qtu to transfere Atari file downloaded from the Internet to a 1050.

I have the Xformer kable and a not modified 1050 . It seem's that Qtu
don't love his great Atari 16/32Bit brother and kick's it. In this
situation my question:
Who has the same Problem and has solved it ? (not dropped STXFormer / ST)

I have a Pc but want to use my ST who gives me a tip.

I have no probs with STXformer only with Qtu. I haven't tested the amount
of original soft that run with the Xformers because i have an lovely Atari
800XL and 1050.

My 100% running and kompatible emu (Atari 8 BIT) is hungry and wants
a meal. Please E-mail me .

thanks to all that can help me.

Torsten Schall
(Member of RAM Abbuc User Group Germany)
E-Mail : schallt@worms.de

Who has a list of all the soft that has been released for the Atari 8 Bit from
84-88?
I am searching for softlist of SSI, EA, Infocom, Adventure International, Mag.
Scrolls, Synapse ...

BYE

3907. Propagation of the '8000 pics' thread

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-21 00:00:00 UTC
From: "Bruce R. McFarling" <ecbm@cc.newcastle.edu.au>
Message-ID: <4qdphr$8lt@seagoon.newcastle.edu.au>
Source record: 82786
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cdc,comp.sys.convex,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harris,comp.sys.hp.apps,comp.sys.hp.hardware,comp.sys.hp.hpux

"Mr. Maddog" <mrmaddog@prolog.net> wrote:

> You know, everyone is speaking about the "right" to post anything
> up on the Internet.
First, keep in mind that Usenet news is *not* restricted
to the Internet.

> But with that right comes resposniblity.

For example, whoever you are, whichever of this long list
of newsgroups you come from, *why* post it to comp.sys.cbm? *None*
of this has anything to do with 8-bit Commodore computers. I bet
most of the 8000 nude celebrity pics are in jepg format, which
cannot yet be displayed on a Commodore 64 or Commodore 128. I know
this didn't come from comp.sys.cbm. So I could trim comp.sys.cbm
out and still get to whoever sent this to us 'in public', as they
say, 'no private e-mail'. But what about the *responsibility* to
avoid mindlessly posting this thread to umpteen different newsgroups
because you are either too lazy or too unskilled to trim down the
newsgroup distribution list?
Hint #1: if you don't know how to trim the distribution list,
simply do not respond to a posting that was distributed to more
than 3 newsgroups. It's that simple. If you are spreading this
all over the place for no better reason than lack of knowledge or,
worse, pure laziness, *hold* *your* *tongue*. There's someone
else out there who has the same opinion (or close enough) who
is prepared to take the time to avoid this kind of spam
multiplication.
Hint #2: if you don't *know* what a newsgroup is about,
don't post to it. And it is no excuse to say, 'it was crossposted
on my newsgroup, I just hit "reply".' See hint #1.

Virtually,

Bruce R. McFarling, Newcastle, NSW
ecbm@cc.newcastle.edu.au

3908. Atari 1027 Printer

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-21 00:00:00 UTC
From: johnha@controls.eurotherm.co.uk
Message-ID: <4qdlb3$1ke@chianti.controls.eurotherm.co.uk>
Source record: 82787

I have an Atari 1027 printer, it is like a sort of cross between a daisy wheel, and a golfball, but with an atari type interface on it. If anybody wants then please e-mail me.

Many thanks.

John Hanson.

3909. FS/T: Atari 8-bit computer items [06/21/96]

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-21 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <4qe6uj$lta@sjx-ixn6.ix.netcom.com>
Source record: 82788

All VGA FS/T lists are updated weekly and are available on the WWW at
http://www.io.com/~vga2000/

This list was last updated on 06/17/96

NOTE: Screen shots of some of these games are available on my
web site.

I have the following Atari 8-bit software and hardware for sale or
trade.

There are a few items that are listed as untested. When I bought
these items I was told that they all worked, but due to a lack of
time, I have been unable to test them myself.

SALE CONDITIONS:

1) Sales are first come, first served. For faster service, please
include your full postal mailing address in your reply.

2) Everything is sold as is. Unless specified, all games and
systems have been tested and are in working order. I very
rarely sell items that aren't working, but if I do, they are
clearly labeled as such.

3) Trade offers, in particular for items that I need, will be
given priority (especially if the trade offer overwhelms me).
I collect for over 40 different systems, so please feel free
to send me a trade list. Ask for my want lists!

4) Buyer has ten (10) days to send payment, and pays all shipping
costs. Shipping cost depends on both the weight of the order
and the distance that the order must travel, unless a set
amount is already listed.

5) No package deals on games or systems. All prices are clearly
listed.

6) If you have a problem with the listed price, please remember
that nobody is forcing you to buy from me. My personal
philosophy is that something is only worth what someone is
willing to pay for it.

7) Payment must be made in U.S. funds, by either check or money
order, drawn from a U.S. bank branch. Orders from outside the
U.S. are also accepted.

8) I reserve the right to refuse any sale or trade offer, and to
correct mistakes made while typing this message.

SOFTWARE:

NOTE: If the company name isn't listed, then the game was released
by the same company as the system.

NOTE: All cartridges are loose (ie. without box and manual), unless
specified.

NOTE: Since all cartridges are used, some labels will have small
defects. Major defects will be listed.

ATARI 8-BIT COMPUTER:

Loose cartridges, no box or manual:
$ 6.00 Atariwriter
$ 5.00 Basic -- for the 400 and 800
$ 6.00 Basketball
$10.00 Delta Drawing (Spinnaker)
$ 7.50 Deluxe Invaders (Roklan)
$10.00 Jumbo Jet Pilot (Thorn EMI)
$10.00 Kids on Keys (Spinnaker)
$10.00 River Raid (Activision)

Cartridges with case and manual:
$15.00 Alphabet Zoo (Spinnaker)

HARDWARE:

NOTE #1 FOR THOSE BUYING SYSTEMS: If you buy certain systems (they
are marked) you will have the option of buying a BRAND NEW RF
switchbox for $5 that is virtually identical to one sold at Radio
Shack for $7, plus tax. It allows for the connection of both 300 OHM
and 75 OHM antenna lead-in's.

If you already have an RF switchbox, most systems will work fine with
it. Some systems still include one, please read carefully.

NOTE: The Lots listed below include only what is listed!

LOT #1

ATARI 1200XL COMPUTER.

This item has not been tested.

$19.00

*****

LOT #2

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 800XL COMPUTER with original power supply.

I will also throw in a second non-working ATARI 800XL for parts, FREE.

This is a complete system, except for RF switchbox and RCA cable.

$44.00

*****

LOT #3

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 65XE COMPUTER with original power supply.

This is a complete system, except for RF switchbox and RCA cable.

$34.00

*****

LOT #4

ATARI 1050 (127K) DISK DRIVE, with original power supply, and
one (1) Molex connector cable.

$39.00

*****

LOT #5

ATARI 1050 (127K) DISK DRIVE.

This disk drive doesn't include the power supply, or Molex
connector cable.

$32.00

*****

LOT #6

ATARI 410 PROGRAM RECORDER, with built-in power cord and Molex
connector cable.

This item has not been tested.

$ 9.00

*****

LOT #7

ATARI 820 PRINTER, with one (1) roll of paper and built-in
power cord.

This item has not been tested.

$24.00

*****

LOT #8

ATARI 800 COMPUTER *AND* ATARI 1050 DISK DRIVE, for parts only!

These items are not working, but might be used as a source of parts
(example: the 800 keyboard and chips).

$14.00

*****

LOT #9

OKIMATE 10 COLOR PRINTER, with built-in power cord, "Learn to Print"
Atari DOS 2.0 and 3.0 disk, "Learn to Print" cassette tape [for
400/800, 800XL, 1200XL and 600XL], and extra ribbon (Okidata).

This item has not been tested.

$29.00

*****

To reserve an item listed here, please contact me.

Please include a list of the items that you are interested in,
and your full postal mailing address. Thank you!

Michael J. Novak Jr.
VGA2000@ix.netcom.com -- for quickest response
VGA2000@io.com
dw901@cleveland.freenet.edu

--
Michael J. Novak Jr. BUYING / SELLING / TRADING systems and games from:
Video Game Advantage 3DO, Atari, NEC, Nintendo, Sega, Sony, as well as
6861 Anthony Lane all Classic video game and Classic cartridge based
Parma Hts., OH 44130 computers, for over 2 years on the Internet!
(216) 843-8815 Voice Visit us on the WWW at http://www.io.com/~vga2000/
for FS/T & Want lists, FAQ's, Screen Shots, Collecting tips and much more...

For current list, or to be placed on my e-mail list, please leave E-Mail at:
VGA2000@ix.netcom.com OR VGA2000@io.com OR dw901@cleveland.freenet.edu

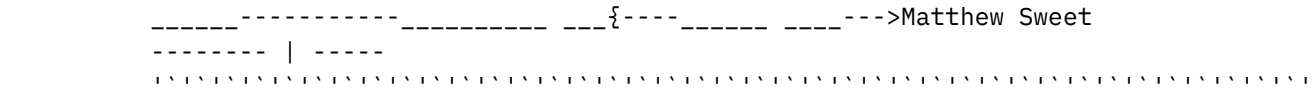
3910. Re: Spelunker!

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-21 00:00:00 UTC
From: "Steven E. Skaggs" <afn04314@afn.org>
Message-ID: <Pine.A32.3.93.960621094718.21478D-100000@freenet4.afn.org>
Source record: 82789

On 21 Jun 1996, Jason D. Bardis wrote:

> To see if I could follow up on my boasting about my Spelunking skills,
> I whipped it out (the game, that is) and played it a bit this evening.
>
> After reacquainting myself w/ the controls and trying out a couple of
> new sticks, I was able to get to the last level on my 2nd try.
>
> Here are the levels of the game:
> Elevator
> Ropes (as the name implies, tons of ropes here)
> Falls (cool part of this section is going over a waterfall in a barrel,
> then getting a harpoon gun and shooting a rope up to the ceiling to get
> back up the falls)
> Shaft (this is the hardest one. It's BIG! A loooong shaft separates the
> left and right parts of the level, and a water geyser surges up and down
> [slowly], carrying a platform on its top. This is where I bought it in the
> first game of the evening, since I didn't quite remember at which places
> I needed to get off the platform and explore for keys and such. This is the
> part that took th emost playing to figure out.
> Pyramid (pretty short and easy--you ascend a small pyramid...)
> Treasure (again, kinda short and straightforward)

Hmm... now I remember making it at least as far as Shaft. Maybe even to
Treasure but I know I never finished. There was one level I always seemed to
run out of energy on...

Homepage: http://www.afn.org/~afn04314 | "And though they think that they
e-mail: afn04314@afn.org | will find you,
| They are slave to what you know..."


3911. Re: Favorite under-rated games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-21 00:00:00 UTC
From: "Steven E. Skaggs" <afn04314@afn.org>
Message-ID: <Pine.A32.3.93.960621094003.21478A-100000@freenet4.afn.org>
Source record: 82790

On Thu, 20 Jun 1996, Jeff Lodoen wrote:

> >I finally made it to the end of the first level but never got very far in
> >the second. Does anybody remember how many levels were in this game? This
> >has to be one of the hardest games!
>
> Elevator
> Ropes
> Shaft
> Falls

Now that you mention, I think I made it at least as far as the Falls. I
remember the name anyway. Anybody remember what comes after that?

```
'`'`'`
```

3912. Re: Favorite under-rated games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-21 00:00:00 UTC
From: "Steven E. Skaggs" <afn04314@afn.org>
Message-ID: <Pine.A32.3.93.960621094300.21478B-100000@freenet4.afn.org>
Source record: 82791

On 20 Jun 1996, Jason D. Bardis wrote:

> "Steven E. Skaggs" <afn04314@afn.org> writes:
>
> >I finally made it to the end of the first level but never got very far in
> >the second. Does anybody remember how many levels were in this game? This
> >has to be one of the hardest games!
>
>
> Howdy
>
> Holy moly, are you guys serious?
>
> I guess I must rock, because I can finish it every time I play now.
> It's been a year or to since last I played it, but there are on the order
> of 4-5 levels or so. It did take me some time to get through it the first
> time, but, once you've made it through, it's not too hard to repeat.
>
> Tell ya what--I'll play it through again tonight and take notes :)

Well, I played the Commodore version. Maybe the Atari version is easier or
something. <G>

```
'`'`'`
```

3913. Re: ATARI Equipment, MUST SELL!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-21 00:00:00 UTC
From: Josh Spatz <mjkv57c@prodigy.com>
Message-ID: <31CAA14E.26DC@prodigy.com>
Source record: 82792

For the billionth time, Atari wasn't bought by another company. Atari has agreed to merge with another company, and although the merged company will not have the Atari name, the Atari name will not be dropped, and Atari has the upper hand in the merger. Atari loaned $25 million to the other company, and in the event the merger falls through, Atari acquires the other company. (Does this sound familiar? Does Amiga ring a bell?)

The merger still has yet to take effect.

Josh Spatz

3914. Re: movie monster game

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-21 00:00:00 UTC
From: Ivan Mackintosh <ivan@rcp.co.uk>
Message-ID: <31CAB420.58C8@rcp.co.uk>
Source record: 82793

> Does anyone remember a movie monster game that was out around the same
> time as the original Temple of Apshai? I believe it was from the same
> company as Temple of Apshai... (Epyx?) It involved various movie type
> monsters rampaging through a city. It was a role playing type thing. I
> remember helicopters and I "think" you played the monster and got to
> stomp on things.
>
> I had both this game and the original Temple of Apshai role player on
> cassette for my Atari 800 (after spending $700 on the computer, who
> could afford a disk drive?)

Sounds similar to "Rampage" where upto three players controlling large
monsters could trash (flatten) a city eating cars and people and stomping
on helicopters and tanks on the way. Now that was a good game (I only played
the arcade version though). Was it released for the Atari?

--
e-mail: ivan@rcp.co.uk
XFD/ATR Utilities: http://greebo.onlinemagic.co.uk/~dok/atari8/

3915. On 'bandwidth' and 'under-rated games'

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-21 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <4qeojo$ghq@madeline.INS.CWRU.Edu>
Source record: 82794

(On various threads.)
PEOPLE, I really suggest and think it would be a good idea
to stop commenting on the '8000 nude pictures' thread. As
someone pointed out, every followup to this thread is cross
posted to a bunch of newsgroups. I don't even want to hear
about it anymore, it doesn't belong at all in csa8.
On this line of thought (wasted 'bandwidth'.) M. Current has
told me he's going to try to figure a way to decrease the
'bandwidth' of the FAQ and Vendor List. Now if the FAQ
keeper tries to keep the # of bytes down, I think we all
should be aware of this, like try not to re-post Terry
Ortman's entire for sale thing in a two line comment on it.
And M. J. Novak keeps posting his for sale list. It seems
to be getting bigger and bigger and more and more frequent,
or maybe it's just my imagination.
Thanks for listening.
****
About 'under-rated games'.
Somebody mentioned Antic 'Mini-golf'. Never saw it, but I'm
glad somebody is mentioning the little magazine and pd games
that were really the most fun for me. I got lots of them,
yes I got the commercial cracked ones too, but I enjoyed the
magazine games more than the involved and more difficult
commercial games.
Along the lines of 'Mini-golf', There was/is a really neat
'Golf' game that was published on an AC (Atari Classics)
disk that was extremely well done and playable. Although
frustrating to me, I almost finished the game, a real stick
with it for me.
AC disks aren't pd and I think this game came from Germany
(or Poland), but it may be around. I really don't know the
(c) status of this game, don't remember and it is packed
away and I don't have access to it readily to send it to
anybody.
****
I just read another large for sale of TI, Apple][,
IBM, etc. A week or so ago I sent the 'How to advertise
on usenet' msg from news.announce.newusers to a couple
people who cross-posted their auctions here. It worked,
these guys were kind enough to stop posting over 100k
of auctions per day. A Mr. Hoffman asked me to try to
get a comp.sys.atari.forsale group going. I didn't want
to do that because I like to hear from, say, J. King
when he has a MIO or BB or MUX and say, Bill Kendrick

when he has a ???? or the little for sale ads. I like to hear the little msgs. about Bob Klass repairs of 1050 and MIO. (I don't think anyone else, not even FTe, excuse me if I'm wrong, repairs MIOs.) I'm getting fed up with the huge cross-posted mini-spams. I hope others express something about this because I think it is ruining the group. I know I take up my bandwidth, but it is not with a huge cross-posted anything and it is not just a re-post quote of somebody elses post(s).

3916. Re: Favorite under-rated games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-21 00:00:00 UTC
From: Daniel Mandic <lord@vader.ping.at>
Message-ID: <79384036@vader.ping.at>
Source record: 82795

Andy D schrieb in comp.sys.atari.8bit ueber "Re: Favorite under-rated games?":
> On 19 Jun 1996 17:54:00 GMT, Waiting at Sudwerks@dale.ucdavis.edu
> (Alf) wrote:
>
>
> >These are just a few of the underrated games. I think anyone who
> didn't
> >actually own an Atari, or at least experience the fun of playing with
> >one, pretty much underrates all of the games made.
>
> Amen to that!
>
> Custom chips rule!!! Atari 8 bits rule!!! Every other 8 bit machine
> sucks a big one!!!!! Except for the C=64 which sucks a slightly
> smaller one. Amigas rule!!! STs suck!!!! PCs suck!!!!
>
> Sometimes I have to vent my anger!!!!
> Please don't take this seriously!!!!!!!
>
>
> --
> andy@troas.demon.co.uk
> ----------------------

Yar, that's right!!!!

I also own an ATARI 800 and 800XL --- the best 8-bit machine ever..

And now AMIGA 2000/060 --- hoping to stay the best 32-bit machine since 1983 ;-) (A1000 - 1983>32-bit) but now Win95 is also 32-bit ... Imagine that !!!! ;-))))

Jay Miner was the King!!!! "in memoriam"

By the way, is there an ATARI emulator on AMIGA???

I just heard from an emulator on PC !? But you need there to start VESA-drivers for the special antic-effects! :-)

May the force be with you...

Daniel MANDIC

3917. Re: JUSTINS SITE: Here it is...

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-21 00:00:00 UTC
From: Jeff Colbert <jcolbert@earthlink.net>
Message-ID: <31CB04EC.36A7@earthlink.net>
Source record: 82796

Great! Keep up the good work. I especially like the fact that you put
everything into one zip!

Jeff

Joe Kearney wrote:

> Enjoy, and let me know how you like it.
>
> Joe Kearney
> tuf@cyberspy.com

3918. Re: movie monster game

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-21 00:00:00 UTC
From: richs@interlog.com
Message-ID: <4qescj$fcq@news.interlog.com>
Source record: 82797

I believe the game you are referring to was called "Crush, Crumble and Chomp".

Richard (richs@interlog.com)

jeckert@noblestar.com (Jay Eckert) wrote:

>Does anyone remember a movie monster game that was out around the same >time as the original Temple of Apshai? I believe it was from the same >company as Temple of Apshai... (Epyx?) It involved various movie type >monsters rampaging through a city. It was a role playing type thing. I >remember helicopters and I "think" you played the monster and got to >stomp on things.

>I had both this game and the original Temple of Apshai role player on >cassette for my Atari 800 (after spending $700 on the computer, who >could afford a disk drive?)

3919. Re: 8000 nude celebrity pics

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-21 00:00:00 UTC
From: Robert Gray <nrl6001@ccsalpha1.nrl.navy.mil>
Message-ID: <4qerce$7lc@ra.nrl.navy.mil>
Source record: 82798
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cbm,comp.sys.cdc,comp.sys.convex,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harris,comp.s

Eric Noss (mrmaddog@prolog.net) offered:

> You must remeber that not everyone wants to see this stuff.

AND I must also remember that not everyone is required to read a posting with the nauseous word "nude" in the subject line. Goodness me!

Next Tony Greenwood (stosser@airtime.co.uk) cautioned:

> ...postings should take into consideration that minors have just as
> much access to these newsgroups as your consenting adults do. I have
> this personal freedom you speak of, but I dont think it stretches to
> immoral perverted indecency....

Few things will pique an adolescents interest more than for an adult to tell them that something they see as pleasant, i.e., nudity, is "immoral perverted indecency". God, what a weird attitude. You did notice that interested parties had to SEND for this material, didn't you? It isn't distributed on the net and it probably will be MAILED to the recipient. Please note that there was no mention of donkeys, leather, children, etc.

Then Dave Baseley (dbaseley@cartech.com) ordered:

> ....[Blah blah blah (at least three bags full)]....Terminate this
> thread!...this discussion really does not belong here.

It's one of the fundamentals of discuss/debate, Dave, that you don't put forward your views and then imply that there is nothing more anyone else can possibly add by declaring the subject closed!

AND I'M GETTING QUITE TIRED OF YOUR CONTINUAL CROSSPOSTING, TOO, DAVE!

Bob Gray gray@utopia.nrl.navy.mil Washington DC

3920. Re: 8000 nude celebrity pics

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-21 00:00:00 UTC
From: ajai@nwt.com
Message-ID: <31caf47e.50962260@news2.ios.com>
Source record: 82799
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cbm,comp.sys.cdc,comp.sys.convex,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harris,comp.s

On 17 Jun 1996 19:45:17 GMT, Robert Gray
<nrl6001@ccsalpha1.nrl.navy.mil>, did thus say:

|What a country!!!

%s/a/a dumb/

--
Aj. (ajai@nwt.com)
New World Technologies - `the Psion house'
"I was a romantic... then I discovered reality..."

3921. Re: Favorite under-rated games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-21 00:00:00 UTC
From: krieg@miller.cs.uwm.edu
Message-ID: <4qf0e1$mkd@uwm.edu>
Source record: 82800

In article <bwillard.306.00084D92@mindspring.com> bwillard@mindspring.com (Bruce Willard) writes:

>>Pharoh's Curse: was easily the most frustrating game ever programmed for
>>the 8-bit Atari. I could never win.

>Pharoah's Curse was a great one. I did manage to finish it, but it was hard.
>There are passwords for the different levels. First level SYN, second
>level IST and third level OPS. Try again and get to the end!

Hmmm. Was there 2 different versions of this game or something (cart and disk)? I have a rom image which I thought was an unmodified image of the cart. The passwords are like "Hoser" or "Hosehead". I never thought the game was very hard either. Avoid the zombie and and the vulture, collect the treasures. Nothing to it. But maybe this is a cracked version or something which is easier to play.

What makes the regular game so hard?

--
==========
=__ __ __ _ __ _= Andrew Krieg - Software Engineering Consultant =
=_ __ _ __ _ _ __= E-mail: krieg@execpc.com =
=_ _ _ ___= WWW: http://www.cs.uwm.edu/public/krieg/index.html =

3922. Re: XFormer prob. & Questions

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-21 00:00:00 UTC
From: chelm@ix.netcom.com
Message-ID: <4qf6jv$jl2@dfw-ixnews2.ix.netcom.com>
Source record: 82801

In article <31C6DD2F.59D@ncweb.com>, Bill Somrak <cooncat@ncweb.com> wrote:
>There isn't much that any version of PC Xformer does correctly .. in any
> version
>apparently. I've only had about 6 to 8% of the programs that I've tried on the
>PC version work even remotely close to the way they are supposed to. Even when
>I DO get one to boot ... its full of bugs, making it almost unplayable.

Yep, that sounds about right. I think most people who say that it runs 80%+
of their games flawlessly have either never seen a real 8-bit run them, or
they forgot what it was like.

```
*****************************************************************************
* ######### "The death of the warrior or the old man or the little *
* # child, this I understand, and I take away the pain and *
* # # # end the suffering. I do not understand this death of *
* # # # mind" - Death (The Light Fantastic / Terry Pratchett) *
* ############## *
* # # NMA Rules. *
* # # *
*****************************************************************************
```

3923. Re: BINARY to ROM?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-21 00:00:00 UTC
From: tseufert@ridgecrest.ca.us
Message-ID: <tseufert-2106961624300001@annex003.ridgecrest.ca.us>
Source record: 82802

In article <4ovvmo$302@foxhound.dsto.gov.au>,
craig.procter@dsto.defence.gov.au wrote:

>In article <31B2F154.5F5D@donet.com> Don Mahurin <dmahurin@donet.com> writes:
>>Hi all,
>>
>>Does anyone know how to change an 8bit Binary/Executable to a 8k/16k
>>ROM file.
>>
>>This would make things more convieniant for Atari800 em.
>>
>
>Also on a similar note: I was wondering if an Atari 5200 emulator is in
>the works - as it's almost identical to a 400 (if I remember correctly).
>Sure would be nice to play some of those games! Hmm, maybe in the next
>update of Xl-It? (please?)

The latest release of Rainbow for the Mac apparently supports 5200
emulation, but it sounds like getting the 5200 2K monitor ROM image is a
bit difficult.

+---+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+---+

3924. Re: JUSTINS SITE: Here it is...

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-21 00:00:00 UTC
From: RRR9@zeus.jersey.net
Message-ID: <4qfbs9$713@hermes.jersey.net>
Source record: 82803

It's Great to see that someone was able to keep this site alive for the
Atari Community.

Thanks...........

In article <31ca54cd.3993212@news.cyberspy.com>, tuf@cyberspy.com says...
>
>Well, I figured since I run an ISP and just downloaded the entire
>contents of his site a few days ago, this might help some of you out.
>
>ftp2.cyberspy.com /pub/atari8 - Justins archive
>ftp2.cyberspy.com /incoming/tuf - Contributions to the archive
>
>arc.zip is the entire archive zipped up.
>
>Enjoy, and let me know how you like it.
>
>Joe Kearney
>tuf@cyberspy.com

3925. Re: Spelunker!

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-21 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <4qffge$6f7@crl2.crl.com>
Source record: 82804

Jason D. Bardis (jasonbar@nut.ucsb.edu) wrote:
: Howdy

: To see if I could follow up on my boasting about my Spelunking skills,
: I whipped it out (the game, that is) and played it a bit this evening.

: After reacquainting myself w/ the controls and trying out a couple of
: new sticks, I was able to get to the last level on my 2nd try.

Um, Jason, did you cheat or not? If not, I'm very impressed :)

: Here are the levels of the game:
: Shaft (this is the hardest one. It's BIG! A loooong shaft separates the
: left and right parts of the level, and a water geyser surges up and down

Ahhh, the Shaft is what kept killing me. That geyser elevator was a
pain! (Waiting for it to arrive with ghosts continuously appearing).

John
jvogel@crl.com

3926. Re: On 'bandwidth' and 'under-rated games'

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-21 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <4qfg44$6i2@crl2.crl.com>
Source record: 82805

James R. Gilbert (cb541@cleveland.Freenet.Edu) wrote:

: (On various threads.)
: **
: About 'under-rated games'.
: Somebody mentioned Antic 'Mini-golf'. Never saw it, but I'm
: glad somebody is mentioning the little magazine and pd games
: that were really the most fun for me. I got lots of them,
: yes I got the commercial cracked ones too, but I enjoyed the
: magazine games more than the involved and more difficult
: commercial games.

Yessss! :)
I, for one, typed in the binary code for 'Retrofire' on an Atari *400*
with stock keyboard, and the program didn't even execute! :) Later, got
ahold of a working copy on disk. That game was a lot of fun :)

I also remember a good basic golf game (not minigolf).

: **
: of auctions per day. A Mr. Hoffman asked me to try to
: get a comp.sys.atari.forsale group going. I didn't want
: to do that because I like to hear from, say, J. King
: when he has a MIO or BB or MUX and say, Bill Kendrick
: when he has a ???? or the little for sale ads. I like
: to hear the little msgs. about Bob Klass repairs of
: 1050 and MIO. (I don't think anyone else, not even

Count me in for leaving things as is (leave ads here). I don't need to
buy any additional Atari equipment, but for some strange reason I like
reading them.

Regards,
John
jvogel@crl.com

3927. Re: movie monster game

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-21 00:00:00 UTC
From: ziggy29@netgate.net
Message-ID: <ziggy29-2106962140350001@d25.netgate.net>
Source record: 82806

In article <4qbm22$7pf@client3.news.psi.net>, jeckert@noblestar.com (Jay Eckert) wrote:

> Does anyone remember a movie monster game that was out around the same
> time as the original Temple of Apshai? I believe it was from the same
> company as Temple of Apshai... (Epyx?) It involved various movie type
> monsters rampaging through a city. It was a role playing type thing. I
> remember helicopters and I "think" you played the monster and got to
> stomp on things.

Yeah. "Crush, Crumble and Chomp" or something like that.

> I had both this game and the original Temple of Apshai role player on
> cassette for my Atari 800 (after spending $700 on the computer, who
> could afford a disk drive?)

Oh, yeah. My older brother bought the first family Atari 8-bit, back in 1981 for about $600 and $300 or more for a single 810. And to think that last year, I bought an 800, two 1050s, a 1025, and about 50 software titles for $100...so much for inflation...

Apshai frustrated the hell out of us. I can still see the bright yellow screen with just one small phrase in the middle:

"Thou art slain!"

--
Tim Irvin, ziggy29@netgate.net
WWW: http://www.netgate.net/~ziggy29/
"Someone who wears a tie to WWDC (the major Mac developers show)...
needs to rebuild his desktop file and zap his parameter RAM."
-- Guy Kawasaki

3928. Re: Accurate Clock in AtariBasic

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-21 00:00:00 UTC
From: gozar@kenton.com
Message-ID: <0+syxMezGetV090yn@kenton.com>
Source record: 82807

In article <4qapii$bjc_001@glaholt-isdn.quiknet.com>,
glaholt@quiknet.com (Bill Glaholt) wrote:
>Hello, all.
>
>I would like to draw upon the vast resources and knowledge of the Internet Atari 8-bit
affictionados.
>I am trying to design a program that relies on an at least semi-accurate (within one
>minute per week) clock designed in Atari 8-bit. I used the old "Mapping The Atari" book
>to design one, but its accuracy fails considerably (30 minutes per week!!) Does anyone
>know of a more accurate version of a clock? I'd prefer it in Basic source code, but
>MAC65 assembly code would work just as well.

There was an article in an old ANALOG about making an onscreen clock, in
which they discuss this. They had a solution which made the clock very
accurate. I will try to find it this weekend and let everyon know!!

--

Ryan 'Gozar' Collins gozar@kenton.com
"You can count on others, but its better to use your own fingers and toes"
http://www.kenton.com/users/gozar/index.htm

3929. Re: ATARI Equipment, MUST SELL!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-21 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <4qf53u$3if@zorak.acns.carleton.edu>
Source record: 82808

> On another NOTE, ATARI has been bought by another company, who is
> dropping the ATARI name, and will concentrate on the GAME business, so
> the Atari computers, etc., will become harder to find....

Atari hasn't been bought by another company, Atari is merging with a new disk drive maker called JTS. The money went from Atari to JTS.

In the short term, Atari is to be a division of JTS. But JTS most certainly will not concentrate on the game business, they will continue trying to make a dent in the disk drive business.

> I've seen the ATARI 8-Bit FAQ, nice to see all Atari vendors
> mentioned, and our name, address, goes unpublished.... We were

You haven't asked! (Not a requirement, but I don't catch everything.)

I don't exclude vendors because of what they charge for their merchandise. I always thought your postings were personal in nature, rather than commercial advertisements. My mistake, I guess.

Michael Current, 8-Bit Atari FAQ & Vendor/Developer Lists maintainer
User groups: CAIN, SPACE, NWPAC / mailto:mcurrent@carleton.edu

3930. Re: Favorite under-rated games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-21 00:00:00 UTC
From: malay@reston.unisysgsg.com
Message-ID: <DtCv9E.1G5@ftp.reston.unisysgsg.com>
Source record: 82809

In article <4q9ero$ccp@mark.ucdavis.edu>, Waiting at Sudwerks@dale.ucdavis.edu (Alf) writes:
|>
|> Fort Apocalypse was the game that made me want to get my first Atari 800.
|>

Fort Apocalyypse was cool. I liked the Shamus series also - spent many hours playing these games.

Bob Malay
--
//
/ /
/ Robert M. Malay Lockheed Martin TDS /
/ 9255 Wellington Road /
/ Manassas, VA 22110-4121 /
/ /
/ malay@reston.unisysgsg.com /
/ 703.367.2403 /
/ /
//

3931. Re: On 'bandwidth' and 'under-rated games'

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-22 00:00:00 UTC
From: "Kyle R. Hofmann" <rhofmann@crl.com>
Message-ID: <4qflgk$8aq@nntp.crl.com>
Source record: 82810

In article <4qfg44$6i2@crl2.crl.com>, John M. Vogel wrote:
: James R. Gilbert (cb541@cleveland.Freenet.Edu) wrote:
: : of auctions per day. A Mr. Hoffman asked me to try to
: : get a comp.sys.atari.forsale group going. I didn't want
: : to do that because I like to hear from, say, J. King
: : when he has a MIO or BB or MUX and say, Bill Kendrick
: : when he has a ???? or the little for sale ads. I like
: : to hear the little msgs. about Bob Klass repairs of
: : 1050 and MIO. (I don't think anyone else, not even

: Count me in for leaving things as is (leave ads here). I don't need to
: buy any additional Atari equipment, but for some strange reason I like
: reading them.

Well, that was actually me (BTW, you got my last name wrong), and it
was simply a suggestion. If anybody does want to see the auctions go
somewhere else, I _do_ have experience with the RFD process, and am
willing to write and advocate an RFD. This does require support, of
course - I'm not going to do it if there's no chance of it passing, but
if people want such a group, I will help.

-Kyle R. Hofmann
^ ^^

3932. WTB: Original Suncom Slik Stiks or equivelant

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-22 00:00:00 UTC
From: produnl2@teleport.com
Message-ID: <4qfp4m$o2g@nadine.teleport.com>
Source record: 82811

Looking for Original Suncom Slik Stik Joysticks for use
with Atari/Commodore 8-bit computers. If you have any of these
in good working condition or know where I can find them, please
e-mail to: produnl2@teleport.com

Thanks in advance,

David P. Loewen
Salem, Or USA
produnl2@teleport.com

3933. Re: On 'bandwidth' and 'under-rated games'

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-22 00:00:00 UTC
From: sydtech@skypoint.com
Message-ID: <4qfsj4$3is_002@news.skypoint.com>
Source record: 82812

I haven't noticed that anyone's mentioned Xagon, which was apparently put out by M.A.C.E. Australia. This is a very cool variation on the Q*Bert theme - you have a little round guy with a hat and sunglasses (kinda Blues Brothers-ish), and you hop around levels that are made up of hexagonal-shaped platforms that move up and down. The object is to jump on the platforms and get them all down to the same height, while avoiding the baddies that pursue you around the level. To add to the challenge, some platforms move up and down, and others are teleport platforms or quicksand platforms. You can spring a bad guy from an adjacent platform by hitting the trigger and moving the joystick in the direction of the platform to "pop"....the catch being, of course, that you have to jump on that platform another couple of times to get it back down.

Anyone else have this? It's quite well done....I'm surprised I've never seen this mentioned anywhere.....

Scott

3934. Re: On 'bandwidth' and 'under-rated games'

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-22 00:00:00 UTC
From: "Kyle R. Hofmann" <rhofmann@crl.com>
Message-ID: <4qfu7l$c12@nntp.crl.com>
Source record: 82813

In article <4qfsj4$3is_002@news.skypoint.com>, Scott Butler wrote:
: I haven't noticed that anyone's mentioned Xagon, which was apparently put out
: by M.A.C.E. Australia. This is a very cool variation on the Q*Bert theme - you
: have a little round guy with a hat and sunglasses (kinda Blues Brothers-ish),

[snip]

: Anyone else have this? It's quite well done....I'm surprised I've never seen
: this mentioned anywhere.....

Yeah, I have this --- it ruled! It was always lots of fun to play 2
player and spring the other guy way up. He'd retaliate, of course, which
usually led to the entire level having to be redone again. :) Those
baloons on the higher levels were tough though. And there was some
"thing" (I don't know what to call it) on I think level 13 that appeared
as a bunch of characters --- it was _really_ fast, and I think I only got
to level 14 a couple of times, and level 15 once. Boy, that was a good game!

-Kyle R. Hofmann

3935. S: Program for Atari 1040

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-22 00:00:00 UTC
From: 101635.2312@compuserve.com
Message-ID: <4qg5l5$ga@arl-news-svc-2.compuserve.com>
Source record: 82814

Hi folks!

I�ve promised my teacher to ask for an Atari - program.
This program should be used for MIDI music. The Atari is connected with a MIDI keyboard. The problem is I never owned an Atari and I don�t know where to get the software. Because it�s for school and it should free- or shareware. The second problem is I cannot imagine how to get the program on an Atari floppy. Because I only own a 3 1/2 floppy and the school Atari has an 5 1/4 floppy (even if the format is equal).
Does somone knows help? Please send me an information.

Thanks in advance.

Michael

Michael Kaczorowski
FAX : +49 2238 43739
e-meil : 101635.2312@compuserve.com

Cogito ergo sum.
Mein Compuer denkt er ist Murphy.

3936. Re: Favorite under-rated games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-22 00:00:00 UTC
From: eplicon@aol.com
Message-ID: <4qg4ji$5hr@newsbf02.news.aol.com>
Source record: 82815

In article <4qbpgo$n9q@earth.alpha.net>, krieg@earth.execpc.com (Andrew krieg) writes:

>Journey to the Planets - These puzzles are hard to solve but not impossible.
> Not much replay after you solve it though.

When I first got the game, I hated it because it seemed too hard; my ship always crashed when I landed. Then once I got used to the gameplay, I enjoyed it quite a bit. So what if it had VCS quality graphics and sound (what do you expect for $8? <g>); I thought the strategy was what made it fun. Only problem was, I solved all but one of the planets. I believe it was the one with the funny "door," where "warped" you back to the spaceship area. I never knew what to do with the items; I always wound back to the beginning each time!

3937. FS:Broderbund 8bit game disks

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-22 00:00:00 UTC
From: zitter@ix.netcom.com
Message-ID: <4qgamg$su0@sjx-ixn6.ix.netcom.com>
Source record: 82816

hi,
I have the following Atari 8bit games on disk for sale. All have
instructions but no boxes.

BRODERBUND GAME DISKS
-DAVID'S MIDNIGHT MAGIC $4 GUMBALL $5
-LODE RUNNER $5 TRACK ATTACK $3
-DROL $5 SPELUNKER $5
-KARATEKA $4 MATCHBOXES $4
-SKY BLAZER $3

Postage will be added. I have over 150 Atari 8 bit game disks so if you
are looking for anything please email me your want lists. Thanks.

STEVE
zitter@ix.netcom.com

3938. Re: APE w/Mac and SoftWindows?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-22 00:00:00 UTC
From: stefan@ihug.co.nz
Message-ID: <4qgn0m$596@newsource.ihug.co.nz>
Source record: 82817

>This would be cool! :) Since I'm >>EVENTUALLY<< going to get a Mac to
>replace my horrid PC, I would love to be able to run APE (or an APE/SIO2PC
>type program) in the background (BACKGROUND!!!!) as I do other stuff..

I really doubt that! My P180 runs OS/2 and that barely manages to run
APE when writing. Reading is usually OK but when I attempt to write
soething to an image I better not do anything else. And the DOS
emulation if OS/2 is EXCELLENT!

Stefan

3939. Atari 130 XE Keyboards

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-22 00:00:00 UTC
From: 102224.121@compuserve.com
Message-ID: <4qh2ns$872@arl-news-svc-2.compuserve.com>
Source record: 82818

I have 5 Atari 130 or 65 XE Keyboards for sale new. We used to repair them and from time to time I uncover misc parts.
$25 EA
Call 1-800-203-8697

I will post other parts when I find them

3940. Re: Favorite under-rated games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-22 00:00:00 UTC
From: terryr@newreach.net
Message-ID: <4qh2jk$ogk@perry.zippo.com>
Source record: 82819

"Daniel Mandic" <lord@vader.ping.at> wrote:

>

>I also own an ATARI 800 and 800XL --- the best 8-bit machine ever..

>And now AMIGA 2000/060 --- hoping to stay the best 32-bit machine since
>1983 ;-) (A1000 - 1983>32-bit) but now Win95 is also 32-bit ... Imagine
>that !!!! ;-))))

Not to start an argument but the Amiga 1000 went on sale Dec 12th 1985. I know because I bought the first one that was in the store. It had 256k. I later bought a sidecar for it with another 2 meg (besides the internal extra 256k I added) and a 20 meg hard drive. So buy Mid 86 I had a 2.5 meg Amiga 1000 with a 20 meg HD. I also owned an Atari ST and I do agree the Amiga was the best out of the two systems. However now I have sold both my Amiga and Atari ST systems and have only my Atari 8bit systems and my 3 PC clones.

3941. Favorite under-rated games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-22 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <4qh636$1gg4@usenetz1.news.prodigy.com>
Source record: 82820

I've been keeping my old 8 bits so I can play these great games, but there seems to be hope for the future. My son just bought a Sony Playstation and two games. One is called Crazy Ivan or something like that. The game is like a super version of Encounter. I love it! He also got a version of Wing Commander on it that reminds me a whole lot of Star Raiders. Yippee! Game play has returned that isn't confined to two participants beating on each other.

3942. Re: I am sh**e at 6502 assembler, I admit it.

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-22 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <4qh6aj$1mbi@usenetz1.news.prodigy.com>
Source record: 82821

Never use recursion for something as simple as a loop to move memory. In fact, be very careful with using recursion routines on the 8 bits, because the stack can get beaten to a pulp in no time.

3943. Re: XFormer prob. & Questions

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-22 00:00:00 UTC
From: asmolar@smol.fast.net
Message-ID: <slrn4sn1rg.38.asmolar@smol.fast.net>
Source record: 82822

```
>> version
>>apparently. I've only had about 6 to 8% of the programs that I've tried on the
>>PC version work even remotely close to the way they are supposed to. Even when
>>I DO get one to boot ... its full of bugs, making it almost unplayable.
>
>Yep, that sounds about right. I think most people who say that it runs 80%+
>of their games flawlessly have either never seen a real 8-bit run them, or
>they forgot what it was like.

With the demos of PC Xformer (2.5 and 3.3) I've tried, roughly 75% of the
games I've tried (about 50 games so far) run and about 50% run correctly
(lacking sound, of course). This is in "800 mode" in XL mode, most games
just don't run.

I've got an 800XL right here to compare it to.

--

Tony Smolar

-------------------------------------------------------------------------------
asmolar@fast.net home email
tonys@nscs.fast.net work email
http://www.users.fast.net/~smol homepage
```

3944. WTB: Floppy Board for Black Box

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-22 00:00:00 UTC
From: mbates@s3.sonnet.com
Message-ID: <mbates-2206961025080001@ppp14-stk.sonnet.com>
Source record: 82823

I am looking for a Floppy Board for a Black Box. needs to have all
instructions and software. Needs to work (:-))! Will pay a good price.

Contact me via e-mail.

Thanks

-Marlin

P.S. I am also always looking for 8-bit cartridges, hardware and software
I do not have. I have a HUGE TI 99/4a collection which I will trade for
it as well as other stuff!

-Marlin

3945. Sorry about that

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-22 00:00:00 UTC
From: <>
Message-ID: <b4b_9606221427@pandabbs.com>
Source record: 82824

To: Chris Brown

That title line should have been "THAT GUY HAS PROBLEMS"

You are correct in saying the internet is open for all ages and NO ADULT is
going to dictate otherwise and NO ADULT is going to ruin it for me by posting
shit about profanity where IT DOESN'T BELONG!
--
|Fidonet: Chris Friend 1:333/894
|Internet: Chris.Friend@Chris.Friend@*user@*site.*domain.com.com
| Web URLs: http://www.pandabbs.com & http://www.tiac.net/users/panda
| Standard disclaimer applies: The views of this user are strictly their own.
| PandA's Den BBS FidoNet <> internet gateway - email info@pandabbs.com

3946. You have problems

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-22 00:00:00 UTC
From: <>
Message-ID: <b4a_9606221427@pandabbs.com>
Source record: 82825

```
CB> JEDI (JEDI@osu.edu) writes:
>> and what makes YOU think that everyone reading the newsgroup is a
CB> >>consenting adult ??? postings should take into consideration that
CB> >>minors have just as much access to these newsgroups as your consenting
CB> >>adults do, the internet does no have a "18 only" sign at the front
>
> Oh really? How many children have the money to buy their own computers
> these days? How many children have accounts with the phone companies or
> ISPs?
CB>
CB> The same number of adults that have an internet account as well as kids.
CB>
> This isn't a free broadcast medium. It does take a level of knowledge
> and some non-trival expenditure of money on electronics to access.
CB>
CB> Wanna bet? I have dozens of free accounts all over the internet where I
CB> can freely look at whatever the hell I want. All the equipment I need to do
CB> this is a modem and terminal software.. neither of which is hard to use if
CB> you're willing to read.
CB>
> So? The real problem isn't some spammer but some lazy slob of a parent
> that have no clue as to what their kiddies are up to and expect the whole
> world to be thier baby sitters.
CB>
CB> Oh my god! Billy saw naked people! Now he's going to be a serial killer
CB> one day!
CB>
CB> >>door, would you post a sex advert somewhere you kew minors would have
CB> >>access to it?,
>
> Never seen a Playboy ad on TV?
>
>> I have this personal freedom you speak of, but I dont think it
CB> >>stretches to immoral perverted indecency,
>
> You have no CONCEPT of morality.
> You must really cringe when you wash yourself.
CB>
CB> Hehe.. stupid sheep..
```

Is this my imagination or is this guy a real jerk! Maybe he should read the current issue of "Wired!"...The cover story happens to be "Kids rights on the Information Highway"

And as for his little thing about kids buying computers.....What planet are you from? An 8-bit was givenm to me and I built my own 386 IBM. It cost me $800 to build, and I don't have a job....and I'm paying from my own access to this newsgroups and don't exactly like seeing these messages....I am against porn on the net and DON'T want to see it on c.s.a.8

--
|Fidonet: Chris Friend 1:333/894
|Internet: Chris.Friend@Chris.Friend@*user@*site.*domain.com.com
| Web URLs: http://www.pandabbs.com & http://www.tiac.net/users/panda
| Standard disclaimer applies: The views of this user are strictly their own.
| PandA's Den BBS FidoNet <> internet gateway - email info@pandabbs.com

3947. John Wayne, W. Ma.

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-22 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <4qi0n0$2fm@news.tcd.net>
Source record: 82826

John I deleted your last e-mail by mistake, ref the 810 disk drive, You have another one right? Determine what is wrong with it, has to be either side board or back board and I will mail you what you need to get it running again.

Bob

3948. Re: Spelunker!

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-22 00:00:00 UTC
From: jasonbar@bolt.ucsb.edu
Message-ID: <4qig3m$ec2@bolt.ucsb.edu>
Source record: 82827

jvogel@crl.com (John M. Vogel) writes:

>Jason D. Bardis (jasonbar@nut.ucsb.edu) wrote:

>: After reacquainting myself w/ the controls and trying out a couple of
>: new sticks, I was able to get to the last level on my 2nd try.

>Um, Jason, did you cheat or not? If not, I'm very impressed :)

Well, thank you. I'm flattered that you're very impressed.
That is, I didn't cheat.

Hey, if I've got enough of a Spelunker following out there, I'll video
tape it for ya! (and sell it to you for a special low low cost!)

-Jason
--
Jason Bardis(jasonbar@nut.ucsb.edu www.engineering.ucsb.edu/~jasonbar)
The Simpsons.3DO.cycling.AbFab.PWEI.LEGO.Duckman.Tit Wrench.G-Force
autocrosses/rallyes.Atari.mechanical engineering.Ministry.Tempest.NIN
The Jitterbug.Bill Gibson.Robotics.Tim Burton.The Cult.fried cheese

3949. Atari 600 XL

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-23 00:00:00 UTC
From: rhino@aztec.asu.edu
Message-ID: <4qi255$40b@news.asu.edu>
Source record: 82828

I need some help with the Atari in my room. It works okay with my
tv, but when I try typing something, nothing happens. All I can
do is reset it. I am stuck and don't know what to do about this
problem. I would like to get it to work right, so that I can
play the classic games. Can anyone help me? Thanks, I really
appreciate it. See ya later! :)
Oh yes, please send your response via email, since I usually
don't come here that often. Thanks!
--

3950. Re: S: Program for Atari 1040

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-23 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <DtFIH0.7Kq@iglou.com>
Source record: 82829

In article <4qg5l5$ga@arl-news-svc-2.compuserve.com>,
Michael Kaczorowski <101635.2312@compuserve.com> wrote:
>Hi folks!
>
>I�ve promised my teacher to ask for an Atari - program.
>This program should be used for MIDI music. The Atari is connected
>with a MIDI keyboard. The problem is I never owned an Atari and I
>don�t know where to get the software. Because it�s for school and it
>should free- or shareware. The second problem is I cannot imagine how
>to get the program on an Atari floppy. Because I only own a 3 1/2
>floppy and the school Atari has an 5 1/4 floppy (even if the format is
>equal).
>Does somone knows help? Please send me an information.
>
Most Atari 1040's (1040STFM or 1040STE) had a built in 3 1/2 inch floppy
drive. 5 1/4-inch drives were available, but they were mainly used to
read disks from IBM computers (the ST uses the MS-DOS disk format, but
it doesn't run MS-DOS programs).
If it is an ST computer, you might want to ask in comp.sys.atari.st.
Is it possible that what you have at school is an 800, 800XL or 130XE with
a 1050 floppy drive and some sort of MIDI adapter?
You can find files for either the 8-bit or ST computers at
ftp://amiga.archive.umich.edu , but it's a busy site, so you might need
some patience.
--
Bill Marcum bmarcum@iglou.com
On 22 July, 1996, at 6:00 pm GMT, everyone in the world
just START HUMMING. Those who don't know will freak.

3951. Re: Favorite under-rated games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-23 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31cc9bbf.468750@news.superlink.net>
Source record: 82830

->There are passwords for the different levels. First level SYN,
second
->level IST and third level OPS. Try again and get to the end!
-
-Hmmm. Was there 2 different versions of this game or something (cart
and
-disk)? I have a rom image which I thought was an unmodified image of
the
-cart. The passwords are like "Hoser" or "Hosehead". I never thought
the

The password from the factory was "SYNISTOPS_" Last character is a space. On my friend's copy I changed it to "NOAHISFAT" He didnt appreciate that very much (the truth hurts- Of course, now I am fat, so what goes around comes around)
Sounds like someone did what I did, changed the p/w.

3952. Re: XFormer prob. & Questions

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-23 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31cc9c69.638660@news.superlink.net>
Source record: 82831

On 22 Jun 1996 17:38:34 GMT, asmolar@smol.fast.net (Tony Smolar)
wrote:

->> version
->>apparently. I've only had about 6 to 8% of the programs that I've
tried on the
->>PC version work even remotely close to the way they are supposed
to. Even when
->>I DO get one to boot ... its full of bugs, making it almost
unplayable.
->
->Yep, that sounds about right. I think most people who say that it
runs 80%+
->of their games flawlessly have either never seen a real 8-bit run
them, or
->they forgot what it was like.
-
-With the demos of PC Xformer (2.5 and 3.3) I've tried, roughly 75%
of the
-games I've tried (about 50 games so far) run and about 50% run
correctly
-(lacking sound, of course). This is in "800 mode" in XL mode, most
games
-just don't run.
-
-I've got an 800XL right here to compare it to.
-

-
For a piece of software that is in rev 3.3, it doesn't work well at
all. It's more like 0.33, at least Xlit doesnt claim to work 100%, the
author is releasing 0.xx versions so he can get feedback - eventually
I feel he will nail it right on the head, and rather than blah blah
blah about emulators, why don't we all help him do it, especially the
more technically oriented of us. (I barely qualify for that!)

3953. Re: XFormer prob. & Questions

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-23 00:00:00 UTC
From: chelm@ix.netcom.com
Message-ID: <4qiikb$n54@sjx-ixn5.ix.netcom.com>
Source record: 82832

In article <slrn4sn1rg.38.asmolar@smol.fast.net>, asmolar@fast.net wrote:
>With the demos of PC Xformer (2.5 and 3.3) I've tried, roughly 75% of the
>games I've tried (about 50 games so far) run and about 50% run correctly
>(lacking sound, of course). This is in "800 mode" in XL mode, most games
>just don't run.

The sound doesn't work correctly anyway, so you're not missing much. Actually
the sound is a really bad joke. I agree with Yogi's ver .33 comment, that's
right on the money. By this time Xformer should run as well as that C64
emulator (which works nearly exactly the same as a C64, and isn't advertised
with false information). Xformer is still useless in my book.

```
*****************************************************************************
* ######### "The death of the warrior or the old man or the little *
* # child, this I understand, and I take away the pain and *
* # # # end the suffering. I do not understand this death of *
* # # # mind" - Death (The Light Fantastic / Terry Pratchett) *
* ############## *
* # # NMA Rules. *
* # # *
*****************************************************************************
```

3954. Re: You have problems

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-23 00:00:00 UTC
From: chelm@ix.netcom.com
Message-ID: <4qiiuk$n54@sjx-ixn5.ix.netcom.com>
Source record: 82833

In article <b4a_9606221427@pandabbs.com>,
Chris.Friend@Chris.Friend@*user@*site.*domain.com.com (Chris Friend) wrote:
>And as for his little thing about kids buying computers..........What planet
>are you from? An 8-bit was givenm to me and I built my own 386 IBM. It cost me
>$800 to build, and I don't have a job....and I'm paying from my own access to
>this newsgroups and don't exactly like seeing these messages....I am against
>porn on the net and DON't want to see it on c.s.a.8

Admittedly this does not really belong here, but...

If you don't want your children to see something on the internet - try taking
an interest in what they're doing or don't give them a damn computer, or don't
let them use your ISP, simple as that. If we had more parents in this country
who acted like parents and not potatoes, we wouldn't have to worry about such
things. The government is all too happy to do your thinking for you...

```
*******************************************************************************
* ######### "The death of the warrior or the old man or the little *
* # child, this I understand, and I take away the pain and *
* # # # end the suffering. I do not understand this death of *
* # # # mind" - Death (The Light Fantastic / Terry Pratchett) *
* ############## *
* # # NMA Rules. *
* # # *
*******************************************************************************
```

3955. MPP-1150 Parallel Printer Interface FOR TRADE

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-23 00:00:00 UTC
From: 6500dtpt@ucsbuxa.ucsb.edu
Message-ID: <4qitn1$2ce@ucsbuxa.ucsb.edu>
Source record: 82834

I have an MPP-1150 Parallel Printer Interface (in great shape, WITH instructions) available for trade. I'd be interested in trading for something for the Atari 8-bit or classic video game cartridges.

David Tipton

--

6500dtpt@ucsbuxa.ucsb.edu David Tipton

3956. Fore Sale: 800XL, 1040, modem, S/W, ...

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-23 00:00:00 UTC
From: alberth@mail.netrail.net
Message-ID: <alberth-2306961106170001@ppp-arl-1-13.netrail.net>
Source record: 82835

I tried this a few weeks ago in misc.forsale.computers.othersystems

---

After several years of sitting packed in my extra bedroom, I have finally
gotten up the gumption to part with my first computer. *sob* :-(

For Sale, please make an offer:

Atari 800XL Computer excellent condition
Atari 1050 Disk drive excellent condition
Wico stick Joystick (the really nice one)
300 baud Modem (yea, I know, but it cost $70 when I bought it...)

Lots of software (looks like about 4-5 disk-pack-organizers worth)
Including many store-bought games like Ultima II, III, IV,
Seven cities of gold, Racing Destruction Set, etc.

alberth@mail.netrail.net

- Rich

3957. Re: Digital Joysticls & PC's

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-23 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <4qjpdt$l2m@charm.magnus.acs.ohio-state.edu>
Source record: 82836

In article <31c6ef39.17918303@news.demon.co.uk>,
Andy D <andy@troas.demon.co.uk> wrote:
>On Tue, 18 Jun 1996 12:30:23 GMT, Mark Elliott
><Mark@cortexuk.demon.co.uk> wrote:
>>With all this talk of 8-Bit Emulators has anyone ever thought of making an
>>interface to plug a standard 9 Pin joystick into the gameport of a PC.
>>
>>I presume it would require some type of DAC, but it must be possible as there
>>are a lot of GamePads out there that work as though they're digital.
>>
>>Any thoughts from anyone
>
>There is a full schematic and instructions to do just this on the web,
>sorry I don't remember where. If you can't find it, mail me and I'll
>send it to you. I'm going to build one shortly.

http://er4www.eng.ohio-state.edu/~funkr/Atari/

(sorry I didn't respond sooner; lately I've been too busy with work to
read this newsgroup.)
--
------------ R o b F u n k ------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

3958. Re: `Exhausted' 1050 ...

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-23 00:00:00 UTC
From: pih100@york.ac.uk
Message-ID: <4qk8au$dnm@netty.york.ac.uk>
Source record: 82837

Rich Mier (rbmier@winternet.com) wrote:
: > pih100@york.ac.uk (Paul Halliday) writes:
: > Odd thing is that I was totally unable to read a voltage across the
: > output from the transformer plug. Nor any voltage across the three wires
: > going in to the 1050 from the power socket
: (SNIP)
: The output from the Transformer is 9 Volts A.C. Sounds like you
: are on a D.C. scale.

{Hand shoots up to cover face in embarrassment}
There I was telling myself `nah - it couldn't be AC ...' ;-)
This would explain a thing or two.

: As for fixing a 1050 that's been not run in a while; reseat all the
: chips mounted in sockets (under the metal shield on the main board).

Will try that - unfortunately my drive and computer are a few hundred
miles away atm, though I'll be able to try this within a week (though
won't be able to report back for a few months since I won't have internet
access for a while).
Thanks!

Patrick Mulvey (pmulvey@newshost.li.net) wrote:
:
[snip] Thanks. That's what I said ...

BobKlaas <bobkla19@mail.tcd.net> wrote:
: You say you read no voltage from the power supply that belonged
: to the 1050, It puts out AC!, if you had it set on DC then you
: would get nothing..Just checking..If you have a strong red light
: at the bottom then you should have power..??

Silly me.

: Where it has set so long perhaps the set period has hardened the
: lubrication on the rails the head moves upon?,, Try moving the
: head with your finger with it powered off, if it moves freely
: then not the problem if not then clean the rails and see if it
: will come up..??

The whole mechanism seems very free, so I think it is electrical - I'll
try reseating all the chips when I get home. Else I might have to consider
your offer of replacing much of the unit.

Thanks everyone. :)

Paul.

3959. Re: Spelunker!

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-23 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <31cce6a5.4903906@news.demon.co.uk>
Source record: 82838

On 22 Jun 1996 21:10:30 -0700, jasonbar@bolt.ucsb.edu (Jason D.
Bardis) wrote:

>Well, thank you. I'm flattered that you're very impressed.
>That is, I didn't cheat.
>
>Hey, if I've got enough of a Spelunker following out there, I'll video
>tape it for ya! (and sell it to you for a special low low cost!)
>
>-Jason

What are you playing it on Jason?? emulator or real Atari....

My guess is real Atari...Still Im impressed. I always got stuffed by
the jumps from rope to rope...I`d do real well and get near the end
only to die on my last life doing a silly jump :-(

I think Jumpman must have been a cakewalk for you.......

Paul `Mclane` Irvine

PC, ATARI8bit, C64
PSX, AMIGA, SNES
& PCL Code Hacker

3960. Re: Favorite under-rated games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-23 00:00:00 UTC
From: asmolar@smol.fast.net
Message-ID: <slrn4snomc.57.asmolar@smol.fast.net>
Source record: 82839

```
>>And now AMIGA 2000/060 --- hoping to stay the best 32-bit machine since
>>1983 ;-) (A1000 - 1983>32-bit) but now Win95 is also 32-bit ... Imagine
>>that !!!! ;-))))
>
>Not to start an argument but the Amiga 1000 went on sale Dec 12th
>1985. I know because I bought the first one that was in the store. It
>had 256k. I later bought a sidecar for it with another 2 meg (besides
>the internal extra 256k I added) and a 20 meg hard drive. So buy Mid
>86 I had a 2.5 meg Amiga 1000 with a 20 meg HD. I also owned an Atari
>ST and I do agree the Amiga was the best out of the two systems.
>However now I have sold both my Amiga and Atari ST systems and have
>only my Atari 8bit systems and my 3 PC clones.

Correct. It was 85, same year as the ST, and a year after the Mac.
I also believe it wasn't called the Amiga 1000 at the time, the 1000
was added later to distinguish it from the 500 and 2000.

--

Tony Smolar

-------------------------------------------------------------------------------
asmolar@fast.net home email
tonys@nscs.fast.net work email
http://www.users.fast.net/~smol homepage
```

3961. Re: Favorite under-rated games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-23 00:00:00 UTC
From: "Waiting at Sudwerks"@bullwinkle.ucdavis.edu
Message-ID: <4qkfio$m6m@mark.ucdavis.edu>
Source record: 82840

Andrew krieg (krieg@earth.execpc.com) wrote:
: In article <4q9ero$ccp@mark.ucdavis.edu>,
: Alf <Waiting at Sudwerks@dale.ucdavis.edu> wrote:
: >
: >Pharoh's Curse: was easily the most frustrating game ever programmed for
: >the 8-bit Atari. I could never win.
:
: Are you sure you're thinking of Pharoah's Curse? All you had to do was
: collect 10 treasures and return to the top of the pyramid. I was able to
: consistently beat this game every time I played it as a kid. I still loved
: it though for the graphics and gameplay.

Yes, actually, I am thinking of Pharoah's Curse, I could consistently
get 8 or 9 of the treasures before that bat/bird thing would stick me
somewhere well away from where I wanted to be. After about 2 or 3 times
in one game, I'd just quit and go back to Shamus or Fort Apocalypse.
This was before I got into ml programming and using disk doctor to "fix"
my games.

-Alf

3962. Anyone want an ST?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-23 00:00:00 UTC
From: "Waiting at Sudwerks"@bullwinkle.ucdavis.edu
Message-ID: <4qkgiq$m6m@mark.ucdavis.edu>
Source record: 82841

I've recently come into possession of an original 520ST (not STFM) with a disk drive, SC1224 monitor, ICD hard drive card (no hard drive), and about 100 different software titles, a lot of which still have their original packaging, including several INFOCOM games (w/cool stuff still in packaging). There is a problem somewhere in this setup, however, as sometimes I get nothing but bombs when I boot up the computer, and about 50% of the time the drive doesn't acknowledge the computer. All this aside, if anyone actually wants this stuff, e-mail me, and I will send you a list of the software titles. I only ask for someone to cover shipping, plus a small amount for the monitor (what do you think is fair?), and that you take it all, as I'd rather get rid of it all.

Also, please be patient if you request a list and it takes a few days. I no longer have a computer w/modem in my house, so I have to wait until I'm at work or on campus to check my mail.

-ALF

3963. Re: Favorite under-rated games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-23 00:00:00 UTC
From: <>
Message-ID: <e38_9606231702@pandabbs.com>
Source record: 82842

```
AK> Are you sure you're thinking of Pharoah's Curse? All you had to do was
AK> collect 10 treasures and return to the top of the pyramid. I was able to
AK> consistently beat this game every time I played it as a kid. I still loved
AK> it though for the graphics and gameplay.

Almost right......it's 16 treasures.....I could never beat it as a 5 year old
and I played it so much the tape went on me....It took me 7 years to find
another copy of it. Now I can beat all three difficulty levels but still
enjoy playing it
--
|Fidonet: Chris Friend 1:333/894
|Internet: Chris.Friend@Chris.Friend@*user@*site.*domain.com.com
| Web URLs: http://www.pandabbs.com & http://www.tiac.net/users/panda
| Standard disclaimer applies: The views of this user are strictly their own.
| PandA's Den BBS FidoNet <> internet gateway - email info@pandabbs.com
```

3964. Re: On 'bandwidth' and 'under-rated game

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-23 00:00:00 UTC
From: <>
Message-ID: <e39_9606231702@pandabbs.com>
Source record: 82843

KR> was simply a suggestion. If anybody does want to see the auctions go
KR> somewhere else, I _do_ have experience with the RFD process, and am
KR> willing to write and advocate an RFD. This does require support, of
KR> course - I'm not going to do it if there's no chance of it passing, but
KR> if people want such a group, I will help.

I would love to see the auctions gone from this group......I download mail
from the BBS I use to read Usenet sometimes and those definitly puts a load of
the QWWK packet!
--
|Fidonet: Chris Friend 1:333/894
|Internet: Chris.Friend@Chris.Friend@*user@*site.*domain.com.com
| Web URLs: http://www.pandabbs.com & http://www.tiac.net/users/panda
| Standard disclaimer applies: The views of this user are strictly their own.
| PandA's Den BBS FidoNet <> internet gateway - email info@pandabbs.com

3965. WTB: 810 Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-23 00:00:00 UTC
From: mbates@s3.sonnet.com
Message-ID: <mbates-2306961724370001@ppp10-stk.sonnet.com>
Source record: 82844

I am looking for an 810 Disk Drive. Has to work (I have all the non-working ones I care for right now :-).

I have an 825 Printer for trade if you would like it as well.

-Marlin

3966. Hardware for sale/trade

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-23 00:00:00 UTC
From: mbates@s3.sonnet.com
Message-ID: <mbates-2306961726330001@ppp10-stk.sonnet.com>
Source record: 82845

I have the following for sale or trade.

If trade I am looking for :
WORKING 810 Disk Drive w/ power supply
Any cxartridges/software I do not have

Here's what I have:

850 (got a couple)
PR: COnnection in box w/ docs
825 80 Col. Printer w/ cable
830 Modem (oh yea gots LOTS of these)

If you would like to buy just make me an offer!

-Marlin

3967. 8bit Hardware for sale/trade

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-23 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <4qjn1n$hb@news.xmission.com>
Source record: 82846

After moving, I've found several items which I've managed to collect 3 or more of.

3 x XEP80 80 column device, 1 with TTL upgrade
1 x 320k XE w/micro joystick, superaudio & video
1 x Happy 1050 w/controller
1 x Happy 810
1 x US Doubled 1050
1 x SX 212 direct connect modem
1 x mint condition black box (w/o cover)
4 x 1020 printer/plotter
2 x 1025 dot matrix printer(s)
30 x Atari SIO cable(s)

Misc. assorted joysticks, trackballs and paddle controllers, koala pads, touch tablets, CX?? keypads, lightguns, power supplies

If interested in anything listed above, contact me and we'll haggle on trade or cash.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

3968. Favorite under-rated games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-23 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <31cd56ea@pianosa.demon.co.uk>
Source record: 82847

Whilst reading the usual rubbish I find here, Daniel Mandic wrote something
interesting to All about Favorite under-rated games?:

Hello Daniel,

DM> By the way, is there an ATARI emulator on AMIGA???

Yes, but it's incredibly slow, unfortunately. Development has been stopped,
too.

_
Regards, /_) 2:251/50.75 39:139/50.70
/ _)rad brad@pianosa.demon.co.uk

... The fact is, you never even cared - Promises; The Buzzcocks

3969. Re: Anyone want an ST?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-24 00:00:00 UTC
From: romer@access.digex.net
Message-ID: <4qmb4j$e2c_003@news.digex.net>
Source record: 82660

In article <4qkgiq$m6m@mark.ucdavis.edu>,
Waiting at Sudwerks@bullwinkle.ucdavis.edu (Alf) wrote:
>
>
>I've recently come into possession of an original 520ST (not STFM) with a
>disk drive, SC1224 monitor, ICD hard drive card (no hard drive), and
>about 100 different software titles, a lot of which still have their
>original packaging, including several INFOCOM games (w/cool stuff still
>in packaging). There is a problem somewhere in this setup, however, as
>sometimes I get nothing but bombs when I boot up the computer, and about
>50% of the time the drive doesn't acknowledge the computer. All this
>aside, if anyone actually wants this stuff, e-mail me, and I will send
>you a list of the software titles. I only ask for someone to cover
>shipping, plus a small amount for the monitor (what do you think is
>fair?), and that you take it all, as I'd rather get rid of it all.
>
>Also, please be patient if you request a list and it takes a few days. I
>no longer have a computer w/modem in my house, so I have to wait until
>I'm at work or on campus to check my mail.

I'd be interested... can't email back to you (Waiting at Sudwerks isn't a
valid address <G>)... whats shipping like to the Washington DC area??

3970. Re: movie monster game

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-24 00:00:00 UTC
From: jeckert@noblestar.com
Message-ID: <4qm7kt$pr@client2.news.psi.net>
Source record: 82661

ziggy29@netgate.net (Tim Irvin) wrote:

>In article <4qbm22$7pf@client3.news.psi.net>, jeckert@noblestar.com (Jay
>Eckert) wrote:

>> Does anyone remember a movie monster game that was out around the same
>> time as the original Temple of Apshai? I believe it was from the same
>> company as Temple of Apshai... (Epyx?) It involved various movie type
>> monsters rampaging through a city. It was a role playing type thing. I
>> remember helicopters and I "think" you played the monster and got to
>> stomp on things.

>Yeah. "Crush, Crumble and Chomp" or something like that.

>> I had both this game and the original Temple of Apshai role player on
>> cassette for my Atari 800 (after spending $700 on the computer, who
>> could afford a disk drive?)

>Oh, yeah. My older brother bought the first family Atari 8-bit, back in
>1981 for about $600 and $300 or more for a single 810. And to think
>that last year, I bought an 800, two 1050s, a 1025, and about 50
>software titles for $100...so much for inflation...

>Apshai frustrated the hell out of us. I can still see the bright
>yellow screen with just one small phrase in the middle:

>"Thou art slain!"

I particularly enjoyed arguing with the shopowners....

>--
>Tim Irvin, ziggy29@netgate.net
>WWW: http://www.netgate.net/~ziggy29/
>"Someone who wears a tie to WWDC (the major Mac developers show)...
>needs to rebuild his desktop file and zap his parameter RAM."
> -- Guy Kawasaki

3971. APE PRO-SYSTEM CABLE, need SIO port Pin NUMBERS not colors

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-24 00:00:00 UTC
From: greywolf@Traveller.com
Message-ID: <4qmfnk$jh8@tsunami.traveller.com>
Source record: 82662

Steve or someone else with a Pro Cable that could Ohm it out,

I'm building your APE PRO cable and the SIO Colors you say to
connect in your list below are the wrong pins on my cable.
I don't even have a purple on my sio cable from Atari, one that
came with a 1010 tape drive. Help! I need the SIO pin numbers so
I can connect the SIO cable Side of the (Pro-System Cable).
I have the SIO Computer Port pin numbers and names listed below for your
convience. Please, I really like the APE and suggest you use SIO
pin numbers in your HTML docs, colors are not reliable. I know
nothing about electronics but I can follow instructions and soldier.

This is what my 130XE manual list them as looking at the SIO port
on the computer...remember if you are looking at the cable side
pins are reversed. :)

```
/--------------------\
/ 2 4 6 8 10 12 \
/ 1 3 5 7 9 11 13 \
--------------------------
```

1. Clock Input 8. Motor Control
2. Clock Output 9. Proceed
3. Data Input 10. +5/Ready
4. Ground 11. Audio Input
5. Data Output 12. +12V
6. Ground 13. Interrupt
7. Command

<<<Please EDIT with SIO port pin number instead of cable colors: >>>

(LIST from Ape Home Page below)
Netlist of Connections, All PC Connections listed for DB25 Serial
Connector
* 5.6k Resistor -> 14C89 Pin 14
* 5.1v Zenier Band End -> 14C89 Pin 14
* 5.1v Zenier Clear End -> _PC Serial Pin 4_
* SIO Blue -> 14C89 Pin 14
* SIO Orange -> 14C89 Pin 10
* 5.6k Resistor -> 14C89 Pin 10
* SIO Black -> 14C89 Pin 7
* PC Serial 7 -> 14C89 Pin 7
* PC Serial 20 -> 14C89 Pin 1
* PC Serial 2 -> 14C89 Pin 4
* PC Serial 3 -> 14C89 Pin 8
**** * SIO Purple -> 14C89 Pin 3 <<--This color isn't even on my SIO Cable

* SIO Green -> 14C89 Pin 6

Thanks,
Larry Mears

3972. Re: Favorite under-rated games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-24 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <152554@cup.portal.com>
Source record: 82663

I would mention SpinDizzy and the BoulderDash series -- but are these "little known?" Seems they might be too "classic" for this thread. ;-) (All I know is that I played them for several MONTHS straight, apiece, back in college, '82-'83 timeframe.)

Chris

3973. Re: 8000 nude celebrity pics

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-24 00:00:00 UTC
From: Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com>
Message-ID: <31CEC2B3.671F@ccm.jf.intel.com>
Source record: 82664
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cbm,comp.sys.cdc,comp.sys.convex,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harris,comp.s

Robert Gray wrote:

> Few things will pique an adolescents interest more than for an adult to
> tell them that something they see as pleasant, i.e., nudity, is "immoral
> perverted indecency". God, what a weird attitude. You did notice that
> interested parties had to SEND for this material, didn't you? It isn't
> distributed on the net and it probably will be MAILED to the recipient.
> Please note that there was no mention of donkeys, leather, children, etc.

Yes, quite boring, isn't it?

> Then Dave Baseley (dbaseley@cartech.com) ordered:
>
> > ....[Blah blah blah (at least three bags full)]....Terminate this
> > thread!...this discussion really does not belong here.
>
> It's one of the fundamentals of discuss/debate, Dave, that you don't put
> forward your views and then imply that there is nothing more anyone else
> can possibly add by declaring the subject closed!
>
> AND I'M GETTING QUITE TIRED OF YOUR CONTINUAL CROSSPOSTING, TOO, DAVE!
>
> Bob Gray gray@utopia.nrl.navy.mil Washington DC

Well, gee, Bob, since I don't feel like searching all of the more-than-a-dozen groups _you_ posted _this_ in to
try to figure out where you were when you wrote it, I guess you'll have to live with cross-posted replies, won't
you?

How does that rule go? It's a Navy thing... Ah, I recall now: "Do as I say, not as I do!"

--
+---+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
| Life bees dat way sometimezzzzz. |
+---+

3974. Re: This Sig?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-24 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <152555@cup.portal.com>
Source record: 82665

For what it's worth, some of us -- and probably a higher percentage here in the Atari 8-bit group, especially if some folks are actually USING their Ataris to read this -- can't handle inlined MIME-format attachments in News. I'm one of 'em. So, don't "attach" them. "Embed/include/import" them, as a not-specially-formatted part of the plain text of your message.

Remember: on the Net, everybody's screen looks different, even if you think they ought to look the same.

Stick to the "lowest common denominator" of formatting, to reach the widest possible audience.

Chris Chiesa
Chris_F_Chiesa@cup.portal.com "and always remember to sign your mail"

3975. Re: movie monster game

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-24 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <152556@cup.portal.com>
Source record: 82666

ivan@rcp.co.uk writes:

>> Does anyone remember a movie monster game that was out around the same
>> time as the original Temple of Apshai?
>

>Sounds similar to "Rampage" where upto three players controlling large
>monsters could trash (flatten) a city eating cars and people and stomping
>on helicopters and tanks on the way. Now that was a good game (I only played
>the arcade version though). Was it released for the Atari?

Yes, it was. I remember someone from this group SnailMailing me a floppy
containing Rampage. On one side was the best he'd been able to do toward
removing the copy-protection as of the time he'd talked to me on the Net, and
on the other was the fully-de-protected version he'd managed to finish
before actually mailing me the disk.

I don't know where that disk is today, though.

Chris Chiesa

3976. FREE Catalog of Atari 2600/5200/7800/Lynx and 8-BIT Hardware/Software

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-24 00:00:00 UTC
From: ice@skypoint.com
Message-ID: <4qmhuj$cnd@stratus.skypoint.net>
Source record: 82667

```
*****************************************************************************
* *
* Looking for something for your good old 8-bit or game machine? *
* *
* Have you thought that you'd never find Atari 2600/5200/7800/Lynx *
* and 8-BIT items ever again? *
* *
* WELL LOOK NO FURTHER!!! *
* *
* We have been in business for over 13 years - We know Atari! *
* *
* To receive a FREE catalog of all Atari 8-bit and game machine products, *
* email your full name and postal mailing address to: ice@skypoint.com *
* *
*****************************************************************************
```

3977. Re: Whats an R: handler?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-24 00:00:00 UTC
From: Tony Smolar <asmolar@fast.net>
Message-ID: <Pine.LNX.3.91.960624131300.18105B-100000@firewall.nscs.fast.net>
Source record: 82668

> An r: handler is a device handler for an RS-232 device, like the P:R:
> Connection, MIO, or Atari 850 Interface. In order to use Flickerterm (I
> can't quite remember) I think you HAVE to have one of teh above devices
> and a modem that uses an RS-232 port (ie any Hayes-compatible external modem
> not made by Atari (except the SX212)). You might be able to use an SX212
> through the Atari port, but I'm not sure..
>
> I think the drivers come with Bobterm.. one named PR.COM or something..

Although the R: device typically refered to the Atari 850, (or P:R:/ MIO)
There are some drivers which turn direct-connect Atari modems into
R: devices, allowing you to use programs written with the 850 in mind,
a good example is 850 Express, there was a R: driver for that and
the SX212 modem, the driver was actually a patch that even changed the
title screen to SX212 Express.

3978. Re: Two Hardware Questions

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-24 00:00:00 UTC
From: pmulvey@newshost.li.net
Message-ID: <4qmrg9$55n@linet06.li.net>
Source record: 82669

Bill Marcum (bmarcum@iglou.iglou.com) wrote:
: In article <Pine.SOL.3.91.960619173559.16277B-100000@terra>,
: Brian Newman <bnewman@3rdplanet.com> wrote:
: >One:
: >
: >65XE, using a Commodore 1702 monitor and a Sega Genesis monitor cable;
: >the display is sharp but in black/white (grey). With the same monitor
: >and cable on an 800XL, the display is in color but not very sharp. What
: >might be the problem with the 65XE? (I'd like to use that one if I can)
: >
: The 65XE has separate luma/chroma outputs in addition to the composite
: video output. If your monitor cable has more than two plugs on the
: monitor end, try different ones on the back of the 1702 until you get a
: clear color picture.

: >Two:
: >
: >1050 disk drive; continually reports "BOOT ERROR". I've used a cleaning
: >disk on it. Is it worth trying to open it up and adjust something? If
: >so, what? If not, is it worth anything as trade to anyone who has a
: >working drive (any type)? :)
: >

: --
: Bill Marcum bmarcum@iglou.com
: On 22 July, 1996, at 6:00 pm GMT, everyone in the world
: just START HUMMING. Those who don't know will freak.

3979. Re: Atari 600 XL

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-24 00:00:00 UTC
From: Ray Mitchell <ray@toad.net>
Message-ID: <31CEE2F6.177F@toad.net>
Source record: 82670

You shoul take it apart and check the keyboard connector to see if it is loose. You may also have a bad set of keyboard chips.

-Ray

3980. Re: Whats an R: handler?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-24 00:00:00 UTC
From: Ray Mitchell <ray@toad.net>
Message-ID: <31CEE798.3BFD@toad.net>
Source record: 82671

RANDY&TRACY wrote:
>
> hi, I just got hold of Flickerterm (using VT100 term right now) and can't
> get it to work. The docs say I need an R: handler. What the hell is that? Ive
> run Bobterm, this VT100 80col term, Express 850(for the sx212) but can't find
> any handlers that will run it. Would it be too much to expect one in the .ARC
> file or what?

If you have an Atari 850 or ICD P:R: connection then all you need is the
AUTORUN.SYS from any Atari DOS 2 or 2.5 disk. This will load the R:
handler from the device.

-Ray

3981. Re: Accurate Clock in AtariBasic

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-24 00:00:00 UTC
From: Ray Mitchell <ray@toad.net>
Message-ID: <31CEE196.7E29@toad.net>
Source record: 82672

If you can find it, the old AMIS BBS had a decent clock routine. I used to run one and removed the code when I got an RTIME-8. Do not really know about accuracy though. I tended to take the bbs down once a day or so for maintenence or to use the computer.

-Ray

3982. Re: Red label cart - Is it a prototype?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-24 00:00:00 UTC
From: Ray Mitchell <ray@toad.net>
Message-ID: <31CEE6B8.43BB@toad.net>
Source record: 82673

The latter versions of Atariwriter came on a cart with red lettering on
a sliver lable.

-Ray

Andrew Krieg wrote:
>
> I have an Atari cart the likes of which I have never seen before. Instead of
> the usual brown case with brown or silver label, this one has the brown case
> with a red label. It is RX8080, "The Learning Phone". Do they all have a
> red label or is this possibly a prototype version?
> --

3983. Re: gone a while.....

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-24 00:00:00 UTC
From: pmulvey@newshost.li.net
Message-ID: <4qms6n$55n@linet06.li.net>
Source record: 82674

Richard Lee Rowland (see3peoh@ix.netcom.com) wrote:
: Wow, 8 bit Atari. Where did you guys come from. Been on my PC too long.
: Thought all 8 bit Ataris were in closets somewhere. I know lots of
: folks with them with lots of dust. Some one please bring me up to date?
: Use to have a user group here in Las Vegas called S.N.A.C.C for souther
: nevada atari computer club. Anybody out there from this age? Or are you
: all new to still what I think is the best designed computer and best
: software ever made. Star Raider is only 8 k and it is still the best
: computer game I have ever played!!! We use to install bank swith memory
: on old 800 memory cartridges, we sold the single stroke cursor control,
: had a curcuit to allow the 1030 modem to auto answer, write protect
: switches on 830? disk drives, I even have a TOPO by androbot with a 130
: xe inside (kinda a twist for both products from the founder of chuckie
: cheese pizza. Does anybody have a hard drive connected to a 800 so I
: can load all my old software in and get rid of the 1000,s of floppies
: in my cabinet? Did anybody remember the last year atari showed the 8
: bit line at the C.E.S. show in Vegas. They had a portable 800 with a
: gui program (ie. windows). That whould be a great os to get a copy of!
: well i have gone looking for other 8 bit stuff on the net. Type at you
: later. Did anybody ever belong to the old 8 bit atari user group? I
: think I still have all the newsletters we use to exchange with?

: Rick Rowland
: Las Vegas, NV

: Maybe I will get out my 1200Xl paper clip.

3984. Re: ATARI Equipment, MUST SELL!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-24 00:00:00 UTC
From: pmulvey@newshost.li.net
Message-ID: <4qmtne$55n@linet06.li.net>
Source record: 82675

Michael Current (mcurrent@carleton.edu) wrote:
: > On another NOTE, ATARI has been bought by another company, who is
: > dropping the ATARI name, and will concentrate on the GAME business, so
: > the Atari computers, etc., will become harder to find....

: Atari hasn't been bought by another company, Atari is merging with a new disk
: drive maker called JTS. The money went from Atari to JTS.

: In the short term, Atari is to be a division of JTS. But JTS most certainly
: will not concentrate on the game business, they will continue trying to make a
: dent in the disk drive business.

: > I've seen the ATARI 8-Bit FAQ, nice to see all Atari vendors
: > mentioned, and our name, address, goes unpublished.... We were

: You haven't asked! (Not a requirement, but I don't catch everything.)

: I don't exclude vendors because of what they charge for their merchandise.
: I always thought your postings were personal in nature, rather than
: commercial advertisements. My mistake, I guess.

: Michael Current, 8-Bit Atari FAQ & Vendor/Developer Lists maintainer
: User groups: CAIN, SPACE, NWPAC / mailto:mcurrent@carleton.edu

3985. Re: Favorite under-rated games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-24 00:00:00 UTC
From: cooldave@rmi.net
Message-ID: <4qn18v$o74@natasha.rmii.com>
Source record: 82676

I enjoyed Alleycat,Dogdaze, and the cartridge Defender.
-Cool Dave-

3986. Problem with sound on an 800 XL

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-24 00:00:00 UTC
From: ccoffin@slate.Mines.EDU
Message-ID: <4qn4tp$pgq@magma.Mines.EDU>
Source record: 82677

Hi all!

I recently got a used 800XL and everything seems to work ok, except no matter what I do I can't get any sound. I tried the self test and see the notes for all 4 voices appear on the screen, but there is no sound.. If I turn up the TV volume all I hear is the regular hum associated with the tv.

Is it broken? How can I get it fixed? I live in the Denver, Colorado area.

ccoffin@mines.edu

3987. Xenophobe, for the 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-24 00:00:00 UTC
From: saw151@psu.edu
Message-ID: <saw151.13.31CF1AC7@psu.edu>
Source record: 82678

Does anybody know if xenophobe was ever produced for the 8-bit? I had it for the ST a while ago, but I remember hearing that they were going to make it for the 8-bit... but never saw it...

Scott
saw151@psu.edu

3988. FS: Boxed 65XE $50

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-24 00:00:00 UTC
From: ebrunne@orion.it.luc.edu
Message-ID: <4qn8uc$juv@artemis.it.luc.edu>
Source record: 82679

This one is in very nice shape, the only reason I'm selling it is because I'm forced to because of space constraints. Comes with box, power supply and video cable.

Price: $50 plus shipping.

Ted B

3989. FS: 300 baud modem

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-24 00:00:00 UTC
From: ebrunne@orion.it.luc.edu
Message-ID: <4qn8vo$juv@artemis.it.luc.edu>
Source record: 82680

connects directly to joystick port, comes with instruction manual.

Price: $12 plus shipping..

Ted B

3990. WTB: PC Xformer cable to connect 1050 to PC

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-24 00:00:00 UTC
From: george.lin@documentum.com
Message-ID: <31cf27ef.27938512@nntp.noc.netcom.com>
Source record: 82681

If you have a spare one, please email me on how much you ask for it.
Thanks!

George
-- _____ _____
/ /\ / /\
/ George Lin, Amateur _/ /\ / http://www.gml.com/pub/lin.htm _/ /\
/ Silicon Valley Historian & / \/ / Opinions expressed here do not / \/
/ Vintage Computer Collector /\ / reflect my employer's. /\
/_____/ / /_____/ /
_____\/ _____\/
\ \

3991. Re: APE PRO-SYSTEM CABLE, need SIO port Pin NUMBERS not colors

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-24 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <4qn43q$mp9@crl4.crl.com>
Source record: 82682

Larry Mears (greywolf@Traveller.com) wrote:
: Steve or someone else with a Pro Cable that could Ohm it out,

: I'm building your APE PRO cable and the SIO Colors you say to
: connect in your list below are the wrong pins on my cable.
: I don't even have a purple on my sio cable from Atari, one that
: came with a 1010 tape drive. Help! I need the SIO pin numbers so
: I can connect the SIO cable Side of the (Pro-System Cable).
: I have the SIO Computer Port pin numbers and names listed below for your
: convience. Please, I really like the APE and suggest you use SIO
: pin numbers in your HTML docs, colors are not reliable. I know
: nothing about electronics but I can follow instructions and soldier.

I had the same problem when I used a SIO cable that came with my Percom drive. You can solve this problem in one of two ways:

1. If the plug end of your SIO cable has a screw, try unscrewing it and looking inside to see which wires are connected to which pins. You might find that the wires are not connected to the right pins for building the PRO cable. I found that this was the case with a SIO cable that I had cut from a 410 program recorder. I think that the Atari cables are very hard to rewire without special tools.

2. [The method I used] Borrow or buy a voltmeter with built-in continuity check. That way you can attach one test lead to a SIO wire and use the other to probe each hole on the SIO plug (actually, grab a spare wire and wrap one end of it around the probe and stick the other end in the SIO holes; the test probe is sometimes too large to fit in the SIO holes). That way you can figure out which wires go to which holes. I bought a nice one at Radio Shack for about $30. Heck, maybe you could build your own continuity checker with a small light bulb, wires and a battery :)

Posted & mailed.

John
jvogel@crl.com

3992. Re: Anyone want an ST?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-24 00:00:00 UTC
From: gene.ehrich@compudata.com
Message-ID: <8C324AA.10C1000455.uuout@compudata.com>
Source record: 82683

To:Sudwerks@bullwinkle.ucdavis.edu (Alf)

WAS>I've recently come into possession of an original 520ST (not STFM) with a
WAS>disk drive, SC1224 monitor, ICD hard drive card (no hard drive), and
WAS>about 100 different software titles, a lot of which still have their
WAS>original packaging, including several INFOCOM games (w/cool stuff still
WAS>in packaging). There is a problem somewhere in this setup, however, as
WAS>sometimes I get nothing but bombs when I boot up the computer, and about
WAS>50% of the time the drive doesn't acknowledge the computer. All this
WAS>aside, if anyone actually wants this stuff, e-mail me, and I will send
WAS>you a list of the software titles. I only ask for someone to cover
WAS>shipping, plus a small amount for the monitor (what do you think is
WAS>fair?), and that you take it all, as I'd rather get rid of it all.

I'll take all of the software off of your hands.
Not interested in the hardware though

WAS>Also, please be patient if you request a list and it takes a few days. I
WAS>no longer have a computer w/modem in my house, so I have to wait until
WAS>I'm at work or on campus to check my mail.

WAS>-ALF

 OLXWin 1.00b ... Don't take life too seriously..it's not permanent.

3993. Re: Anyone want an ST?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-24 00:00:00 UTC
From: gene.ehrich@compudata.com
Message-ID: <8C324E4.10C100045A.uuout@compudata.com>
Source record: 82684

To:Sudwerks@bullwinkle.ucdavis.edu (Alf)

WAS>I've recently come into possession of an original 520ST (not STFM) with a
WAS>disk drive, SC1224 monitor, ICD hard drive card (no hard drive), and
WAS>about 100 different software titles, a lot of which still have their
WAS>original packaging, including several INFOCOM games (w/cool stuff still
WAS>in packaging). There is a problem somewhere in this setup, however, as
WAS>sometimes I get nothing but bombs when I boot up the computer, and about
WAS>50% of the time the drive doesn't acknowledge the computer. All this
WAS>aside, if anyone actually wants this stuff, e-mail me, and I will send
WAS>you a list of the software titles. I only ask for someone to cover
WAS>shipping, plus a small amount for the monitor (what do you think is
WAS>fair?), and that you take it all, as I'd rather get rid of it all.

I'll take all of the software off of your hands.
Not interested in the hardware though

WAS>Also, please be patient if you request a list and it takes a few days. I
WAS>no longer have a computer w/modem in my house, so I have to wait until
WAS>I'm at work or on campus to check my mail.

WAS>-ALF

 OLXWin 1.00b ... Don't take life too seriously..it's not permanent.

3994. HELP:RF Converter Box

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-24 00:00:00 UTC
From: Rich Tirico <"results@results"@interpoint.net>
Message-ID: <4qnjk2$5oi@taz.interpoint.net>
Source record: 82685

Does Anybody know of something better to use than an RF converter box from Radio Shack for the video on my 130XE? I have 3 RF boxes, and they all aren't as clear (static flows in and out, and the refresh rate is all messed up) as I'd like them to be! Everything I try to hook into these has problems, My 2600, Commodore64, etc.!! I have an RCA video input in the back of my TV, Is there anyway to surpass the converter box?, and plug straight into the RCA jack? or Maybe something I can build for a better signal? Or hell, maybe I can hook up a PC monitor to it?

If anyone has any advice or has done anything like this, Please Help.

Thanks!
-Rich.

3995. Re: APE PRO-SYSTEM CABLE, need SIO port Pin NUMBERS not colors

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-24 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <4qne3e$7sn@crl9.crl.com>
Source record: 82686

Rob Funk (rfunk@magnus.acs.ohio-state.edu) wrote:
: In article <4qn43q$mp9@crl4.crl.com>, John M. Vogel <jvogel@crl.com> wrote:
: > I think that the Atari cables are very
: >hard to rewire without special tools.

: All you ned is a small screwdriver to push down the little metal tab
: that locks each contact into place. Then pull it out and put it into
: the position you need.

Hmmmm, must be a different cable than I have. Mine consists of u-shaped tabs - the ones that had wires in them (before I pulled the wires out) had the u-shaped tabs clamped down. Each tab is recessed within the plastic housing, and impossible for me to clamp the wires with ordinary tools (tweezers, very small screwdrivers, etc.). I don't imagine soldering would work - would probably melt the plastic, and no room in there to work, way too small for the soldering tip to make contact with the tab.

John
jvogel@crl.com

3996. Re: HELP:RF Converter Box

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-24 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.310.0073496A@mindspring.com>
Source record: 82687

In article <4qnjk2$5oi@taz.interpoint.net> Rich Tirico <"results@results"@interpoint.net> writes:
>From: Rich Tirico <"results@results"@interpoint.net>
>Subject: HELP:RF Converter Box
>Date: Mon, 24 Jun 1996 10:34:08 -0400

>Does Anybody know of something better to use than an RF converter box
>from Radio Shack for the video on my 130XE? I have 3 RF boxes, and they
> all aren't as clear

Radio Shack also sells a connector that allows you to plug the normal phono plug into it, and it screws into the 75 ohm F connection on the TV as long as you have one. (It's a standard cable connector as opposed to the twin lead 300 ohm connection used for some antennas). I haven't used one of those switchboxes in years. If you need to be able to switch still, buy a quality 75 ohm switchbox. It has 2-3 F inputs and 1 F output.

Bruce Willard bwillard@mindspring.com

3997. Re: Sugerencia: comp.sys.atari.8bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-24 00:00:00 UTC
From: Mariano Dominguez Molina <mariano@ce.fciencias.unam.mx>
Message-ID: <31CF1601.41C6@ce.fciencias.unam.mx>
Source record: 82688
Cross-posted to: chile.consultas,comp.sys.atari.8bit

Marcos Mercado O. wrote:
>
> A los interesados en atari.
>
> Sugiero que revisen el grupo: comp.sys.atari.8bit
> Al menos en el server de arauco.reuna.cl hasta ahora esta vacio.
>
> Podriamos empezar a llenarlo ...

Mi estimado ..
No se por que en tu servidor este grupo esta vacio,(en el momento que te estoy escribiendo, hay alrededor de 200 mensajes), por que no tratas con otro servidor? (yo uso news el de default de netscape)

o tal vez uno aqui en m'exico, en esta direccion encontraras informacion:
http://www.fciencias.unam.mx/

si te interesa el la discucion y el intercambio de cosas sobre los atari de 8 bits, puedes visitar mi pagina y escribirme ..

http://graf.fciencias.unam.mx:100/~mariano/atari.html

3998. Atari DOS Switcher

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-24 00:00:00 UTC
From: kevins@hutchtel.net
Message-ID: <4qn9bp$6la@cronkite.polaristel.net>
Source record: 82689

Hello,

I was going through my old collection of COMPUTE! magazines, and ran across a program that looked pretty useful called Atari DOS switcher in the Dec. 86 issue. Unfortunately, the listing is incomplete. Does anybody have this program or know if COMPUTE! ever published the rest of the program?

The Dec 86 issue was my last issue.

Thanks

Kevin
kevins@hutchtel.net

3999. Whats an R: handler?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-24 00:00:00 UTC
From: d_pike@Husky1.StMarys.CA
Message-ID: <4qkrms$ap@News.Dal.Ca>
Source record: 82848

hi, I just got hold of Flickerterm (using VT100 term right now) and can't get it to work. The docs say I need an R: handler. What the hell is that? Ive run Bobterm, this VT100 80col term, Express 850(for the sx212) but can't find any handlers that will run it. Would it be too much to expect one in the .ARC file or what?
Still no luck finding a downloadable kermit-65 pgm, one solid offer though so all is not lost...

randy.

4000. Re: Whats an R: handler?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-24 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <DtHn5p.EpK@iglou.com>
Source record: 82849

An R: handler is the program that tells the computer how to connect with your serial interface. The Bobterm ARC file should include at least wo or three different COM files, one of which you rename to RS232.COM. You mentioned using the SX212 version of Express; if you have an SX212 modem, you can use the RVERTER.COM handler.
--
Bill Marcum bmarcum@iglou.com
On 22 July, 1996, at 6:00 pm GMT, everyone in the world
just START HUMMING. Those who don't know will freak.

4001. Re: Spelunker!

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-24 00:00:00 UTC
From: dalessio@manatee.cig.mot.com
Message-ID: <dalessio.835593494@manatee>
Source record: 82850

jasonbar@nut.ucsb.edu (Jason D. Bardis) writes:

>Howdy

>To see if I could follow up on my boasting about my Spelunking skills,
>I whipped it out (the game, that is) and played it a bit this evening.

>After reacquainting myself w/ the controls and trying out a couple of
>new sticks, I was able to get to the last level on my 2nd try.

>Here are the levels of the game:
>Elevator
>Ropes (as the name implies, tons of ropes here)
>Falls (cool part of this section is going over a waterfall in a barrel,
> then getting a harpoon gun and shooting a rope up to the ceiling to get
> back up the falls)
>Shaft (this is the hardest one. It's BIG! A loooong shaft separates the
> left and right parts of the level, and a water geyser surges up and down
> [slowly], carrying a platform on its top. This is where I bought it in the
> first game of the evening, since I didn't quite remember at which places
> I needed to get off the platform and explore for keys and such. This is the
> part that took th emost playing to figure out.
>Pyramid (pretty short and easy--you ascend a small pyramid...)
>Treasure (again, kinda short and straightforward)

Boy, what a great game! My friend and I would play for hours.
We'd switch off whenever one of us would lose all of our guys.
I finally beat him in finishing the game. I don't think I've
ever been more satisfied at finishing a game.

Mario

4002. Re: Whats an R: handler?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-24 00:00:00 UTC
From: ba930@FreeNet.Carleton.CA
Message-ID: <4qlblu$qi@freenet-news.carleton.ca>
Source record: 82851

RANDY&TRACY (d_pike@Husky1.StMarys.CA) writes:
> hi, I just got hold of Flickerterm (using VT100 term right now) and can't
> get it to work. The docs say I need an R: handler. What the hell is that? Ive
> run Bobterm, this VT100 80col term, Express 850(for the sx212) but can't find
> any handlers that will run it. Would it be too much to expect one in the .ARC
> file or what?
> Still no luck finding a downloadable kermit-65 pgm, one solid offer though
> so all is not lost...

An r: handler is a device handler for an RS-232 device, like the P:R:
Connection, MIO, or Atari 850 Interface. In order to use Flickerterm (I
can't quite remember) I think you HAVE to have one of teh above devices
and a modem that uses an RS-232 port (ie any Hayes-compatible external modem
not made by Atari (except the SX212)). You might be able to use an SX212
through the Atari port, but I'm not sure..

I think the drivers come with Bobterm.. one named PR.COM or something..

--
JESS | Chris Brown This is You'll be the first to
TODD'S| ba930@freenet.carleton.ca not go... unless you THINK!
SPACE | cdbrown@nyx.cs.du.eu what you -D.K.
------+ aka Naimus think it is...

4003. Re: Favorite under-rated games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-24 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <4qlu61$lr2@dfw-ixnews4.ix.netcom.com>
Source record: 82852

In <79384036@vader.ping.at> "Daniel Mandic" <lord@vader.ping.at>
writes:
> ---<Stuff Deleted>---
>By the way, is there an ATARI emulator on AMIGA???
>
>I just heard from an emulator on PC !? But you need there to start
VESA-
>drivers for the special antic-effects! :-)
>
>
>
>May the force be with you...
>
>
> Daniel MANDIC
>
>
There is an 800XL emulator for the Amiga. There is a guy I know
that found one, but was very slow. He's been working on it and has
brought it a long way. I have a copy of it. Maybe I can u/l it
someplace and then u/l updates as they come. Any suggestions where I
should post this file? Until then, I can e-mail (binary attachment) to
anyone that wants a copy.

rely@ix.netcom.com

4004. Atari Web Site: Bravo Sierra Computers! More Stuff..

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-24 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <4qlu6u$5qs@nadine.teleport.com>
Source record: 82853
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Check out my Web Page for Bravo Sierra Computers. Where you can find
Both Classic Atari 8 Bit & ST. HardWare, SoftWare, Books & Accessories.
At BSC's Web Address you can View On-Line Catalogs, DownLoad Catalogs &
Contact by Web Page! Or Request Catalogs in E-Mail. Specify Classic
8 Bit or ST. E-Mail: bensmith@teleport.com.
BSC has just acquired, tested and added more stock to catalogs, Now
available on WWW. http://www.teleport.com/~bensmith/bscomputers.shtml
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Reply to bensmith@teleport.com ***FREE*** Catalogs Available Through WebSite!
http://www.teleport.com/~bensmith/bscomputers.shtml Bravo Sierra Computers!!

4005. Re: On 'bandwidth' and 'under-rated games'

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-24 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <4qlubr$h6q@dfw-ixnews8.ix.netcom.com>
Source record: 82854

In <4qfg44$6i2@crl2.crl.com> jvogel@crl.com (John M. Vogel) writes:
>
>James R. Gilbert (cb541@cleveland.Freenet.Edu) wrote:
>
>: (On various threads.)
>: **
>: About 'under-rated games'.
>: Somebody mentioned Antic 'Mini-golf'. Never saw it, but I'm
>: glad somebody is mentioning the little magazine and pd games
>: that were really the most fun for me. I got lots of them,
>: yes I got the commercial cracked ones too, but I enjoyed the
>: magazine games more than the involved and more difficult
>: commercial games.
>
>Yessss! :)
>I, for one, typed in the binary code for 'Retrofire' on an Atari *400*

>with stock keyboard, and the program didn't even execute! :) Later,
got
>ahold of a working copy on disk. That game was a lot of fun :)
>
>I also remember a good basic golf game (not minigolf).
>
>: **
>: of auctions per day. A Mr. Hoffman asked me to try to
>: get a comp.sys.atari.forsale group going. I didn't want
>: to do that because I like to hear from, say, J. King
>: when he has a MIO or BB or MUX and say, Bill Kendrick
>: when he has a ???? or the little for sale ads. I like
>: to hear the little msgs. about Bob Klass repairs of
>: 1050 and MIO. (I don't think anyone else, not even
>
>Count me in for leaving things as is (leave ads here). I don't need
to
>buy any additional Atari equipment, but for some strange reason I like

>reading them.
>
>Regards,
>John
>jvogel@crl.com
>
I think I remembered who wrote Mini-Golf--Matt Ratcliff (Matt Rat),
Yeah, that's it.

rely@ix.netcom.com

4006. Re: This Sig?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-24 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <4qlurc$81e@sjx-ixn3.ix.netcom.com>
Source record: 82855

In <4qg8ni$2hf@nyx10.cs.du.edu> thester@nyx10.cs.du.edu (Uncle Fester)
writes:
>
>In article <4qd3a2$s62@dfw-ixnews10.ix.netcom.com>,
>Robert Smith Ely <rely@ix.netcom.com> wrote:
>>In <4qa31p$bh8@news.tcd.net> BobKlaas <bobkla19@mail.tcd.net> writes:

>>>
>>>
>>>
>>>Have attempted to attach a text file to several messages here and
>>>I get a time out every time. Anyone else having a problem or am
>>>I doing something wrong with Netscape?
>>>
>>>I type the message I wish then attach a text file, or I attach a
>>>text file then print the message I wish. Both ways it comes back
>>>with a 30 second timeout???
>>>
>>>Any suggestions? This is a straight asci saved text file I am
>>>attempting to attach.
>>>
>>>Bob
>>>
>> If I understan you correctly, you want to send a file as an
>>attachment to the news? News doesn't work that way. It is single
layer
>>text. If you are trying to incluse text from a file within your
>>message, then you might look for a way to "Import Text" into a
message.
>>Attached files can be dome in e-mail between one or more individuals,
>>but not in a broadcast forum like this. (To the best of my
knowledge.)
>
> I'm probably misunderstanding something here, but
> isn't a MIME format news article an "attachment?"
>
> Inside of 'rn', I often get the prompt that reads
> like:
>
> Display MIME format article (y/n):
>
> These are nearly always a BASE-64 or OCTET type of
> encoded file when it is displayed.
>

> Also, Pine, a mailreader can be used to read and post
> articles to news and supports attachments, although I've
> never attempted to use it for news purposes. I could
> be wrong though. It does attachments in mail but may
> not actually do that in news mode.
>
>
> Uncle Fester
>
>--
> | SOCIOPATH n. - an aggressively antisocial psychopath taking
|
> | no responsibility for his/her actions. See "INTERNET" for
|
> | a collective of distinguishing characteristics - e.g., viz EFF.
|
> | : *thester@nyx.cs.du.edu* :
|
From what I saw of a MIME base-64 e-mail message sent to me, it is
NOT an attachment as in binary file attachment to e-mail. It is an
encoded include within the message, sorta like UUEncoding a file then
including it in the e-mail message. Binary attachments are files that
don't have anything to do with the message except that it/they are sent
along with the message. They don't get encoded, you detach the binary
file and use it. It could be ZIPped, ARCed, LZHed , etc., but they are
not seen as part of the e-mail message proper.

rely@ix.netcom.com

4007. Re: Whats an R: handler?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-24 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <4qlvfg$g4h@dfw-ixnews7.ix.netcom.com>
Source record: 82856

In <4qkrms$ap@News.Dal.Ca> d_pike@Husky1.StMarys.CA (RANDY&TRACY)
writes:
>
>hi, I just got hold of Flickerterm (using VT100 term right now) and
can't
>get it to work. The docs say I need an R: handler. What the hell is
that? Ive
>run Bobterm, this VT100 80col term, Express 850(for the sx212) but
can't find
>any handlers that will run it. Would it be too much to expect one in
the .ARC
>file or what?
> Still no luck finding a downloadable kermit-65 pgm, one solid offer
though
>so all is not lost...
>
> randy.
Bobterm as well as all other terminal programs require an R:
handler. It sa a machine language routing that gets info from you and
puts it byte by byte to the RS323 port (R: device). It also gets info
from the R: device and sends it to you. It is a program that allows
communication between the computer and the port tha handles the serial
information. Bobterm has a few different handlers with it. You use the
one for the device you are using.

rely@ix.netcom.com

4008. Re: I am sh**e at 6502 assembler, I admit it.

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-25 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <4qnae2$3it@charm.magnus.acs.ohio-state.edu>
Source record: 82690

In article <31c87242.4755548@news.demon.co.uk>,
Andy D <andy@troas.demon.co.uk> wrote:
>LDX (- 256 what's_left) ;bit of scheme there for the lisp masochists
>in the crowd.

Wow, an assembler that understands scheme! :-)

>I'm sure I should be using recursion somewhere to achieve this.

That's because you're conditioned by scheme/lisp....
You never use recursion in assembly (OK, I'm sure someone does, but
I've never seen it), and it's best to avoid it if possible unless
you're using a language that is designed for it (scheme).

I'd just do a simple loop. I think you were on the right track,
although you may need to specify exactly what "largish" means.
You might consider using the Y register to keep track of the page
you're on. (Though I'm a bit rusty on 6502 assembly myself.)
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

4009. Re: This Sig?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-25 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <4qnas9$3jn@charm.magnus.acs.ohio-state.edu>
Source record: 82691

In article <4qlurc$81e@sjx-ixn3.ix.netcom.com>,
Robert Smith Ely <rely@ix.netcom.com> wrote:
>In <4qg8ni$2hf@nyx10.cs.du.edu> thester@nyx10.cs.du.edu (Uncle Fester)
>writes:
>> I'm probably misunderstanding something here, but
>> isn't a MIME format news article an "attachment?"

No. An attachment is part of the article; MIME is the format for
attaching it. Most newsreaders do not understand MIME, although most
mail programs these days do. (MIME was intended for mail, not news.)

> They don't get encoded, you detach the binary
>file and use it. It could be ZIPped, ARCed, LZHed , etc., but they are
>not seen as part of the e-mail message proper.

They NEED to be encoded to be attached and sent as a message. Whether
or not they are seen as part of the message depends on whether your
reading software understand MIME (or that MIME type). If your
software knows MIME, you actually see the processed version of the
message, and you don't see the way it is really sent.

Please, people, don't use MIME attachments in news posts.
--
------------ R o b F u n k -------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

4010. Re: Two Hardware Questions

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-25 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <4qnbgl$k2a@news.tcd.net>
Source record: 82692

Try Cleaning the rails that the head travels on, While you have it open check the head for black specs on the head itself lower read portion..if they are there you cleaning disk didn't do the job, get a q-tip and clean it with some of the cleaning fluid until the specks are gone..

If all else fails..you pay shiping both ways and $10.00 and I'll fix the D...thing...???

4011. Re: APE PRO-SYSTEM CABLE, need SIO port Pin NUMBERS not colors

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-25 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <4qnc15$3n4@charm.magnus.acs.ohio-state.edu>
Source record: 82693

In article <4qn43q$mp9@crl4.crl.com>, John M. Vogel <jvogel@crl.com> wrote:
> I think that the Atari cables are very
>hard to rewire without special tools.

All you ned is a small screwdriver to push down the little metal tab
that locks each contact into place. Then pull it out and put it into
the position you need.
--
------------ R o b F u n k ------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

4012. ATR 8000

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-25 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <4qnbnv$k2a@news.tcd.net>
Source record: 82694

Looking for documentation of any kind for the ATR 8000 anyone
have some they wish to sell?

4013. Re: Favorite under-rated games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-25 00:00:00 UTC
From: asmolar@smol.fast.net
Message-ID: <slrn4sp4i8.eb.asmolar@smol.fast.net>
Source record: 82695

On 24 Jun 1996 09:40:05 -0700, Chris_F_Chiesa@cup.portal.com
<Chris_F_Chiesa@cup.portal.com> wrote:

>I would mention SpinDizzy and the BoulderDash series -- but are these
>"little known?" Seems they might be too "classic" for this thread. ;-)
>(All I know is that I played them for several MONTHS straight, apiece,
>back in college, '82-'83 timeframe.)

Spindizzy!! Had a lot of fun with that game. Was frustrating at times
though. It certainly wasn't widely known, much less known than Boulderdash

--

Tony Smolar

---

asmolar@fast.net home email
tonys@nscs.fast.net work email
http://www.users.fast.net/~smol homepage

4014. Re: I am sh**e at 6502 assembler, I admit it.

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-25 00:00:00 UTC
From: asmolar@smol.fast.net
Message-ID: <slrn4sp4ti.eb.asmolar@smol.fast.net>
Source record: 82696

>That's because you're conditioned by scheme/lisp....
>You never use recursion in assembly (OK, I'm sure someone does, but
>I've never seen it), and it's best to avoid it if possible unless
>you're using a language that is designed for it (scheme).

The mere thought of doing recursion in 6502 assembly gives me a headache.
Besides wouldn't the overhead associated with it defeat the purpose of
using a low level language?

>------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
> "A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
>Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
> -- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

--

Tony Smolar

---
asmolar@fast.net home email
tonys@nscs.fast.net work email
http://www.users.fast.net/~smol homepage

4015. The Thrill of Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-25 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <4qnmhb$m66@madeline.INS.CWRU.Edu>
Source record: 82697

I'm gonna sneak this in and make it slightly on topic.
I just put Red Hat Linux 3.0.3, kernel 1.2.13 on swap and
linux partitions on my i486. Uhmm... I know a bunch of you
are unix smart, how about pointing me to a SIMPLE faq on,
like, dang. I mean it boots up linux and I have to login to
my own machine and I don't have a password. I entered a
password when I installed Red Hat, but I don't know how to
get it to ask me for that 'superuser' (I guess) password. I
wanna run a xterm that's supposed to be like Procomm Plus,
(that and a bunch of stuff is already there in xwindows, I
just don't know how to get at it.) On topic, it feels evil
to be avoiding MSDOS. Theres a ton of unix usenet groups and
I'm tired of wading thru tons of stuff. Everything I have
about linux seems to assume you know unix (6 cds, what's
that? about 3 gigs of stuff?) Ataris also give me the thrill
of not doing msdos. There I'm on topic. Thanks (I think,
like e-mail stuff about linux.)

4016. Wanted: XEGS

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-25 00:00:00 UTC
From: produnl2@teleport.com
Message-ID: <4qnq29$766@nadine.teleport.com>
Source record: 82698

Looking for Atari XEGS system w/keyboard in good, working condition.
Preferably in original box. Will pay reasonable price.
e-mail to David at: produnl2@teleport.com

Thanks,

David P. Loewen
Salem, Or USA
produnl2@teleport.com

4017. Wanted: 850 Interface Module

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-25 00:00:00 UTC
From: garland@onramp.net
Message-ID: <garland-2506960022410001@garland.onramp.net>
Source record: 82699

I would like to buy an Atari 850 Interface Module
with cables, power supply, etc.

Anyone who might want to sell one should reply via
e-mail only.

Thanks,

Mike Garland

--
E-mail : garland@onramp.net
Web Page: http://rampages.onramp.net/~garland/

4018. 1090xl - what is it??

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-25 00:00:00 UTC
From: cdyson@sog.com
Message-ID: <31cf7977.20355144@news.redshift.com>
Source record: 82700

I just came across a board for a 1090xl expansion system. Anybody have any idea what if anything this was used for. Has five 50 pin sockets and a 50 pin header. Did Atari or anybody else make anything to plug into it or was it just another thing that never got mass produced.

clarence

4019. Re: Printer Interfaces and Serial I/O Cables

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-25 00:00:00 UTC
From: rmax99@ix.netcom.com
Message-ID: <4qnutq$dhd@dfw-ixnews6.ix.netcom.com>
Source record: 82701

American Techna-Vision has a large number of Supra MicroPrint Interfaces and 13 Pin Serial I/O Cables for Sale. The Parallel Printer Interfaces are $14.95 each or (2) for $20.00. These units will allow you to connect a standard parallel printer to any model of Atari 8-bit computer. The serial I/O cables with the unique trapazoid 13 pin connectors are $1.50 each or (10) for $10.00. We also stock replacement power supplies for all models. Add $6.00 for shipping and handling to the above. American Techna-Vision was established in 1973 and we can be reached during business hour at 510-352-3787 or reply via EMAIL. Sincerely - Ralph Maddox for American Techna-Vision.

Attention Dealers: Attractive quantity discounts are available on the above items.

4020. Re: Wanted: Miner 2049er

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-25 00:00:00 UTC
From: Tim.Gearin@flight.org
Message-ID: <f4f_9606250408@flight.org>
Source record: 82702

Ya, me too. I think they did a 'Cops' in van nuys, CA and all I could
assotiate with that city is Miner 49er.
Actually its just another reagular crime riden city.
---------- -//- ----------
Internet: Tim.Gearin@flight.org
flightline bbs [msp] 612/544-5118 Note: the views
expressed by this user are strictly his/her own.

4021. Re: ATR 8000

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-25 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <4qoj9d$rgg@news.xmission.com>
Source record: 82703

BobKlaas (bobkla19@mail.tcd.net) wrote:
: Looking for documentation of any kind for the ATR 8000 anyone
: have some they wish to sell?

I have all the docs on the ATR8000.. I would be happy to let you borrow
them, but have no interest in selling.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

4022. Re: HELP:RF Converter Box

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-25 00:00:00 UTC
From: Tony Smolar <asmolar@fast.net>
Message-ID: <Pine.LNX.3.91.960625085151.27284A-100000@firewall.nscs.fast.net>
Source record: 82704

On Mon, 24 Jun 1996, Rich Tirico wrote:

> Does Anybody know of something better to use than an RF converter box
> from Radio Shack for the video on my 130XE? I have 3 RF boxes, and they
> all aren't as clear (static flows in and out, and the refresh rate is
> all messed up) as I'd like them to be! Everything I try to hook into
> these has problems, My 2600, Commodore64, etc.!! I have an RCA video
> input in the back of my TV, Is there anyway to surpass the converter
> box?, and plug straight into the RCA jack? or Maybe something I can
> build for a better signal? Or hell, maybe I can hook up a PC monitor to
> it?

The 130XE has a monitor port on the back, if you can find the
proper cable, you should be able to plug the other end into the RCA
input on your TV. (or VCR) That'll give you a clearer and more stable
picture.

Forget about using a PC monitor though, I don't think there's a way
to do that.

4023. Atari items for sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-25 00:00:00 UTC
From: gene.ehrich@compudata.com
Message-ID: <8C331F8.10C1000467.uuout@compudata.com>
Source record: 82705

```
Atari Items for Sale plus shipping

Atari 1050 Disk Drive with power supply..... $44
Atari 1050 Disk Driver owners guide........... $ 6
Atari 1050 Disk Drive - intro to Atari DOS..... $10
Cable & TV Connector for Atari 130XE........... $ 6
Peripheral Cable for Atari computer............ $ 9
Slik Stix Joy Stick ........................... $ 9
U-Print Model A printer interface for Atari Comp.... $10
Nintendo DMG-04 Cable.......................... $ 6
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 5 each
printers. Black and some colors. (8)
16 single sided double density disks........... $ 7
10 Nashua single sided double density disks..... $ 7
19 Single sided single density disks for........ $ 5
14 Double side double density disks for......... $ 5
NEC Color monitor model JC-1215MA.............. $44
MPS801 Printer for Commodore...(two)........... $15 each
Okimate 20 Color Printer for Commodore......... $39
Okidata 120 Printer Manual for Commodore Computers.. $ 2
................................................

Shipping $3 each, add $1 for each additional.
Except disk drives/computers/monitors $9 each
Diskettes $2 total first 10 diskettes then $1 each 10

Gene Ehrich P.O. Box 209 Marlton NJ 08053-0209
```

gene.ehrich@compudata.com
Gene_Ehrich@compuserve.com Gene_Ehrich@prodigy.com
GeneEhrich@AOL.COM Gene_Ehrich@MSN.COM

• OLXWin 1.00b • Don't let your mind get so open that your brains fall out

4024. Re: The Thrill of Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-25 00:00:00 UTC
From: romer@access.digex.net
Message-ID: <4qopte$ebo_002@news.digex.net>
Source record: 82706

In article <4qnmhb$m66@madeline.INS.CWRU.Edu>,
cb541@cleveland.Freenet.Edu (James R. Gilbert) wrote:
>
>I'm gonna sneak this in and make it slightly on topic.
>I just put Red Hat Linux 3.0.3, kernel 1.2.13 on swap and
>linux partitions on my i486. Uhmm... I know a bunch of you
>are unix smart, how about pointing me to a SIMPLE faq on,
>like, dang. I mean it boots up linux and I have to login to
>my own machine and I don't have a password. I entered a
>password when I installed Red Hat, but I don't know how to
>get it to ask me for that 'superuser' (I guess) password. I
>wanna run a xterm that's supposed to be like Procomm Plus,
>(that and a bunch of stuff is already there in xwindows, I
>just don't know how to get at it.) On topic, it feels evil
>to be avoiding MSDOS. Theres a ton of unix usenet groups and
>I'm tired of wading thru tons of stuff. Everything I have
>about linux seems to assume you know unix (6 cds, what's
>that? about 3 gigs of stuff?) Ataris also give me the thrill
>of not doing msdos. There I'm on topic. Thanks (I think,
>like e-mail stuff about linux.)

There are half a dozen good Linux books on the market, or go to any of the
comp.os.linux.* newsgroups...

4025. APE cable noise....help!

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-25 00:00:00 UTC
From: Paul Gallier <panther@strangeworld.com>
Message-ID: <31CFFB09.162D@strangeworld.com>
Source record: 82707

Well, I built an APE cable and it works pretty well except for one problem: I get a rather obnoxious buzzing sound from my monitor's speaker even with the power to the Atari and PC turned off. It's apparently coming through the ground somehow. If I disconnect the power cables to the PC (including the monitor) then there's no noise (but that hinders the functionality of the entire system). I've even tried plugging everything in to the same power source with the same results. Anybody?

--
_ __ / panther@strangeworld.com
')) _/_ / / **************************
/--' __. ____ / /_ _ __ ' The future's uncertain
/ (_/|_/ / <_<__/ /_</_/ (o and the end is always near.

4026. Re: APE PRO-SYSTEM CABLE, need SIO port Pin NUMBERS not colors

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-25 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <4qoumk$968@charm.magnus.acs.ohio-state.edu>
Source record: 82708

In article <4qne3e$7sn@crl9.crl.com>, John M. Vogel <jvogel@crl.com> wrote:
>Hmmmm, must be a different cable than I have. Mine consists of u-shaped
>tabs - the ones that had wires in them (before I pulled the wires out)
>had the u-shaped tabs clamped down. Each tab is recessed within the
>plastic housing, and impossible for me to clamp the wires with ordinary
>tools (tweezers, very small screwdrivers, etc.). I don't imagine
>soldering would work - would probably melt the plastic, and no room in
>there to work, way too small for the soldering tip to make contact with
>the tab.

I'm not talking about taking the wires themselves out of the metal
contacts tabs. I'm talking about taking the entire contacts out of
the plastic, without breaking anything. The metal contacts have
little tiny tabs on one side that lock them into the plastic. On each
side of the plastic housing, you can see spaces where the metal shows
through; that's where the little tab is.

Here's the *removable* metal contact, with wire attached:

```
locking
tab
wire clamp _
>>>>>>XXXXXXXXXXX=====-\=============\
\
^^ |
locks against |
housing /
=\ /
\=\ /
\=\ /
\============/
pin contact
```

Top view of whole connector:

```
_______________
| | | | | | | |
| | | | | | | |
|v|v|v|v|v|v|v| "v" are the locking tabs,
=============== which you can push down to unlock
===============
===============
\======0======/
\===========/
\=========/
\=======/
```

\=====/

I'm still not sure I'm getting my point across, but hopefully this is
a start...
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

4027. Wanted: XEGS

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-25 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <4qov4l$1mo0@usenetw1.news.prodigy.com>
Source record: 82709

I was at B&C Computervisions last week and they sell XEGMs for $49 without the cartridges, light gun and joystick. I think it's $99 with everything that was sold with it. They're at 408-986-9960.

4028. Re: This Sig?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-25 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <4qp0r4$pr5@news.tcd.net>
Source record: 82710

You had it right that is what I was attemting to do..attach a
file. I don't see any way with Netscape to import the file
within the message,being posted only Attach, or Quote Document.

Thanks for the response thought I was having another problem.

Bob

4029. Koronis Rift

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-25 00:00:00 UTC
From: remler@ll.mit.edu
Message-ID: <remler-2506961122060001@macferranti.atc.ll.mit.edu>
Source record: 82711

Has anyone ever completed the final (20th) "rift" in this LucasFilm 8-bit Atari game? I can gather all kinds of fancy weaponry and shielding from the previous 19 levels and still can't blow away the final saucer headquarters on level 20. What's the trick?

Thanks for any pointers; email direct, please.

Rick Ferranti
REMLER@LL.MIT.EDU

4030. Atari files on PC

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-25 00:00:00 UTC
From: glennb <glennb@interport.net>
Message-ID: <31D03B00.2EF6@interport.net>
Source record: 82712

Hi,

Question:
If someone has mailed me an ATARI file and I recieved/UUDEcoded it with my PC, what if any utility can I use to make an .ATR or .DCM immage? I just got my SIO2PC cable up and running have started to use APE (I will register Steve!). So, if someone sent me the .COM or .EXE file, is there an IBM program such as APE that will make this an image or somehow enable the Atari to read it from my PC? Thanks.

-glenn
--

Glenn B. (Spud)
"`'`'`'

4031. Printer Interfaces CHEAP

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-25 00:00:00 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <4qp4dc$7u2@madeline.INS.CWRU.Edu>
Source record: 82713

I have 2 extra Ape Face/Microprint type interfaces. They connect
SIO port directly to any standard pc/etc printer.

Only $10 + $3 shipping. I only have 2 so e-mail soon if you want one.

Thanks

Steve
--
-- Video game playing, adventure junkie, choclate craving, woman loving,
Limbaugh hating, Trek watching, all around lazy computer fart.

!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

4032. Re: HELP:RF Converter Box

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-25 00:00:00 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <4qp3ua$7ev@madeline.INS.CWRU.Edu>
Source record: 82714

In a previous article, "results@results"@interpoint.net (Rich Tirico) says:

>Does Anybody know of something better to use than an RF converter box
>from Radio Shack for the video on my 130XE? I have 3 RF boxes, and they
> all aren't as clear (static flows in and out, and the refresh rate is
>all messed up) as I'd like them to be! Everything I try to hook into
>these has problems, My 2600, Commodore64, etc.!! I have an RCA video
>input in the back of my TV, Is there anyway to surpass the converter
>box?, and plug straight into the RCA jack? or Maybe something I can
>build for a better signal? Or hell, maybe I can hook up a PC monitor to
>it?

Go back to radio snack and get a Female RCA -> Male Coax adapter, you
can them plug the RF cable directly into the antenna/cable input for
a excellent picture.

Steve
--
-- Video game playing, adventure junkie, choclate craving, woman loving,
Limbaugh hating, Trek watching, all around lazy computer fart.

!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

4033. CD- ROM alternative

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-25 00:00:00 UTC
From: glennb <glennb@interport.net>
Message-ID: <31D03E85.2DC8@interport.net>
Source record: 82715

I know there is a project going on to archive/preserve ATARI software on CD-ROM, I fully applaud this venture. In conjunction with this, I think we can take this a step further, which I'd be happy to offer my assistance with.

Currently, A Zip disk can hold 100 Meg. uncompressed. Now, this isn't quite the capacity of the 600 plus MB of a CD-ROM, but considering the size of Atari images it might be very well adequate. Since you can "write" to the disk, distribution would be easy since it wouldn't have to be pressed. Duplicating the ZIP disk is a breeze. I know a lot more people have CD-ROMS on their PCs than ZIP drives, however ZIP drives are getting increasinly popular. They wont supplant CD-ROMS (not the intention) rather are a high capacity portable/storage device that acts like a floppy disk. My guess is the blank media is roughly the same price (although I think Zip blank disks will be going down in price) so the cost would be about the same.

Just another alternative to chew on.

-Glenn
--

Glenn B. (Spud)
"`!`!`!

4034. Re: WTB: PC Xformer cable to connect 1050 to PC

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-25 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <31D01489.2A80@ncweb.com>
Source record: 82716

George Lin wrote:
>
> If you have a spare one, please email me on how much you ask for it.
> Thanks!
>
> George

Well George, MR. Mihocka mailed out instructions on how to make one of these cables for yourself. It is a very easy project, and I had all the parts on hand. It took me all of 10 minutes to make.

Now, when I e-mailed Darek for an UPGRADE to v3.5 of PCXformer, since I AM (or WAS) a registered purchaser of v3.31 ... you know what happened??? He called me a cheap #!@%$&*#@!$ for building my own cable! After HE sent out the instructions! After more of his foul diatribe, he wound up by deleting me from the "official Registered USERs" list (and from further access to the download page on the internet, by the way).

Anyone who wants the instructions, I can photo copy them or make a JPG file of it, and email it to you. However, YOU'LL have to deal with "Dastardly Darek" on your own ...

Good luck

Bill
--
****
* /_/\ /_/\ * mailto:cooncat@ncweb.com *
* Hi! | O O | | O O | * http://www.ncweb.com:80/users/lws *
* = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* from ^ ^ ***********
* "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* Bill (my 2 cats) * *
* say "Hello" too! * Please spay or neuter your pets! *
****

4035. Re: Anyone want an ST?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-25 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <152577@cup.portal.com>
Source record: 82717

Waiting at Sudwerks@bullwinkle.ucdavis.edu (Alf) writes:

>I've recently come into possession of an original 520ST (not STFM) with a
>disk drive, SC1224 monitor, ICD hard drive card (no hard drive), and
>about 100 different software titles, a lot of which still have their
>original packaging, including several INFOCOM games (w/cool stuff still
>in packaging). There is a problem somewhere in this setup, however, as
>sometimes I get nothing but bombs when I boot up the computer, and about
>50% of the time the drive doesn't acknowledge the computer. All this
>aside, if anyone actually wants this stuff, e-mail me, and I will send
>you a list of the software titles. I only ask for someone to cover
>shipping, plus a small amount for the monitor (what do you think is
>fair?), and that you take it all, as I'd rather get rid of it all.

Alf, a buddy of mine has been trying to find an ST for cheap, and you
can't get much chepaer than "free" (plus shipping). It's even okay that
the setup doesn't work reliably, as he is in the electronics repair business.

Unfortunately I don't seem to be able to email you because the "username"
portion ("Waiting at Sudwerks") of your Internet address contains spaces.
If that's something you have control over, you might wish to change it --
even "Waiting_at_Sudwerks" would be an improvement. I will print out
your message and show it to my buddy, but I'll need to hear from YOU
before I can put you two into direct contact. E-mail me with a usable
method of contacting you, at Chris_F_Chiesa@cup.portal.com, or
lvt-cfc@cyber1.servtech.com. Thanks!

Chris Chiesa

4036. Re: On 'bandwidth' and 'under-rated games'

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-25 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <152576@cup.portal.com>
Source record: 82718

Hey, yeah! I've always loved Xagon, don't know where I got it, didn't know where it originated until you guys just now discussed it! I also didn't know you could "spring" other platforms as you've described, and I've never seen levels beyond about 3 or 4 (I'm not that good at it). Unfortunately, the last time I played it -- just a few days ago, actually! -- there was a problem in that one of the characters (players, as in player/missile graphics) periodically sprang into the wrong "width" mode and didn't fit the board, his own shadow, etc. -- and was very difficult to position accurately because his "center" was visually in the wrong place! I hope my copy hasn't become corrupted; are there hardware or OS model/version dependencies in Xagon? I.e. must it be run on an 800 and not an 800XL, or that sort of thing?

Chris

4037. Re: This Sig?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-25 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <4qp6b1$aic@charm.magnus.acs.ohio-state.edu>
Source record: 82719

In article <4qp0r4$pr5@news.tcd.net>, BobKlaas <bobkla19@mail.tcd.net> wrote:
> I don't see any way with Netscape to import the file
>within the message,being posted only Attach, or Quote Document.

Get the file into the clipboard (probably loading into notepad first),
then paste into the message in netscape.
--
------------- R o b F u n k -------------|---------> funk+@osu.edu <---------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

4038. Re: Atari files on PC

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-25 00:00:00 UTC
From: andy@troas.demon.co.uk
Message-ID: <31d02760.20908709@news.demon.co.uk>
Source record: 82720

On Tue, 25 Jun 1996 12:16:16 -0700, glennb <glennb@interport.net>
wrote:

>Hi,
>
>Question:
>If someone has mailed me an ATARI file and I recieved/UUDEcoded it with my
>PC, what if any utility can I use to make an .ATR or .DCM immage? I just got
>my SIO2PC cable up and running have started to use APE (I will register
>Steve!). So, if someone sent me the .COM or .EXE file, is there an IBM
>program such as APE that will make this an image or somehow enable the Atari
>to read it from my PC? Thanks.

Imageman or IMagic will do what you want.
IMagic is on the APE homepage I believe, and Imageman is on Ivan's
page, er, tcp.co.somethingjsfkjdjk.uk, I'll send it to you if you
can't find it.

--
andy@troas.demon.co.uk

4039. XFSIO v1.05 - New home page (which works!)

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-25 00:00:00 UTC
From: monkfish@baynet.co.uk
Message-ID: <4qp65b$qit@vulcan.baynet.co.uk>
Source record: 82721

You can now get XFSIO v1.05 from:

http://www.geocities.com/SiliconValley/Park/1211

along with DukeRun and iDRunner Pro as well.

Sorry 'bout the old server - the people running it didn't seem to give
a damn about non-paying users. ;-)

4040. Re: Sugerencia: comp.sys.atari.8bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-25 00:00:00 UTC
From: jinostro@puc.cl
Message-ID: <4qpbf7$juc@huequi.puc.cl>
Source record: 82722
Cross-posted to: chile.consultas,comp.sys.atari.8bit

Mariano Dominguez Molina (mariano@ce.fciencias.unam.mx) escribio en chile.consultas:
:> Marcos Mercado O. wrote:
:> >
:> > A los interesados en atari.
:> >
:> > Sugiero que revisen el grupo: comp.sys.atari.8bit
:> > Al menos en el server de arauco.reuna.cl hasta ahora esta vacio.
:> >
:> > Podriamos empezar a llenarlo ...
:>

Si...yo tambien soy un nostalgico de los 8 bits. Me pasaba horas en
las noches haciendo rutinas en Assembler que no hicieran nada...
Para todos los nostalgicos: Creo que existe el emulador para Pc
del Atari. Se llama Xformer, y ya va en la version 3.0. Incluso, soporta
player-missiles, 4 canales de sonido via soundblaster, todos los modos de
resolucion grafica y deteccion de joystick. (esa es la pomada que vende el
shareware)
--

Kilroy : J.C. Inostroza (jinostro@puc.cl)
Today's Quote is:
"Monday is a hard way to spend one-seventh of your life."

4041. uploads

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-25 00:00:00 UTC
From: andy@troas.demon.co.uk
Message-ID: <31d0340d.24154285@news.demon.co.uk>
Source record: 82723

Just upped the following to the new 'Justin's archive' on
ftp2.cyberspy.com

roms.zip - a few cartridge images, gridrunner, galaxians, defender. I
believe that the forthcoming new release of XL-It! will let you mess
about with these.

warhawk.zip - an ED .atr named rockford.atr on a RobC menu with some
games, specifically warhawk which I haven't seen around before. It's
a good blaster. Also an Othello game and Rockford's Revenge.

I put them in /pub/incoming but they may have been moved when you get
there.

cc'ed to the archive maintainer by email (if I got the address right).

--
andy@troas.demon.co.uk

Infinity is an 8 shaped worm.

4042. Re: 1090xl - what is it??

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-25 00:00:00 UTC
From: Ray Mitchell <ray@toad.net>
Message-ID: <31D034E7.51AB@toad.net>
Source record: 82724

Clarence Dyson wrote:
>
> I just came across a board for a 1090xl expansion system. Anybody
> have any idea what if anything this was used for. Has five 50 pin
> sockets and a 50 pin header. Did Atari or anybody else make anything
> to plug into it or was it just another thing that never got mass
> produced.

Did you get the box or just the board for the box? The 1090 was never
really released (that I know of) but a few are around.

-Ray

4043. How do I convert ATR files?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-25 00:00:00 UTC
From: qmnmaren@dingo.cc.uq.oz.au
Message-ID: <4qpp53$1c8@hobyah.cc.uq.oz.au>
Source record: 82725

Can anyone teel me how to convert an ATR file back into a bootable Atari 800 disk?

How about being able to extract the individual files from an ATR file to be downloaded to an actual atari via the Rverter Serial cable?

Nick

4044. Re: WTB: PC Xformer cable to connect 1050 to PC

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-25 00:00:00 UTC
From: Deana Barrett <pwein@umich.edu>
Message-ID: <31D08092.1798@umich.edu>
Source record: 82726

It is rather unusual for Darek to complain about someone building
their own XFormer cable.

When I spoke to him by phone in April, to order the XFormer CD-ROM
AND his XFormer cable, he said he was out of stock on the cables and
he did not want to build any more of them. It was too much trouble. He
said there would soon be cable instructions on his web home page.

Go figure???

4045. Re: 8000 nude celebrity pics

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-25 00:00:00 UTC
From: Robert Gray <nrl6001@ccsalpha1.nrl.navy.mil>
Message-ID: <4qpqt2$2i2@ra.nrl.navy.mil>
Source record: 82727
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cbm,comp.sys.cdc,comp.sys.convex,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harris,comp.s

Using my mailer REPLY feature I responded to a posting by Dave Baseley (dbaseley@cartech.com), deliberately crossposting as he had done while complaining about the practice himself:

>
> ...AND I'M GETTING QUITE TIRED OF YOUR
> CONTINUAL CROSSPOSTING, TOO, DAVE!

Rich Tietjens (RichardX_Tietjens@ccm.jf.intel.com) jumped in:

> Well, gee, Bob, since I don't feel like searching all of the
> more-than-a-dozen groups _you_ posted _this_ in to try to figure
> out where you were when you wrote it, I guess you'll have to live
> with cross-posted replies, won't you?

Sorry, Rich. I should have included some smilies for the humor-impared who don't recognize satire even when it hits them between the eyes!!!

Bob Gray nrl6001@ccf.nrl.navy.mil Washington DC

4046. Re: Favorite under-rated games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-25 00:00:00 UTC
From: Mariano Dominguez Molina <mariano@ce.fciencias.unam.mx>
Message-ID: <31D08E0B.41C6@ce.fciencias.unam.mx>
Source record: 82728

Eplicon wrote:
>
> One of my favorites was Atari's "Legacy" (I think that was the name?). It

the name is "Final legacy ", and it's a good game ..

4047. Z: handler needed for Rtime8

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-25 00:00:00 UTC
From: ag608@freenet.toronto.on.ca
Message-ID: <4qpmca$ifi@dns.humberc.on.ca>
Source record: 82729

Hi all.

I'm in dire need of the R: handler and associated files from the disk
that comes with the R-time8 cartridge from ICD. I bought one from FTe
(NOT RECOMMENDED) over a year ago and have never recieved this disk. I
really need it for a specific business (yes an 8bit in business) project
that is now incredibly late. If anyone has this disk please reply to me.

P.S. I need the atari dos/mydos version *NOT* the spartados version.

Thanks,
James

4048. Re: gone a while.....

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-25 00:00:00 UTC
From: Rory McMahon <mcmahon@inil.com>
Message-ID: <31D0A653.34@inil.com>
Source record: 82730

Patrick Mulvey wrote:
>
> Richard Lee Rowland (see3peoh@ix.netcom.com) wrote:
> : Wow, 8 bit Atari. Where did you guys come from. Been on my PC too long.

Welcome back... we've never left... We have a new toy called --- APE!

> : Thought all 8 bit Ataris were in closets somewhere. I know lots of

Use mine daily... The only thing thats in the closet is the original box...

<deletia..>

> : cheese pizza. Does anybody have a hard drive connected to a 800 so I
> : can load all my old software in and get rid of the 1000,s of floppies
> : in my cabinet?

HD interfaces are easy to come by... take your pick KP Interface(Supra),
Black Box, ICD's MIO, otherwise HD mechs are a little scarce... An alternate
route is the APE and PRO interfaces which use PC compatible as storage for
8 bit....

Did anybody remember the last year atari showed the 8
> : bit line at the C.E.S. show in Vegas. They had a portable 800 with a
> : gui program (ie. windows).

GUI is nice if you have horsepower... I have always felt that GUI you traded
'power for pretty'. Actually, what the 8 bit needs ia a text-type dos shell
that is similiar to the PC's Norton Commander (move/copy between subdirs,
compress/decompress/DCM files, view text files, delete marked files,
optimize, backup, utils, etc...) If there is something similiar please some
one correct me..

>
> : Rick Rowland
> : Las Vegas, NV
>
> : Maybe I will get out my 1200Xl paper clip.
^^^^^
\ all you have to do is cross this word out...

Rory

4049. Re: 1090xl - what is it??

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-25 00:00:00 UTC
From: steveg@cnct.com
Message-ID: <steveg-2506962300340001@news.cnct.com>
Source record: 82731

In article <31cf7977.20355144@news.redshift.com>, cdyson@sog.com wrote:
>I just came across a board for a 1090xl expansion system. Anybody
>have any idea what if anything this was used for. Has five 50 pin
>sockets and a 50 pin header. Did Atari or anybody else make anything
>to plug into it or was it just another thing that never got mass
>produced.

I _think_ this was the CP/M expansion box that plugged into the 800XL's
expansion ("parallel") port. So far as I know, only a few preproduction
units ever made it out the door before it was axed.

- -
steveg@cnct.com -=> http://earth.cnct.com/home/steveg/index.html
Iomega Zip FAQ -=> http://earth.cnct.com/home/steveg/iomega.html
Steve's Trading Post -=> http://earth.cnct.com/home/steveg/trading.html
Ferret is Latin for "little fur thief". "Little fuzzy fearless klutz
that hides valuables" apparently takes too long to say in Latin.

4050. Re: APE PRO-SYSTEM CABLE, need SIO port Pin NUMBERS not colors

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-25 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <4qqh54$mft@crl11.crl.com>
Source record: 82732

Rob Funk (rfunk@magnus.acs.ohio-state.edu) wrote:
: In article <4qne3e$7sn@crl9.crl.com>, John M. Vogel <jvogel@crl.com> wrote:
: >Hmmmm, must be a different cable than I have. Mine consists of u-shaped
: >tabs - the ones that had wires in them (before I pulled the wires out)
<snip>

: I'm not talking about taking the wires themselves out of the metal
: contacts tabs. I'm talking about taking the entire contacts out of
: the plastic, without breaking anything. The metal contacts have
: little tiny tabs on one side that lock them into the plastic. On each
: side of the plastic housing, you can see spaces where the metal shows
: through; that's where the little tab is.

: Here's the *removable* metal contact, with wire attached:

: I'm still not sure I'm getting my point across, but hopefully this is
: a start...

Now I see what you mean - thanks for the diagrams! :)

John
jvogel@crl.com

4051. FS: Atari 600xl & Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-25 00:00:00 UTC
From: sowen@rhein-ruhr.de
Message-ID: <4qpab6$sjv@alpha.Fact.Rhein-Ruhr.De>
Source record: 82733

Hi...

I have forsale:

Atari 600XL
Atari 1064 (Memory extension)
Atari 1050 (Disk station)
Atari 1029 (9-pin matrix printer) (little bit beaten up)
Lots of Software&Books

(I live in Germany)

Nils Sowen
sowen@rhein-ruhr.de

4052. Re: Atari items for sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-26 00:00:00 UTC
From: johnh@newberry.microserve.com
Message-ID: <4qq3pm$n9t@crash.microserve.net>
Source record: 82734

In article <8C331F8.10C1000467.uuout@compudata.com>, gene.ehrich@compudata.com (GENE EHRICH) wrote:
>
>Atari Items for Sale plus shipping
>
<thankfully - snip>

>gene.ehrich@compudata.com
>Gene_Ehrich@compuserve.com Gene_Ehrich@prodigy.com
>GeneEhrich@AOL.COM Gene_Ehrich@MSN.COM
>---
> • OLXWin 1.00b • Don't let your mind get so open that your brains fall out

Is it just me or is anyone else tired of these daily posts?

John Hileman

johnh@newberry.microserve.com

4053. Re: Favorite under-rated games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-26 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31d0abad.1801003@news.superlink.net>
Source record: 82735

On 24 Jun 1996 21:27:59 GMT, cooldave@rmi.net (Cool Dave) wrote:

-I enjoyed Alleycat,Dogdaze, and the cartridge Defender.
- -Cool Dave-
-
I'm sorry- Dog Daze should be named Dog Shit

4054. 8 bit archive

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-26 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31d0ae56.2482239@news.superlink.net>
Source record: 82736

PART of my archive is now up- Titles from "A" to "C". I can still email any others. http://mars.superlink.net/scharles
On a related note, I have space somewhere for the archive but we're having a problem accessing it remotely. It's being run on a MAC and the ftp server keeps giving me Local error (-302) when I try to send anything to it. Anyone have any ideas? I've tried WS-FTp, telnet to my ISP, ftp to it, neither worked.
HELP!

4055. Re: APE PRO-SYSTEM CABLE, need SIO port Pin NUMBERS not colors

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-26 00:00:00 UTC
From: Eric Sokolowsky <esok@cs.byu.edu>
Message-ID: <4qqidd$j4q@hamblin.math.byu.edu>
Source record: 82737

jvogel@crl.com (John M. Vogel) wrote:
..
> maybe you could
>build your own continuity checker with a small light bulb, wires and
>a battery :)

Silly as it sounds, that's exactly the method I used to make sure my APE cable worked, and also to make sure that the colors for my SIO cable matched (fortunately, they did).

4056. Re: Atari files on PC

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-26 00:00:00 UTC
From: Ivan Mackintosh <ivan@rcp.co.uk>
Message-ID: <31D0F53C.3BC4@rcp.co.uk>
Source record: 82738

> Question:
> If someone has mailed me an ATARI file and I recieved/UUDEcoded it with my
> PC, what if any utility can I use to make an .ATR or .DCM immage? I just got
> my SIO2PC cable up and running have started to use APE (I will register
> Steve!). So, if someone sent me the .COM or .EXE file, is there an IBM
> program such as APE that will make this an image or somehow enable the Atari
> to read it from my PC? Thanks.

Imageman will do this it can be found at the address below.

Ivan

--
e-mail: ivan@rcp.co.uk
XFD/ATR Utilities: http://greebo.onlinemagic.co.uk/~dok/atari8/

4057. Re: How do I convert ATR files?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-26 00:00:00 UTC
From: Ivan Mackintosh <ivan@rcp.co.uk>
Message-ID: <31D0F8B9.648D@rcp.co.uk>
Source record: 82739

Nickolas Marentes wrote:
>
> Can anyone teel me how to convert an ATR file back into a bootable Atari
> 800 disk?

From your atari+disk drive attach a Sio2PC cable and run the Sio2PC
software on your PC. This software will enable you to select the ATR image
as D2:. Load a disk copier into your atari and simply copy D2: to D:.

I had a Sio2PC cable made up for me for 20UKP and the software is free
so this is a very cheap way of doing it.

>
> How about being able to extract the individual files from an ATR file to
> be downloaded to an actual atari via the Rverter Serial cable?
>

*ImageMan can extract individual AtariDOS and MyDOS files from ATRs Images

*Boot2DOS can extract single load files from Boot disks, RobC disks and Jon W
multiboot disks.

Both of these utilities are free and can be obtained from the URL below.

Ivan
--
e-mail: ivan@rcp.co.uk
XFD/ATR Utilities: http://greebo.onlinemagic.co.uk/~dok/atari8/

4058. IDE hard drives

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-26 00:00:00 UTC
From: jtom@abcs.com
Message-ID: <31d0cb50.0@dns2.abcs.com>
Source record: 82740

Has anyone yet released an ide harddrive controller for the 8bit?

4059. W: latest sio2pc

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-26 00:00:00 UTC
From: d1dol@dtek.chalmers.se
Message-ID: <4qqvpu$2ee@nyheter.chalmers.se>
Source record: 82741

I would be glad if someone pointed out where I could find the latest
sio2pc. The one at umich (4.04) is rumored not to be the latest, thanks.

WFR:
Fredrik Lundholm
d1dol@dtek.chalmers.se

4060. SIO2PC problems

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-26 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <4qr70o$chs@news.xmission.com>
Source record: 82742

Odd problem creeped up on me yesterrday. Before I moved, SIO2PC and APE
worked fine.. but now that I've settled in my new place, APE no longer
functions and SIO2PC only allows me to transfer a file rom my Atari to
my PC via file2pc.com. If I try to copy files directly to an ATR image,
I get an error on the Atari and can see tha I'm at least hitting the PC,
as I get a response on SIO2PC software, but not APE.

Anybody hae any ideas?

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

4061. Re: Why raised stock?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-26 00:00:00 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.835797791@gmi.edu>
Source record: 82743

kendrick@sitka.sonoma.edu (William Kendrick) writes:

>: I usually don't just agree with someone, but what gives? $8.00 a share?
>: I notice it is going back down to around $6.00 or so. I sure wish I had
>: some when it was $2.00 something!

>I remember when it was <$1 a share, and then jumped to around $8 at the
>release of the Jaguar!

Actually, about a month after the Jaguar was announced, Atari stock
went from $.50 a share to $12.75 a share. Now that's a real big
"Damnit!". :-)

/Kevin

4062. Re: HELP:RF Converter Box

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-26 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <4qrgnh$1lba@usenetw1.news.prodigy.com>
Source record: 82744

Forget the RF and get a monitor cable. B&C sells them at 408-986-9960. Plug the 5 pin plug into the Atari and the RCA video into your video input and the RCA audio into your audio input. Then enjoy the beautiful picture that results.

4063. Re: Favorite under-rated games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-26 00:00:00 UTC
From: Jeff Colbert <jcolbert@earthlink.net>
Message-ID: <31D16756.475B@earthlink.net>
Source record: 82745

I seem to remember that spindizzy had a key that would change the
inverted pyramid into a marble, as in marble madness.

Jeff

Tony Smolar wrote:
> Spindizzy!! Had a lot of fun with that game. Was frustrating at times
> though. It certainly wasn't widely known, much less known than Boulderdash

4064. Re: Non MicroSoft OS's. Was: The Thrill of Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-26 00:00:00 UTC
From: ziggy29@netgate.net
Message-ID: <ziggy29-2606962216100001@d53.netgate.net>
Source record: 82746

In article <4qsvnl$rmg@madeline.INS.CWRU.Edu>, dh395@cleveland.Freenet.Edu (Steven J Tucker) wrote:

> More on off topic :) Anyone know of any other interesting OS's one can
> try on Intel machines? I have Linux and MSDOS installed here, and have
> tried OS/2 (an old version).

We've replace our peecee with Macs, but when we had the peecee I had it setup to boot either DOS, OS/2 or Linux. Quite cool. I only used DOS to play games, because (to my chagrin) when it comes to contemporary gaming, it's either Wintel or Die. It sucks hearing about these cool new games coming out which I can't play because I have a better machine (IMO, to avoid OS holy wars).

--
Tim Irvin, ziggy29@netgate.net
WWW: http://www.netgate.net/~ziggy29/
"Someone who wears a tie to WWDC (the major Mac developers show)...
needs to rebuild his desktop file and zap his parameter RAM."
-- Guy Kawasaki

4065. Attn: Yogi - re: new atari archive site

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-26 00:00:00 UTC
From: craig.procter@dsto.defence.gov.au
Message-ID: <4qq47b$9pk@foxhound.dsto.gov.au>
Source record: 82747

Hiya all,

ok well this post is mainly aimed at Yogi - he's asking for FTP space, well why not up your archive to ftp2.cyberspy.com? It's a copy of Justin's old archive site, and has a few new things on it.. so why not stick all your stuff on there too? Just a thought.

Oh and a request.. anyone have Shamus 1 and/or 2 they can please out on the ftp site? Man, how I used to love those games! Many thanks in advance.

Craig P.

4066. Re: APE PRO-SYSTEM CABLE, need SIO port Pin NUMBERS not colors

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-26 00:00:00 UTC
From: gozar@kenton.com
Message-ID: <6oT0xMezGaAY090yn@kenton.com>
Source record: 82748

In article <4qn43q$mp9@crl4.crl.com>, jvogel@crl.com (John M. Vogel) wrote:
>2. [The method I used] Borrow or buy a voltmeter with built-in
>continuity check. That way you can attach one test lead to a SIO wire and
>use the other to probe each hole on the SIO plug (actually, grab a spare
>wire and wrap one end of it around the probe and stick the other end in
>the SIO holes; the test probe is sometimes too large to fit in the SIO
>holes). That way you can figure out which wires go to which holes. I
>bought a nice one at Radio Shack for about $30. Heck, maybe you could
>build your own continuity checker with a small light bulb, wires and
>a battery :)

I use an old joystick cord plugged into my 8-bit. I then write a little
basic program:
10 print stick(0)
20 goto 10

and then I can use the wires coming out of the joystick cable. Works
really well as a continuity tester.

--

Ryan 'Gozar' Collins gozar@kenton.com
"You can count on others, but its better to use your own fingers and toes"
http://www.kenton.com/users/gozar/index.htm

4067. Atari 850

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-26 00:00:00 UTC
From: bane@alaska.net
Message-ID: <31d1a9fb.6451380@nntp.alaska.net>
Source record: 82749

Hello....

Well I am normally only a Commie user, but in my search for commie stuff I have come across quite a bit of Atari stuff, most of it quite interesting and I love learning a new 8-bit machine...

My newest find was an Atari 800 and an Atari 850... And this is what I have a question about...

What is it??? As much as I can figure, you plug this thing in instead of your drives, and it gives you 4 serial ports and a parallel port... Am I right? Can you have drives plugged in at the same time?? What is it used for???

Any help would be appreciated...

Jeff Cotterman
bane@alaska.net

4068. Re: Anyway to use Atari files on a PC?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-27 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <Dto744.G01@iglou.com>
Source record: 82610

In article <31d2aac0.2597370@netnews.netaxs.com>,
Jay <jayski@net2.intserv.com> wrote:
>Is there any programs out there that would allow me to use my old
>Atari program (mostly games) on my 486dx266v PC?
>
There are several Atari emulators available. Look for the FAQ of this
newsgroup on Dejanews or at ftp://rtfm.mit.edu .

>Thanks
>
>Jay
>
>

--
Bill Marcum bmarcum@iglou.com
On 22 July, 1996, at 6:00 pm GMT, everyone in the world
just START HUMMING. Those who don't know will freak.

4069. Re: 8000 nude celebrity pics

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-27 00:00:00 UTC
From: padge@indy.net
Message-ID: <4quj4u$a44@news.indy.net>
Source record: 82611
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cbm,comp.sys.cdc,comp.sys.convex,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harris,comp.sys.hp.apps,comp.sys.hp.hardware,comp.sys.hp.hpux

```
>I am over 18 and live on planet earth. - Where do you live ???
>
>We once had a C220 but unfortunately I don't have any nude pictures
>of it - do you have some ?
WHY do you guys even respond to these? They are by default
(after paying someone off, I'm sure) copied to every newsgroup on here
(or possibly just the ALT* groups... not sure) It's not as if they
ever come back to see replies :P
.------------------------+-----------------------------.
___________ | __ __ ___ ____ | "Elite??! You?! HAHAHAHA!" | \
/. . . . \ | / \|/ \ \/ \ | -Imel(31:4) | |
|. . . . . | | | | \ | | +-----------------------------+ |
| .________. | | | | | | | | | Notorious C= User/Net Junkie | |
\./ /~ ~\ \ / | \__/ \__/_/| |____/ | Astonishing Coder/Muzo! (ha!)| |
| (x)/\(x) | | WaD'96 \| \ / +------------------------------' |
`\~\_\/_/~/' | ^^^^^^ : o.o | .------------------------------'
| |____| | | S U P E R B ! : - | | * Prehistoria President/FDR *
\________/ `------------------------' | * C; Intel; ANSI; Trax; HaQ *
`------------------------' +----------------------+
[Entire Sig. Drawn/(c) WaD/Prehistoria'96 - Homepage Coming Soon!!]
```

4070. Re: Why raised stock?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-27 00:00:00 UTC
From: terryr@newreach.net
Message-ID: <4qumbu$sq1@perry.zippo.com>
Source record: 82612

khaley@nova.gmi.edu (Kevin Haley) wrote:

>>I remember when it was <$1 a share, and then jumped to around $8 at the
>>release of the Jaguar!

>Actually, about a month after the Jaguar was announced, Atari stock
>went from $.50 a share to $12.75 a share. Now that's a real big
>"Damnit!". :-)

Actually Atari's stock is now down to the 5.00 range. Also as for the 50 to 12.75 per share it was like 1.10 to 12.75. It never closed at less than 1.00 Also my opinion of why their stock went so hi is mostly because the Tramiels played up the idea that IBM would be making the Jagar and there were many rumors that IBM and Atari might be joining in more projects. Once the dust settled and everyone became aware that IBM did only one run of Jaguar units and was "not interested" in any further joint projects The stock started to decline.

As far as Atari's stock goes now well its hard to say. Maybe it will drop on down to 1.00 or maybe at the point of the merger it will soar. As of closing yesterday it was at 5.125 per share. It got down as low as 5.00 during the day. For those that did not sell at 9.00 a share a month ago they probably wish they had. Maybe next month it will be at 11.00 regardless Atari as the company we knew is gone, just another victim to poor management at the top.

4071. Re: 800 xl system

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-27 00:00:00 UTC
From: DougF@gnn.com
Message-ID: <4qv35c$3c6@news-e2d.gnn.com>
Source record: 82613

Of course I may be a bit over-zealous, but I would not part with any of that stuff. Especially if the two 1050's are working. It is hard to find good ones.

If you are really fixed for cash, all that will not bring in more than $200.00 ???

I would just keep it and have fun with it for many more decades!!!

Happy Computing, from Doug Feldman in Ann Arbor, MI

4072. Re: Hardball

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-27 00:00:00 UTC
From: DougF@gnn.com
Message-ID: <4qv2bg$34e@news-e2d.gnn.com>
Source record: 82614

I have tried running HARDBALL.ATR with the PC-XFormer ver 3.5

The opening screen loads and looks great!

The problems start at the next screen. The game selection bar will not move down beyond the first two choices. The right side of this screen is messed up. The game will not respond to keyboard or joystick input.

I have not tried this with XL-IT. Anybody ?????

Happy Computing, from Doug Feldman in Ann Arbor, MI

4073. Re: Propagation of the '8000 pics' thread

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-27 00:00:00 UTC
From: "Marco A. Zamora Cunningham" <mzamora@gfnorte.com.mx>
Message-ID: <31D324B8.5674@gfnorte.com.mx>
Source record: 82615
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cdc,comp.sys.convex,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harris,comp.sys.hp.apps,comp.sys.hp.hardware,comp.sys.hp.hpux

Hey all you guys, don't waste bandwidth (and forgive me for wasting it too).
Do you honestly believe that the original "8000 pics" article poster gives
a rat's ass about netiquette? If we give it more exposure, that's just what
the poster wants.

I say we just ignore it and go on with our respective newgroup discussions.
If he insists, we can all personally and *privately* volume-spam-mail his
account. A breach of netiquette is ignorable, an insistent b1FfHeaD should
be stopped with his own methods.

My $0.02 ... MZ

4074. M.U.L.E.

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-27 00:00:00 UTC
From: twonoahs@aol.com
Message-ID: <4qvklp$dja@newsbf02.news.aol.com>
Source record: 82616

Does anyone remember M.U.L.E. for the Atari 800? This was the greatist game ever and basically the reason why I still keep my Atari 800 hooked up. That would be a great game to play over the modem (if that were possible). it was sort of like a futuristic monopoly type game where you bought plots of land and produced stuff on them and then tried to sell them at auctions. They don't mak'em like that any more <SIGH>...

twonoahs@aol.com

4075. Hardball

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-27 00:00:00 UTC
From: dchea@nyc.pipeline.com
Message-ID: <4qt25q$3ie@news1.t1.usa.pipeline.com>
Source record: 82750

Does anyone know if Hardball can run on any of the current Atari 8-bit emulators? I have lost track of all the latest happenings on the Atari side since I have been doodling with the C64 emulators. For some reason Hardball on the C64 isn't as good on the Atari. Then again, I haven't played the Atari version for almost a decade now so maybe I really can't remember.

Any info would be appreciated.

-David

4076. Re: 6502 Cross Assemblers

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-27 00:00:00 UTC
From: Ivan Mackintosh <ivan@rcp.co.uk>
Message-ID: <31D23E81.6C5B@rcp.co.uk>
Source record: 82751

Rick Ziegler wrote:
>
> Hi all!
> I once had an assembler for my PC that made 6502 code, but alas, I
> can't find it now. Any ideas of what the name of it was and how I can
> get it again? Thanks.

It is called MAS65 and can be found at:
http://www.whidbey.net/~beattidp/comput/x65tools/

Ivan

--
e-mail: ivan@rcp.co.uk
XFD/ATR Utilities: http://greebo.onlinemagic.co.uk/~dok/atari8/

4077. New FTP site.

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-27 00:00:00 UTC
From: mead@dlg1.ceh.servtech.com
Message-ID: <31d28b9e.1784183@news.servtech.com>
Source record: 82752

I've finally managed to setup an ftp site.

ftp://ftp.servtech.com/pub/users/mead/atari8

It isn't much right now, but as I get time, I'll
add to it. if anyone wishes to contribute to the
archive, send it e-mail, as I'm not allowed an "incoming" directory.
My provider says "for security reasons".

most of what I have is from my own personal library.

Dave

mead@servtech.com

4078. Re: Favorite under-rated games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-27 00:00:00 UTC
From: skr@dcs.ed.ac.uk
Message-ID: <DtnyIF.6D3.0.staffin.dcs.ed.ac.uk@dcs.ed.ac.uk>
Source record: 82753

```
Whirlinurds was a great game.
Bruce Lee was fantastic - remember the Green Yamo?
Tapper!
I used to have this great game but I can't remember what it was called -
- you played Santa Claus and you had to deliver presents whilt flying your sleigh.
Polar Pierre was great!
Cannibals was good too.
--
Cheers:
------Steve.
```

4079. Re: New FTP site.

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-27 00:00:00 UTC
From: tuf@cyberspy.com
Message-ID: <31d2b3fe.3726716@news.cyberspy.com>
Source record: 82754

mead@dlg1.ceh.servtech.com wrote:

>It isn't much right now, but as I get time, I'll
>add to it. if anyone wishes to contribute to the
>archive, send it e-mail, as I'm not allowed an "incoming" directory.
>My provider says "for security reasons".
>
>most of what I have is from my own personal library.

Hey Dave, if youve got some space trouble with your files on your provider, I invite you to send the files over to my site. I run the ISP myself, so no restrictions.

Ill extend that offer to anyone who wants to archive their 8 bit stuff. If you want to set up a directory for your files on my ftp server, just email me and Ill make space for you. I recently posted the contents of Justins archive to the server and the response has been fantastic. Thanks to everyone for the kind words.

See ya, Joe

FTP Site: ftp2.cyberspy.com /pub/atari8
Send submissions to: ftp2.cyberspy.com /incoming/tuf

4080. Anyway to use Atari files on a PC?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-27 00:00:00 UTC
From: jayski@net2.intserv.com
Message-ID: <31d2aac0.2597370@netnews.netaxs.com>
Source record: 82755

Is there any programs out there that would allow me to use my old
Atari program (mostly games) on my 486dx266v PC?

Thanks

Jay

4081. Re: Favorite under-rated games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-27 00:00:00 UTC
From: eplicon@aol.com
Message-ID: <4qub6p$q24@newsbf02.news.aol.com>
Source record: 82756

> Bruce Lee was fantastic - remember the Green Yamo?

It was fun until it got too easy. <g> I played through the levels like three or four times before getting bored to tears. Certainly one of the best martial arts games made, however. Loved how the Yamo bellowed.

> Tapper!

More of a classic than underrated, but I never got past the alien bar. The colors were poorly done that I couldn't judge how many beers to do, or if I needed to serve more or less! It always resulted in the loss of a guy.

> I used to have this great game but I can't remember what it was called -

>- you played Santa Claus and you had to deliver presents whilt flying your
> sleigh.

Ah, yes...another obscure classic. If memory serves, it was "Special Delivery." Cute little game. Never got the timing down pat, much less avoided the obstacles, but I enjoyed it well enough. There was a fun balloon game (don't remember if it was the same company, but it had a similar style) called "Up, Up, and Away" that was neat.

4082. Re: Non MicroSoft OS's. Was: The Thrill of Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-27 00:00:00 UTC
From: andy@troas.demon.co.uk
Message-ID: <31d27eef.11040219@news.demon.co.uk>
Source record: 82757

On 27 Jun 1996 03:38:29 GMT, dh395@cleveland.Freenet.Edu (Steven J Tucker) wrote:

>More on off topic :) Anyone know of any other interesting OS's one can
> try on Intel machines? I have Linux and MSDOS installed here, and have
> tried OS/2 (an old version).
>

CP/M-86, if you want some nostalgia.

--
andy@troas.demon.co.uk

4083. Re: Xenophobe, for the 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-27 00:00:00 UTC
From: "Jack H. Lee" <102337.2577@CompuServe.COM>
Message-ID: <4qufh2dfm1@mhafc.production.compuserve.com>
Source record: 82758

> Does anybody know if xenophobe was ever produced for the 8-bit?
> I had it for the ST a while ago, but I remember hearing that
> they were going to make it for the 8-bit... but never saw it...

There was a version made, but I never saw it either. <g> It came out like ten years (?) ago, might have been less. Anyway, from what people said about the game, it was pretty awesome -- far better graphics and sound than the Nintendo counterpart that was out the same time. I only saw a pic of it, which was far as I knew of the game's existence.... (I'm sheepish to admit that I know little more of what the game is about!)

4084. Favorite under rated games

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-28 00:00:00 UTC
From: cliff@I_should_put_my_domain_in_etc_NNTP_INEWS_DOMAIN
Message-ID: <4qv8aq$af7@news.third-wave.com>
Source record: 82617

My favorites have to be MULE, 7 cities of gold and pogoman (although
I would have to say that pitfall 2 and broadsides got honorable mention)

4085. Re: New FTP site.

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-28 00:00:00 UTC
From: mead@dlg1.ceh.servtech.com
Message-ID: <319c0172.3631201@news.servtech.com>
Source record: 82618

On Thu, 27 Jun 1996 16:21:42 GMT, tuf@cyberspy.com (Joe Kearney)
wrote:

>mead@dlg1.ceh.servtech.com wrote:
>
>>It isn't much right now, but as I get time, I'll
>>add to it. if anyone wishes to contribute to the
>>archive, send it e-mail, as I'm not allowed an "incoming" directory.
>>My provider says "for security reasons".
>>
>>most of what I have is from my own personal library.
>
>Hey Dave, if youve got some space trouble with your files on your
>provider, I invite you to send the files over to my site. I run the
>ISP myself, so no restrictions.
>

Thanks Joe,

I already have sent a buch to ya, it was that last batch you got.

I, and I'm sure a lot of Atari people are very happy you re-opened
(Was Valleynet's, now is Kearney's) archive, Thank you!

Don't worry, I won't be a stranger.

Dave

4086. Printer Interfaces $10: Shipping Included

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-28 00:00:00 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <4qvhbd$6qo@madeline.INS.CWRU.Edu>
Source record: 82619

I have 2 APE-FACE/Microprint type SIO->CENTRONICS printer interfaces laying around. Good homes needed, reasonable price, easy to feed and care for. :)

Email if interested.

Steve
--
-- Video game playing, adventure junkie, choclate craving, woman loving, Limbaugh hating, Trek watching, all around lazy computer fart.

!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

4087. Update #1 - Big John's "NO B.S." Auction

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-28 00:00:00 UTC
From: jhardie@usa.pipeline.com
Message-ID: <4qvenh$kr0@news1.t1.usa.pipeline.com>
Source record: 82620

Big John's "NO BULLSHIT" Auction

UPDATE #1 6/27/96

Tired of seeing auction posts claiming "loads of Rare and
Extremely Rare carts" and then seeing crap like Pitfall 2,
Bowling, and Demons to Diamonds?

Then this is the auction for you! No rarity listings telling you
a cart is UR when you consider it Uncommon at best. No
complex bidding gimmicks. Something for everyone. No
hassles. No problems. No BS!

Standard rules are listed at the end of the auction. Please
read them before bidding. Updates will be made daily in
e-mail, less frequently in the newsgroups. If you have any
questions, please feel free to e-mail me.

On to the goodies. Enjoy!

- Cosmic Swarm (Atari 2600) $30 WDV
(by Commavid, New in Box,
Mint Condition)

- Super Cobra (Intellivision) $40 kujo
(by Parker Bros., New in Box,
Shrinkwrapped)

- RCA Studio 2 system $10 WDV
w/ Blackjack cartridge
(untested, no power supply/switchbox)

- Prototype Moon Patrol cart $20 WDV
(Atarisoft for the C=64)
label reads: Commodore 64
Moon Patrol
Atari Inc. Proprietary
Serial No. 92
1983 Atari, Inc. All Rights Reserved

- Intellivision ECS Keyboard $25 WDV
(rare, brown version. PAL,
220V. Complete.)

- Emerson Arcadia 2001 w/ $15 DonR
2 carts (Missile War & Alien
Invaders) Complete.

- Atari 2800 Cookie Monster $40 WDV
Munch (New in Box, Shrink-
wrapped). This is a beauty. All Japanese writing
and Atari 2800 logo. I've only seen two of these
and I'm keeping the other one.

- Amiga Joyboard (2600) $10 WDV
(compatible with Mogul Maniac,
Surf's Up, and Off Your Rocker)

- Demond Attack (2600) $15 DonR
(NTSC, unknown origin)
Not a mistake on my part, there is a "D" at the
end of Demon. Completely different artwork than
the Imagic release.

- Tutankham (Intellivision) $30 WDV
(by Parker Bros., New in Box,
Shrinkwrapped)

- Prototype Swordquest: $25 WDV
Earthworld cart (Atari)
Standard loaner cart label.
Cart reads: Adventure II, which is crossed out
and has Swordquest written beneath it.

- Frankenstein's Monster (2600) $25 WDV
(Prototype/New Release cart)
Cart has red label w/ Data Age logo and serial
no. 0123. Also has copyright info and "Please
return to Data Age" text. Cart has slight wear
and screwholes.

RULES
****

1. Auction runs until July 9, at which time it will
change to a Once, Twice, Sold format.

2. Minimum bid increments are as follows:
-- $1 on items up to $20
-- $2 on items over $20
-- $5 on items over $100

3. In case of a tie, the first bid that I receive will
be designated as the high bid.

4. Payment is to be by personal check or money
order. Shipping will be based on what you win.
I will send shipping info with your winning total.
If you have questions about shipping, please
e-mail me.

5. I reserve the right to stop this auction, alter the
rules, withdraw items for trade, or make any

other changes for any reason.

6. Send bids or requests to be added to the
mailing list to jhardie@usa.pipeline.com

Thanks for reading and good luck!

COMING SOON: ATARI VIDEO MUSIC &
1090XL EXPANSION UNIT

4088. Translators for XL & XE ->800

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-28 00:00:00 UTC
From: DougF@gnn.com
Message-ID: <4qvmqp$nub@news-e2b.gnn.com>
Source record: 82621

This has always been a tricky topic. For years, I have been using a file called: XL-FIX . I just sent this utility as an ATR image file to the cyberspy ftp site. You load in the program, switch disks or images, and then press RETURN.

But, I always wondered if there was a better / easier way to load old game disks / files with the "newer" :) XL & XE Ataris?

I do have the original TRANSLATOR DISK from Atari, stashed in a box somewhere. But, I never used that too much.....

Any comments from game gurus out there ?????

Happy Computing, from Doug Feldman in Ann Arbor, MI

4089. XL-it! 0.14 out

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-28 00:00:00 UTC
From: Markus Gietzen <iig05-1@htw.uni-sb.de>
Message-ID: <31D377B0.3725@htw.uni-sb.de>
Source record: 82622
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

```
XL-it! version 0.14 is available from this site:

"http://www.htw.uni-sb.de/people/mgietzen/xl-it.html"

New features:

- Monitor: 'D' Displaylist-Disassembler added
- real Atari-samples used for audio
- emulation of timer1: Ghostbusters, Mirax Force work now
- "-nobasic" works as expected
- MMU: sets/clears TRIG3 if BASIC is enabled/disabled
- Atari 800 emulation added
- "-modex" option for 320x240 resolution
- "-cart" option to load 8k and 16k cartridges
- US/UK-keyboard support

--
Markus Gietzen Author of XL-it! Atari XL/XE-emulator

E-Mail: iig05-1@htw.uni-sb.de
WWW: http://www.htw.uni-sb.de/people/mgietzen.html
```

4090. Re: XL-it! 0.14 out

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-28 00:00:00 UTC
From: Markus Gietzen <iig05-1@htw.uni-sb.de>
Message-ID: <31D37AC4.28FE@htw.uni-sb.de>
Source record: 82623
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

Markus Gietzen wrote:

> XL-it! version 0.14 is available from this site:
>
> "http://www.htw.uni-sb.de/people/mgietzen/xl-it.html"

Oops: Its "http://www.htw.uni-sb.de/people/mgietzen/atari/xl-it.html"

Sorry,
Markus

--
Markus Gietzen Author of XL-it! Atari XL/XE-emulator

E-Mail: iig05-1@htw.uni-sb.de
WWW: http://www.htw.uni-sb.de/people/mgietzen.html

4091. Re: 6502 Cross Assemblers

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-28 00:00:00 UTC
From: eru@sover.net
Message-ID: <31d38217.17214673@news.sover.net>
Source record: 82624

On Thu, 27 Jun 1996 08:55:45 +0100, Ivan Mackintosh <ivan@rcp.co.uk>
>It is called MAS65 and can be found at:
> http://www.whidbey.net/~beattidp/comput/x65tools/

Great! Thanks.

4092. 1050 Disk Drive - Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-28 00:00:00 UTC
From: paul.kilburn@team17.com
Message-ID: <4r0rfs$b9g@hell.team17.com>
Source record: 82625

Does anyone want to sell / donate / swap a 1050 disk drive for use
with an Atari 800?

paul.kilburn@team17.com

4093. Re: 1090xl - what is it??

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-28 00:00:00 UTC
From: Michael Ellis <michael@anest4.anest.ufl.edu>
Message-ID: <31D3BDB8.20E3@anest4.anest.ufl.edu>
Source record: 82626

Ray Mitchell wrote:
>
> Clarence Dyson wrote:
> >
> > I just came across a board for a 1090xl expansion system. Anybody
> > have any idea what if anything this was used for. Has five 50 pin
> > sockets and a 50 pin header. Did Atari or anybody else make anything
> > to plug into it or was it just another thing that never got mass
> > produced.
>
> Did you get the box or just the board for the box? The 1090 was never
> really released (that I know of) but a few are around.
>
> -Ray

The 1090 XL Expansion System was designed to plug into the PBI connector on the back of 600XL, 800XL, 1400XL, and 1450XLD computers. The expansion system added a number of options, not the least of which was five slots which would accept plug in cards.

There was rumored to be 80 columns adaptors, Apple][e cards, C-64 cards, and IBM PC cards under development for it. Warner pulled the plug before the project really hit its stride -- the expasion system was done, but there were no cards for it. Its really too bad, the high-end XLs would have better established Atari in the 8-bit market.

-Michael ELlis

4094. ALEX PIGNATO

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-28 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <4r0vgp$5n@newsbf02.news.aol.com>
Source record: 82627

The Ol' Hackers Atari Users Group is saddened by the loss of their founder and longtime president, Alex Pignato. Alex passed away suddenly on Wednesday, June 26.

Alex was a veteran of World War II, a retired trial attorney, a community leader in his town of Oceanside, NY and a true luminary in the 8-bit world.

He will be missed.

Alan Sharkis

4095. Re: I am sh**e at 6502 assembler, I admit it.

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-28 00:00:00 UTC
From: andy@troas.demon.co.uk
Message-ID: <31d4056e.6271175@news.demon.co.uk>
Source record: 82628

On 25 Jun 1996 00:04:18 GMT, rfunk@magnus.acs.ohio-state.edu (Rob Funk) wrote:

>In article <31c87242.4755548@news.demon.co.uk>,
>Andy D <andy@troas.demon.co.uk> wrote:
>>LDX (- 256 what's_left) ;bit of scheme there for the lisp masochists
>>in the crowd.
>
>Wow, an assembler that understands scheme! :-)
>
>>I'm sure I should be using recursion somewhere to achieve this.
>
>That's because you're conditioned by scheme/lisp....

Tell me about it..... The thing is, I just did a module on my degree using Scheme, and now I can't knock all these crazy algorithms and methods out of my head. What a crazy language. You have to read the program flow from the inside out, like peeling the skins off an onion. I think it's sent me slightly crazy actually.

--
andy@troas.demon.co.uk

4096. Looking for 800 XL power supply

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-28 00:00:00 UTC
From: ivhealth@aol.com
Message-ID: <4r14oj$2ep@newsbf02.news.aol.com>
Source record: 82629

I have just nabbed this 800XL from a garage sale. It came without a power adapter. If anyone has one please drop me an E-Mail at ivhealth@aol.com.

Thanks

4097. Virtusoso software.

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-28 00:00:00 UTC
From: hplace <hplace@tiac.net>
Message-ID: <4r16a8$85s@news-old.tiac.net>
Source record: 82630

Hello!

I forget if I posted about this awhile back so forgive me if I did.

Has anyone ever used or know where I could get Virtuoso Desktop
--something-- Software from Virtusonics?

You could make animated displays with music, etc.

Thanks for any info!

4098. Re: Wanted: Miner 2049er

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-28 00:00:00 UTC
From: mmercado@valdivia.uca.uach.cl
Message-ID: <31d39744.4237573@204.30.237.53XXnews.zippo.com>
Source record: 82631

On 25 Jun 96 03:09:12 , Tim.Gearin@flight.org (Tim Gearin) wrote:

> Ya, me too. I think they did a 'Cops' in van nuys, CA and all I could
>assotiate with that city is Miner 49er.
> Actually its just another reagular crime riden city.
>---------------------- -//- ----------------------
> Internet: Tim.Gearin@flight.org
> flightline bbs [msp] 612/544-5118 Note: the views
> expressed by this user are strictly his/her own.

Go for it at following URL:

ftp://ftp2.cyberspy.com/pub/atari

There are tons of 8bit atari games

Enjoy!

----
marcos mercado o. mmercado@valdivia.uca.uach.cl

4099. Re: New FTP site.

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-28 00:00:00 UTC
From: terryr@newreach.net
Message-ID: <4r195g$4ed@perry.zippo.com>
Source record: 82632

mead@dlg1.ceh.servtech.com wrote:

>

>Thanks Joe,

>I already have sent a buch to ya, it was that last batch you got.

>I, and I'm sure a lot of Atari people are very happy you re-opened
>(Was Valleynet's, now is Kearney's) archive, Thank you!

Where is this at? I was unaware of it?

4100. Re: Strange Atari 8bit carts /questions??

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-28 00:00:00 UTC
From: ebrunne@orion.it.luc.edu
Message-ID: <4r1a8n$gaf@artemis.it.luc.edu>
Source record: 82633
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

I got the rest of the 'loaner carts' today in the thrift where i found
these. I just want to see if anyone on c.s.a.8bit can identify LSI (or
LCSI) corporation and where it was located...

Here's the rundown on the new ones:

handwritten on label: Star Raiders
(on the back: LSI LAB)

Atari Artist
(c) 1983 Atari Inc.
REV #5
SERIAL #45

Telelink II
(c) 1982 Atari Inc.
REV #5 (5 crossed out and 6 written in ink next to it)
printed across the bottom of label: Mem (misc?) used source

Tennis
(c) 1983 Atari Inc
REV #2
SERIAL #5
(across the top, in place of the left cartridge sticker, this one has
another printed label which reads:
TENNIS
QUALIFICATION SAMPLE
REV. 2, 1983)

and finally one blank, labelless cart. I can't wait to plug this in and
see what it is!

c.s.a.8bitters please read the rest of this post, and respond if you have
any info that might help me identify where these carts came from and
their history... I'm very keen to find out...

Ted B

Edward A. Brunner (ebrunne@orion.it.luc.edu) wrote:
: I found a bunch of atari 8bit carts that are definitely not standard
: releases, but i dont think that they are proto's either. Maybe someone
: here will recognize them.

: They are all in standard Atari cart, but they clearly never had a regular
: label (no glue traces). Each has a computer sticker on them with
: printing that looks like it was done by an 8bit printer. Here's the text

: from each of them:

: Super Breakout
: (c) 1983 Atari inc
: REV #A
: SERIAL #78

: Centipede
: (c) 1983 atari inc
: REV #A

: Assembler/Editor
: (c) 1983 atari inc
: REV #B

: Atari Logo (ben Hayword, handwritten across top)
: (c) LCSI 1983
: REV #13
: SERIAL # 8
: (C656, handwritten across bottom)

: Super Salt
: 3.03
: 400/800
: (this one is all handwritten)

: Anyone have a clue about theses?

: Ted B

4101. Re: 6502 Cross Assemblers

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-28 00:00:00 UTC
From: andy@troas.demon.co.uk
Message-ID: <31d407a1.6834627@news.demon.co.uk>
Source record: 82634

On Fri, 28 Jun 1996 06:57:09 GMT, eru@sover.net (Rick Ziegler) wrote:

>On Thu, 27 Jun 1996 08:55:45 +0100, Ivan Mackintosh <ivan@rcp.co.uk>
>>It is called MAS65 and can be found at:
>> http://www.whidbey.net/~beattidp/comput/x65tools/
>
>Great! Thanks.

me too. :)

--
andy@troas.demon.co.uk

4102. Re: 1090xl - what is it??

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-28 00:00:00 UTC
From: crusader@mo.net
Message-ID: <31d41fd5.3661739@news.mo.net>
Source record: 82635

>There was rumored to be 80 columns adaptors, Apple][e cards, C-64
>cards, and IBM PC cards under development for it. Warner pulled the
>plug before the project really hit its stride -- the expasion system
>was done, but there were no cards for it. Its really too bad, the
>high-end XLs would have better established Atari in the 8-bit market.

I recall seeing an ad for an IBM PC expansion card several years ago
in Compute. Was it vaporware, or did it actually get released?
Also, I have a 1027 printer. Needs a new ink thing and the print
wheel is getting there too. Anyone know where I can pick these up, or
if they even can be picked up? I also would like to know if there are
any Atari mailing lists.

4103. Need Monitor-out cable

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-28 00:00:00 UTC
From: produnl2@teleport.com
Message-ID: <4r1omu$5hs@nadine.teleport.com>
Source record: 82636

Looking for 5-pin din monitor-out cable for Atari XL/XE computers.
Haven't been able to locate one that has the proper pin-outs for Atari's.
If you have one or know where I can find one, drop me an e-mail.

Thanks,

David P. Loewen
Salem, Or USA
produnl2@teleport.com

4104. Re: 1090xl - what is it??

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-28 00:00:00 UTC
From: jhardie@usa.pipeline.com
Message-ID: <4r1k2b$1g1@news1.t1.usa.pipeline.com>
Source record: 82637

On Jun 28, 1996 11:10:48 in article <Re: 1090xl - what is it??>, 'Michael Ellis <michael@anest4.anest.ufl.edu>' wrote:

>There was rumored to be 80 columns adaptors, Apple][e cards, C-64
>cards, and IBM PC cards under development for it. Warner pulled the
>plug before the project really hit its stride -- the expasion system
>was done, but there were no cards for it. Its really too bad, the
>high-end XLs would have better established Atari in the 8-bit market.

There were prototype cards produced for the 1090XL, just not in any quantity. The memory cards are hard enough to find, the others are near impossible.

John

4105. Re: WTB: PC Xformer cable to connect 105

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-28 00:00:00 UTC
From: <>
Message-ID: <d95_9606281727@pandabbs.com>
Source record: 82638

```
DB> It is rather unusual for Darek to complain about someone building
DB> their own XFormer cable.
DB>
DB> When I spoke to him by phone in April, to order the XFormer CD-ROM
DB> **AND** his XFormer cable, he said he was out of stock on the cables and
DB> he did not want to build any more of them. It was too much trouble. He
DB> said there would soon be cable instructions on his web home page.
DB>
DB> Go figure???

From what I have heard on this SIG Derek has mental problems.....My uncle
bought PCXFormer 3.3....Didn't work, gave it too me.....Tried it on three
different computers and 2 out of three had sound, the modem would only connect
at 300 baud, and the joystick didn't work on any of them..

Derek Mihocka's software is a ripoff and he will get NO business from me or my
uncle.

In fact, he almost bought GEMulator but when Xformer didn't work he quickly
decided against it!
--
|Fidonet: Chris Friend 1:333/894
|Internet: Chris.Friend@Chris.Friend@*user@*site.*domain.com.com
| Web URLs: http://www.pandabbs.com & http://www.tiac.net/users/panda
| Standard disclaimer applies: The views of this user are strictly their own.
| PandA's Den BBS FidoNet <> internet gateway - email info@pandabbs.com
```

4106. Re: 1050 Disk Drive - Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-28 00:00:00 UTC
From: gene.ehrich@compudata.com
Message-ID: <8C36501.10C10004D9.uuout@compudata.com>
Source record: 82639

To:paul.kilburn@team17.com N

Monday, June 10, 1996

Atari Items for Sale plus shipping

Atari 1050 Disk Drive with power supply..... $44
Atari 1050 Disk Driver owners guide..... $ 6
Atari 1050 Disk Drive - intro to Atari DOS..... $10
Cable & TV Connector for Atari 130XE..... $ 6
Peripheral Cable for Atari computer..... $ 9
Slik Stix Joy Stick ..... $ 9
U-Print Model A printer interface for Atari Comp.... $10
Nintendo DMG-04 Cable..... $ 6
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 5 each
printers. Black and some colors. (8)
16 single sided double density disks..... $ 7
10 Nashua single sided double density disks..... $ 7
19 Single sided single density disks for..... $ 5
14 Double side double density disks for..... $ 5
NEC Color monitor model JC-1215MA..... $44
MPS801 Printer for Commodore...(two)..... $15 each
Okimate 20 Color Printer for Commodore..... $39
Okidata 120 Printer Manual for Commodore Computers.. $ 2
.....

Shipping $3 each, add $1 for each additional.
Except disk drives/computers/monitors $9 each
Diskettes $2 total first 10 diskettes then $1 each 10

Gene Ehrich P.O. Box 209 Marlton NJ 08053-0209

gene.ehrich@compudata.com
Gene_Ehrich@compuserve.com Gene_Ehrich@prodigy.com
GeneEhrich@AOL.COM Gene_Ehrich@MSN.COM

• OLXWin 1.00b • As long as I can remember, I've had amnesia

4107. Atari Web Site: Bravo Sierra Computers!

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-28 00:00:00 UTC
From: Bravo Sierra Computers <bensmith@teleport.com>
Message-ID: <Pine.SUN.3.92.960628195529.18276A-100000@kelly.teleport.com>
Source record: 82640
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Check out my Web Page for Bravo Sierra Computers. Where you can find
Both Classic Atari 8 Bit & ST. HardWare, SoftWare, Books & Accessories.
At BSC's Web Address you can View On-Line Catalogs, DownLoad Catalogs &
Contact by Web Page! Or Request Catalogs in E-Mail. Specify Classic
8 Bit or ST. E-Mail: bensmith@teleport.com.
BSC has just acquired, tested and added more stock to catalogs, Now
available on WWW. http://www.teleport.com/~bensmith/bscomputers.shtml

Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Reply to bensmith@teleport.com ***FREE*** Catalogs Available Through WebSite!
http://www.teleport.com/~bensmith/bscomputers.shtml Bravo Sierra Computers!!

4108. Re: Sio2PC/APE cable

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-29 00:00:00 UTC
From: Deana Barrett <pwein@umich.edu>
Message-ID: <31D575BA.77E2@umich.edu>
Source record: 82514

Reply to Rick Ziegler
About your PC <-> Atari cable "acting up".

I discovered something interesting when using my APE (1 chip) cable
and a Sparta DOS image to boot my Atari. Latger on in that same session,
i wanted to write to a real Atari disk on my real 1050 drive. So I just
turned the power on to that drive and it instantly became drive 1. I had
a Sparta DOS formatted disk in drive 1. But, I could not write to it or
read from it!!!

I remember reading something about booting a disk drive with Sparta
DOS actually "initializes" the drive for Sparta DOS I/O communications.
I don't think this special "boot-up" is necessary for standard single
density atari disks.

Any other comments ????

4109. Re: 1090xl - what is it??

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-29 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <4r3nel$c6@newsbf02.news.aol.com>
Source record: 82515

I've seen the 1090 expansion cage many times over the years, because I've been priveleged to attend user group meetings at which collectors like John Hardie and Curtis Vendel were present.

IMHO, the 1090, combined with a 1450XLD, would have opened the education market to Atari and blown Apple out. Either Atari or Commodore, by using coprocessors for sound and graphics, and decent screen editors, would have been naturals in the classroom. In fact, while Atari was never big in NYC public schools, Commodore did get a chance. Unfortunately, the hardware didn't stand up. Ataris might very well have.

4110. Re: IRC--- #atari8 on efnet-be there or be a c64 user ;)

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-29 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <4r3pgd$1bt@newsbf02.news.aol.com>
Source record: 82516

Pardon the ignorance, but what is Ef-Net? How does somebody get there?

I've always appreciated what Polish coders are doing, and this sounds like
a good way to make contact. Although I'm a GEnie user, it's doubtful that
I can get on GEnie on Thursday nights.

4111. Re: Sio2PC/APE cable

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-29 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <4r3pgc$1bs@newsbf02.news.aol.com>
Source record: 82517

SIO2PC from 3.19 on had two versions. One was for the one-chip cable and the other for the 2-chip cable. The byte count on both executable files was the same, but the filename for the 2-chip cable ended in a 2. APE should recognize both cables, but you have to configure it for each from the configuration menu. Beyond that, I couldn't say what's happening unless I see it.

4112. Re: IRC--- #atari8 on efnet-be there or be a c64 user ;)

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-29 00:00:00 UTC
From: krap@queer.psych.uw.edu.pl
Message-ID: <4r3rag$gco@h1.uw.edu.pl>
Source record: 82518

Ivo van Poorten (ipoorten@cs.vu.nl) wrote:

: >#atari8 (on Efnet) is way too empty people!! There are some lonely
: First of all, let's move to UnderNet. EF-Net sucks...

efnet is quite all right. there is my bot on #atari8, named XEGS. if you would like to subscribe to him (it's eggdrop) write a message 'dewpa' to him...
/msg XEGS dewpa
and you will able to gain ops, leave messages to other #atari8 users, upload and download files, telnet to bot (queer.psych.uw.edu.pl port 1450) and much more...

krap on #atari8 via warszawa.irc.pl (148.81.12.44)

4113. Pinouts for 1450XLD p/s needed

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-29 00:00:00 UTC
From: mbates@s3.sonnet.com
Message-ID: <mbates-2906961319490001@ppp8-stk.sonnet.com>
Source record: 82519

Okay, I am contemplating the purchase of a 1400XL/1450XLD but there are no power supplies. I need to know the pinous of the power supply. If anyone could help it would be appreciated.

-Marlin

4114. Re: Looking for 800 XL power supply

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-29 00:00:00 UTC
From: ziggy29@netgate.net
Message-ID: <ziggy29-2906961323050001@d61.netgate.net>
Source record: 82520

In article <4r14oj$2ep@newsbf02.news.aol.com>, ivhealth@aol.com (IVHEALTH) wrote:

> I have just nabbed this 800XL from a garage sale. It came without a power
> adapter. If anyone has one please drop me an E-Mail at ivhealth@aol.com.

Last time I checked, American Technavision had some of these. They were (I think) $9.95 each or considerably less per piece in packs of 5. I don't remember the phone number; anyone have it?

It starts with area code 510. I can help that much, if no one else has the number and you need to call 555-1212 for information.

--
Tim Irvin, ziggy29@netgate.net :: Softball '96: 18G / 11-6-1 / .490
WWW: http://www.netgate.net/~ziggy29/
"Someone who wears a tie to WWDC (the major Mac developers show)...
needs to rebuild his desktop file and zap his parameter RAM."
-- Guy Kawasaki

4115. FS/T: Atari 8-bit computer items [06/29/96]

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-29 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <4r45b8$f78@dfw-ixnews5.ix.netcom.com>
Source record: 82521

All VGA FS/T lists are updated weekly and are available on the WWW at
http://www.io.com/~vga2000/

This list was last updated on 06/25/96

NOTE: Screen shots of some of these games are available on my
web site.

I have the following Atari 8-bit software and hardware for sale or
trade.

There are a few items that are listed as untested. When I bought
these items I was told that they all worked, but due to a lack of
time, I have been unable to test them myself.

SALE CONDITIONS:

1) Sales are first come, first served. For faster service, please
include your full postal mailing address in your reply.

2) Everything is sold as is. Unless specified, all games and
systems have been tested and are in working order. I very
rarely sell items that aren't working, but if I do, they are
clearly labeled as such.

3) Trade offers, in particular for items that I need, will be
given priority (especially if the trade offer overwhelms me).
I collect for over 40 different systems, so please feel free
to send me a trade list. Ask for my want lists!

4) Buyer has ten (10) days to send payment, and pays all shipping
costs. Shipping cost depends on both the weight of the order
and the distance that the order must travel, unless a set
amount is already listed.

5) No package deals on games or systems. All prices are clearly
listed.

6) If you have a problem with the listed price, please remember
that nobody is forcing you to buy from me. My personal
philosophy is that something is only worth what someone is
willing to pay for it.

7) Payment must be made in U.S. funds, by either check or money
order, drawn from a U.S. bank branch. Orders from outside the
U.S. are also accepted.

8) I reserve the right to refuse any sale or trade offer, and to correct mistakes made while typing this message.

SOFTWARE:

NOTE: If the company name isn't listed, then the game was released by the same company as the system.

NOTE: All cartridges are loose (ie. without box and manual), unless specified.

NOTE: Since all cartridges are used, some labels will have small defects. Major defects will be listed.

ATARI 8-BIT COMPUTER:

Loose cartridges, no box or manual:
$ 6.00 Atariwriter
$ 5.00 Basic -- for the 400 and 800
$ 6.00 Basketball
$10.00 Delta Drawing (Spinnaker)
$ 7.50 Deluxe Invaders (Roklan)
$10.00 Jumbo Jet Pilot (Thorn EMI)
$10.00 Kids on Keys (Spinnaker)
$10.00 River Raid (Activision)

Cartridges with case and manual:
$15.00 Alphabet Zoo (Spinnaker)

HARDWARE:

NOTE #1 FOR THOSE BUYING SYSTEMS: If you buy certain systems (they are marked) you will have the option of buying a BRAND NEW RF switchbox for $5 that is virtually identical to one sold at Radio Shack for $7, plus tax. It allows for the connection of both 300 OHM and 75 OHM antenna lead-in's.

If you already have an RF switchbox, most systems will work fine with it. Some systems still include one, please read carefully.

NOTE: The Lots listed below include only what is listed!

LOT #1

ATARI 1200XL COMPUTER.

This item has not been tested.

$19.00

*****

LOT #2

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 800XL COMPUTER with original power supply.

I will also throw in a second non-working ATARI 800XL for parts, FREE.

This is a complete system, except for RF switchbox and RCA cable.

$44.00

*****

LOT #3

ATARI 1050 (127K) DISK DRIVE, with original power supply, and
one (1) Molex connector cable.

$39.00

*****

LOT #4

ATARI 1050 (127K) DISK DRIVE.

This disk drive doesn't include the power supply, or Molex
connector cable.

$32.00

*****

LOT #5

ATARI 410 PROGRAM RECORDER, with built-in power cord and Molex
connector cable.

This item has not been tested.

$ 9.00

*****

LOT #6

ATARI 820 PRINTER, with one (1) roll of paper and built-in
power cord.

This item has not been tested.

$24.00

*****

LOT #7

OKIMATE 10 COLOR PRINTER, with built-in power cord, "Learn to Print"
Atari DOS 2.0 and 3.0 disk, "Learn to Print" cassette tape [for
400/800, 800XL, 1200XL and 600XL], and extra ribbon (Okidata).

This item has not been tested.

$29.00

*****

To reserve an item listed here, please contact me.

Please include a list of the items that you are interested in,
and your full postal mailing address. Thank you!

Michael J. Novak Jr.
VGA2000@ix.netcom.com -- for quickest response
VGA2000@io.com
dw901@cleveland.freenet.edu

--
Michael J. Novak Jr. BUYING / SELLING / TRADING systems and games from:
Video Game Advantage 3DO, Atari, NEC, Nintendo, Sega, Sony, as well as
6861 Anthony Lane all Classic video game and Classic cartridge based
Parma Hts., OH 44130 computers, for over 2 years on the Internet!
(216) 843-8815 Voice Visit us on the WWW at http://www.io.com/~vga2000/
for FS/T & Want lists, FAQ's, Screen Shots, Collecting tips and much more...

For current list, or to be placed on my e-mail list, please leave E-Mail at:
VGA2000@ix.netcom.com OR VGA2000@io.com OR dw901@cleveland.freenet.edu

4116. re: ATARI Equipment, MUST SELL!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-29 00:00:00 UTC
From: Ron Feigen <ronf1@ix.netcom.com>
Message-ID: <31D5BE83.2CFC@ix.netcom.com>
Source record: 82522

BEWARE of Terry Ortman!!!!!! Check out 100s of emails complaining about him on misc.forsale.computer.storage.

The MO seems to be:

1) I take your money
2) the distibutor didn't ship or some other excuse
3) I keep your money because becuase it isn't my fault and I need it to sue the distributor
4) Then (can you beleive this) I am going to sue you because your are complaining about a refund and since your own me for the law suit I am keeping your maoney and you are never getting the goods you ordered!

For real folks check out his emails!!!!

---------- ATARI Equipment, MUST SELL!!!

ATARI 400 Computer, 16K, with power supply, manual, and 2 joysticks, TV connector, original cost $599.00, Joysticks $19.95 each, asking $100.00 or best offer.

ATR8000 64K CP/M computer, for use with Atari 8-bit computers or Dumb (IBM computer) terminals. Runs all CP/M 2.2 software, supports up to 4 disk drives, any size, any density, 8 inch, High Denisty 5.25 and 3.5 floppies, any IBM compatible printer, modem port for using any RS232C compatible external modem, includes Auto-Term Disk for Atari computers, CP/M 2.2 Master Diskette, several CP/M disks, ATR8000 Manual, MY-DOS master Disk, CP/M Supplement Manual, modem cable, printer cable, original cost $695.00 for the ATR8000 Basic system, printer cable $39.95, Modem cable $39.95, asking $100.00.

Dual Floppy Disk Drives in case with power supply and cooling fan, connecting cable, for above ATR8000 or any IBM compatible computer. Case can hold 4 half height 5.25 floppies, original cost $895.00, Case alone is worth $89.95 at most supply companies, asking $65.00.

Both ATR8000 and Dual Disk Drives, $135.00

ATARI 1027 Letter Quality Printer, New in Box, with ink rollers, manual, power supply, connecting cables, oil, original cost $399.95. Also have a non-working 1027, can be fixed at any Atari service center, both printers cost new $399.95 each, asking $100.00 for both of them.

ATARI 1050 Disk Drive, works with any Atari 8-bit computer, in very good condition, like new, supports single and dual density modes, includes power supply, original cost $179.95, asking $75.00.

Data-Que Turbo-816 upgrade for Atari 8-bit, XL or XE series computers. Upgrades and replaces the 6502C in the computer with the 16-bit 65C816 CPU, can use Atari OS, or the NEW Turbo-OS included. Speeds up programs as much as 350% faster. The 65C816 processes 4 instructions per clock cycle (Only the new P6, 80686 Intel chip does that, besides this), as compared to the 6502 which processes one instruction per clock cycle. Original cost $249.95. Includes T816 assembler $75.00, Cross Developer for IBM $75.00, sevreal other Turbo 816 specific disks, valued at $25.00 each. Asking $250.00 for the entire package.

ATARI 800XL upgraded to 256K memory, will run most 130XE specific programs, already wired for Turbo-816 installation, just need to re-solder 3 jumpers, and plug in the Turbo-816 kit above. Original cost $189.95 for the 800XL, $79.95 for the Upgrade kit, $65.00 for the 256K DRAMs, asking $125.00.

Supra External 2400 Baud Modem, includes powewr supply, no manual, Hayes Compatible, requires 850/P:R:/ATR8000, asking $50.00

MUST SELL, will consider any reasonable offers on this equipment.

Send orders to:

STARFLEET SOFTWARE Company
1037 West Leafland Avenue
Decatur, Illinois 62522-1537

Will consider trading for a trak AT-D4 double sided disk drive NEED ONE BADLY someone has to have one, or a trak double-sided slave drive. MAKE OFFERS!!

DO NOT reply unless you are making a serious offer!!

NOTE: One of the people who said my price of $135.00 for the ATR8000 package was TOO HIGH, turned around and tried to sell someone who contacted me, the same system, without cables, software, etc., just the ATR8000, dual drives, and an Auto-Term Cart, for $150.00......

If you can FIND them LOWER priced elsewhere, and are NOT going to make an OFFER, then buy them from somewhere else....

A lot of this stuff is being SOLD on consignment, as the LAST remaining ATARI Software Company in this city, let alone maybe the entire state, I often get a load of equipment to sell for the people, and usually end up having to buy it from them, since it takes forever to sometimes sell the equipment....

On another NOTE, ATARI has been bought by another company, who is dropping the ATARI name, and will concentrate on the GAME business, so the Atari computers, etc., will become harder to find....

Anyone interested, we will make our software catalog available, and may even put all the 200+ MEGS of Atari Software we have accumulated over the years on a CD-ROM for BBSes to support the Ancient 8-bit Atari computers....

I've seen the ATARI 8-Bit FAQ, nice to see all Atari vendors mentioned, and our name, address, goes unpublished.... We were commonly seen in ANTIC, ANALOG, and recommended by Bill Wilkinson and others of OSS, as to the quality of our software....

The LAST Commercial Title we released was a USPS BARCODER for ATARI Printers, to print the USPS BARCODE on your address labels, to speed up processing, and qualify for PreSorted Discounts... Barcodes have been Approved by the US POSTMASTER at the Post Office, and the package supports USPS 5 Digit Barcodes, 9 Digit Barcodes, and the 11 Digit Delivery Point Barcodes, which it automatically computes and prints out on every 9 digit barcode. For those who don't know, the 5 digit code identifies city and state, the 9 digit will take you to the exact address street, and the 11 point will pre-sort and route the letter to the exact location, on the proper side of the street, etc., and according to the USPS, if the letter just has the 11-digit barcode it will be delivered to the proper address.... Price is $25.00, and is available on 5.25 inch floppies for the Atari 8-bit computers,a nd will run on any 48K or greater machine.....

Internet: terry.ortman@fantasy.com (Terry Ortman)
This message was processed by NetXpress from Merlin Systems Inc.

4117. Re: Attn: Yogi - re: new atari archive site

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-29 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31d5c15d.473075@news.superlink.net>
Source record: 82523

On 26 Jun 1996 01:36:43 GMT, craig.procter@dsto.defence.gov.au wrote:

-Hiya all,
-
-ok well this post is mainly aimed at Yogi - he's asking for FTP
space,
-well why not up your archive to ftp2.cyberspy.com? It's a copy of
-Justin's old archive site, and has a few new things on it.. so why
not
-stick all your stuff on there too? Just a thought.
-
Main reason I don't is that a lot of it would be duplicates, and I
want the archive in a certain format. (i.e. working, no disks that
have 4 or 5 games on it). I got all my stuff from FTP so its all out
on the net; Since the sysadmin at cyperspy doesnt have to pay for
space, if he'd front me an account I'd gladly run the ftp for him and
clean it up a little bit. (You'll notice that I did u/l titles from
w-z).

4118. Re: Atari files on PC

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-29 00:00:00 UTC
From: stefan@ihug.co.nz
Message-ID: <4r4fet$2gp@newsource.ihug.co.nz>
Source record: 82524

>If someone has mailed me an ATARI file and I recieved/UUDEcoded it with my
>PC, what if any utility can I use to make an .ATR or .DCM immage? I just got
>my SIO2PC cable up and running have started to use APE (I will register

If you're using APE then you need no utility. Just use your PC HD as
a mirror disk (press s and then 2) and you can copy or load the file
wherever you want including a newly created ATR image.

Stefan

4119. ATARI EQUIPMENT, MUST SELL!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-29 00:00:00 UTC
From: terry.ortman@fantasy.com
Message-ID: <19960629205533.aaaa004YG@babyblue.cs.yale.edu>
Source record: 82525

I am posting this again, I have had several offers for this stuff, but this has been going on for over 1-2 years now! I NEED TO SELL THIS STUFF ASAP!!!!!!

People make offers, so I hold the items for them, and wait, and wait, and wait, and the money never comes, neither does an email response..

The ATR8000 - A guy offered me over a year ago, $100.00 for it, never heard from him after I said to send it...
Then a guy in Canada offered $120.00 to include shipping, after 2 months he forgot about it, and changed his mind...
Had another guy offer $100.00 for it and $35.00 for the 1050, it's been over a week and nothing.....

MAKE ME A REASONABLE OFFER!! I have to get rid of this stuff!!!!!!!!!

I have a $100.00 BID on the ATR8000, and $35.00 on the 1050 drive....

Included with the 1027 printers is also about 10-12 Ink Rollers for them, which Atari sold at $7.95 per ink roller, and most palces had discount for $3.95.......

ATARI Equipment, MUST SELL!!!

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ATR8000 64K CP/M computer, for use with Atari 8-bit computers or Dumb (IBM computer) terminals. Runs all CP/M 2.2 software, supports up to 4 disk drives, any size, any density, 8 inch, High Denisty 5.25 and 3.5 floppies, any IBM compatible printer, modem port for using any RS232C compatible external modem, includes Auto-Term Disk for Atari computers, CP/M 2.2 Master Diskette, several CP/M disks, ATR8000 Manual, MY-DOS master Disk, CP/M Supplement Manual, modem cable, printer cable, original cost $695.00 for the ATR8000 Basic system, printer cable $39.95, Modem cable $39.95, asking $100.00.

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STARFLEET SOFTWARE Company
1037 West Leafland Avenue
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Internet: terry.ortman@fantasy.com (Terry Ortman)
This message was processed by NetXpress from Merlin Systems Inc.

4120. Re: XFSIO v1.05 - New home page (which works!)

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-29 00:00:00 UTC
From: DougF@gnn.com
Message-ID: <4r4qvt$2l8@news-e2d.gnn.com>
Source record: 82526

To Lawrence,

Thank you for adding all those improvements to your very useful utility program. I always use XFSIO v 1.03 to launch PC-XFormer.

I downloaded the XFSIO.ZIP v 1.05 on Friday (6/28). The .ZIP file contains a text file for all your improvements. BUT, the .EXE file appears to be the earlier v 1.05 file. If you have a chance, take a look and see.

Thanks,

Happy Computing, from Doug Feldman in Ann Arbor, MI

4121. Re: ATARI EQUIPMENT, MUST SELL!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-29 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <4r56qn$kqt@crl14.crl.com>
Source record: 82527

Terry Ortman (terry.ortman@fantasy.com) wrote:
: I am posting this again, I have had several offers for this stuff, but
: this has been going on for over 1-2 years now! I NEED TO SELL THIS
: STUFF ASAP!!!!!!

: I have a $100.00 BID on the ATR8000, and $35.00 on the 1050 drive....

I'll bid $110.00 on the ATR and $40.00 on the 1050

^L
Do you accept Monopoly (tm) money? :)

John
jvogel@crl.com

4122. Anyone want an ST?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-29 00:00:00 UTC
From: "Waiting at Sudwerks"@bullwinkle.ucdavis.edu
Message-ID: <4r4bpm$jua@mark.ucdavis.edu>
Source record: 82528

Whoops, sorry. I forgot I changed that in order to post a challenge to some people on another group...

My e-mail is currently djalfonso@ucdavis.edu

-Alf

4123. Re: Favorite under-rated games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-29 00:00:00 UTC
From: "Waiting at Sudwerks"@bullwinkle.ucdavis.edu
Message-ID: <4r4du9$jua@mark.ucdavis.edu>
Source record: 82529

Oh, yeah, I forgot about a couple...

Bristles -(I loved annoying other people in my house with the music)

Popcorn - an A.N.A.L.O.G. ml game that was as close to Kaboom! as any other similar game on the 8-bit.

And I agree with everyone who said Wizard of Wor...This was one of my favorite games in the arcade, especially the original tabletop version. Even better than Joust for kicking a friends ass, because you didn't have those stupid "No Way! I was higher" arguments...

Alf

4124. Re: 800 xl system

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-29 00:00:00 UTC
From: cris.blyth@team17.com
Message-ID: <4r1l42$lb9@hell.team17.com>
Source record: 82641

DougF@gnn.com (Douglas Feldman) wrote:

. Especially if the two 1050's are working.

I missed the origonal posting
Who is selling waht etc
I would like a 1050 PLEASE!!!!!

Cris.blyth@team17.com

4125. Please READ : NO more internet ! ;-(

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-29 00:00:00 UTC
From: bernard@twilight.xs4all.nl
Message-ID: <bernard.0c2g@twilight.xs4all.nl>
Source record: 82642

```
Hello ALL,

Please make a note of this message.....

Please do not send any mesage to my E-mail adres (and ALL other
address in the TAGline ! ! !

My mail-provider (BBS) is going OFFLINE so do NOT use my Email address
any more !! : bernard@twilight.xs4all.nl

I will let you know if I'm back on the internet..... ;-)

Sorry.....

Greetinx from

_
/_) |/
/_)ernard |\ok ////
( o o )
+-------------------------oOO--(_)--OOo-------------------------+
| PMN : 17:200/100.3 DAN : 55:100/121.3 WARP : 137:8/103.3 |
| NLA : 14:102/100.3 GFX : 98:101/100.3 FIDO : 2:280/315.3 |
| ERO : 68:311/416.3 AMY : 39:150/200.3 AGA : 171:103/200.3 |
| Internet : bernard@twilight.xs4all.nl |
+-----------------------------------------------------------------+
.-------------------------------------------------------------------------.
| -=> The TWiLiGHT Zone BBS <=- -=> +31-(0)-20-6764584 <=- -=> 24 Hrs <=- |
| -=> Modules Heaven! <=- -=> 9600 to 28800 Baud <=- -=> /\MIG/\ Only <=- |
`-------------------------------------------------------------------------'
-- Via Xenolink 1.984, XenolinkUUCP 1.1
```

4126. Atari Web Site: Bravo Sierra Computers!

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-29 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <4r21li$bem@nadine.teleport.com>
Source record: 82643
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

```
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Reply to bensmith@teleport.com ***FREE*** Catalogs Available Through WebSite!
http://www.teleport.com/~bensmith/bscomputers.shtml Bravo Sierra Computers!!
```

4127. Help!How to kermit...

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-29 00:00:00 UTC
From: d_pike@Husky1.StMarys.CA
Message-ID: <4r25bb$m5h@News.Dal.Ca>
Source record: 82644

ok, I finally snagged a copy of Kermit-65(thanks to Toad Hall BBS in Boston) and it works fine. But...the documentation is a 'little' technical. All I want to know is: how to get a file from my VAX account to my Indus GT drive. I've gotten as far as telling the vax to send a file but can't get things sorted out on this end. since all I've ever owned are atari 8bit machines, this stuff is a little new to me so please forgive my ignorance. I'm sure and answer to this will seem pretty simple after I've done it a few times.
thanks,
randy.

4128. HEY Dan Clinton

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-29 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31d3ec25.1077828@news.superlink.net>
Source record: 82645

Hi Dan, you sent me an email that I tried to respond to but your
server won't take it! Please send me a good email address.
Yogi

4129. Re: Big John's "NO B.S." Auction

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-29 00:00:00 UTC
From: steveg@cnct.com
Message-ID: <steveg-2906960000210001@news.cnct.com>
Source record: 82646

In article <4qs9nj$rej@news1.t1.usa.pipeline.com>,
jhardie@usa.pipeline.com(John Hardie) wrote:
>Big John's "NO BULLSHIT" Auction

Are you f***ing serious? $25 for a self-proclaimed "rare" Atari 2600
cartridge? Instructions on how much money people are allowed to bid? No
COD sales? Folks, if ANYONE is stupid enough to take "Big John's" offer
seriously, I implore that person to seek the definition of "bullshit" and
apply it to his posting. Good luck.

- -
steveg@cnct.com -=> http://earth.cnct.com/home/steveg/index.html
Iomega Zip FAQ -=> http://earth.cnct.com/home/steveg/iomega.html
Steve's Trading Post -=> http://earth.cnct.com/home/steveg/trading.html
Ferret is Latin for "little fur thief". "Little fuzzy fearless klutz
that hides valuables" apparently takes too long to say in Latin.

4130. Black box utility question

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-29 00:00:00 UTC
From: rziegler@sover.net
Message-ID: <31d4b648.2340625@news.sover.net>
Source record: 82647

I had a progam that would display useful info about your BB's status.
Namely the HD write protect and printer mode switch status', and (I
think) the max sectors for the installed hard drives. this latter
might have been incorperated into another similar util. Any one have
these? I probably still have them around somewhere, but can't find
them (having a 120 meg HD is not all it is cracked up to be... :)

Thanks for any help!

Rick

4131. FS: Various old and new Atari hardware for sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-29 00:00:00 UTC
From: <>
Message-ID: <4r2fu0$jnr@hume.nmia.com>
Source record: 82648
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Hello all,

Well, it's time to get rid of all the things from the closet. Here are the
things that I found:

Atari 800 -
48K RAM
Atari 800/400 Carts -
Miner 2049er
Assembler Editor
Basic (2 of, why I don't know)
Pacman (just the board out of the case, not sure if it works)
Atari 410 Tape drive
Various manuals
Various 5 1/4" floppies (I doubt anything is remaining on them and no
longer have the disk drive)

Atari 520ST -
Upgraded to 1 meg RAM
Case is in bad shape, but it works.
TOS V1.02 (I think this is right, it was one of the originals)
Atari DS 3 1/2" floppy drive
2 Atari SS 3 1/2" floppy drives
Monochrome monitor
Color monitor
Various 3 1/2" floppies (again who knows)

Atari Falcon -
Small problem with the keyboard. Part of the circuit is
broken on the motherboard. I fixed it by re wiring
the circuit. It works fine now.
85 MB internal hard drive
16 MB RAM upgrade (I might want to keep these SIMMS)
Original 4 MB RAM board
Original manuals and S/W floppies
ICD Pro SCSI software

I even have original packing for a lot of it (talking about a pack rat).

If you want anything above just send me mail and whatever you would like to
pay for it. I'll even consider that you just pay shipping charges. I'll
check to make sure the things work before sending. Everything above was
working the last time I tried. Just name your terms...

More information on anything by request.

Take care,

George
george@cia-g.com

4132. Re: Need Monitor-out cable

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-29 00:00:00 UTC
From: eru@sover.net
Message-ID: <31d4d396.9842452@news.sover.net>
Source record: 82649

On 28 Jun 1996 23:09:18 GMT, produnl2@teleport.com (DAVID P. LOEWEN)
wrote:

>Looking for 5-pin din monitor-out cable for Atari XL/XE computers.
>Haven't been able to locate one that has the proper pin-outs for Atari's.

Almost all 5-pin din to rca cables that I've come across use pin 2 for
ground. So you can use the cable for at least the signals that the
particular cable does bring out. If all else fails, make your own!
It is really a simple task. Radio Shank has all the parts you will
need, for relatively cheap. They may even have a fully assembled
5-pin din to 4 rca cable, as this was and may still be a part they
carry.

Rick

4133. New FTP site. "Update"

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-29 00:00:00 UTC
From: mead@dlg1.ceh.servtech.com
Message-ID: <31d508a5.3143632@news.servtech.com>
Source record: 82650

Oops!

My original post only gives the address for Web Browsers.
Heres the info if your using an FTP client.

ftp.servtech.com.
Once logged on, change to directory; /pub/users/mead/atari8

I've finally managed to setup an ftp site.

ftp://ftp.servtech.com/pub/users/mead/atari8

It isn't much right now, but as I get time, I'll
add to it. if anyone wishes to contribute to the
archive, send it e-mail, as I'm not allowed an "incoming" directory.
My provider says "for security reasons".

most of what I have is from my own personal library.

Dave

mead@servtech.com

4134. Sio2PC/APE cable

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-29 00:00:00 UTC
From: eru@sover.net
Message-ID: <31d4e565.14401758@news.sover.net>
Source record: 82651

Which version of the cable is most reliable, the one chip version or 2 chip? When I built mine, I chose to use the two chip method, because at the time the one chip was getting bad reviews here, but recently I have seen a swing in the opposite direction. I have been away from my Atari for awhile, (for shame, for shame!! :) and need to know if there is a new one chip version, and where I can get the schmatics. My cable is "acting up", that is when I try to write a file from the pc to the atari's disk, the program (APE) will CRASH!!! (Sio2pc just hangs, and doesn't like my cable at all) this never happened before. Both the latest version of ape crashes as well as the "d" version I had had before. Otherwise APE works as well (better) than my indus. Also in my system (130xe) is a Black Box(I don't know if this makes a difference, shouldn't). the host 'puter is a pent-133. Any and all input recieves my gratitude!

Rick

4135. IRC--- #atari8 on efnet-be there or be a c64 user ;)

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-29 00:00:00 UTC
From: eru@sover.net
Message-ID: <31d4e881.15197873@news.sover.net>
Source record: 82652

#atari8 (on Efnet) is way too empty people!! There are some lonely Polish coders waiting for us to come visit!! But seriously folks, I think it would be great for the community to have a place to get real time help, share our project statuses, and simply talk about our beloved 8-bits. Maybe we could organize something like the old Thursday(?) night meetings on GEnie, if not more often. Am I alone here? What does anybody think? Is this do-able? Wanted?

Rick

4136. FS: 8bit game disks

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-29 00:00:00 UTC
From: zitter@ix.netcom.com
Message-ID: <4r2t7b$f58@dfw-ixnews10.ix.netcom.com>
Source record: 82653

I have the following Atari 8 bit game disks for sale. All have
instructions $ packaging.

SUPER BOULDERDASH Electrronic Arts $4
TOUCHDOWN FOOTBALL " $3
PINBALL CONSTRUCTION SET " $5
MOVIE MAKER " $5
ARCHON 11: ADEPT " $4
REALM OF IMPOSSIBILITY " $4
SEVEN CITIES OF GOLD " $3
FIGHT NIGHT Accolade $4
HARDBALL " $3
GREAT AMERICAN CROSS-COUNTRY ROAD RACE Activision $4
JULIUS IRVING AND LARRY BIRD GO ONE-ON-ONE Electronic Arts $3
THE PRINT SHOP Broderbund $8
THE TRIVIA ARCADE Screenplay $4
WIZTYPE Sierra $3
MICRO LEAGUE BASEBALL $4
LEADER BOARD Access $3
COMPUTER QUARTERBACK SSI $3
THE HALLEY PROJECT Mindscape $5
TYPESETTER Xlent Software $4
RUBBER STAMP " $4
MINIATURE GOLF " $3
EPIDEMIC SSI $3 (instructions only)

Thanks for looking.

Steve

4137. Re: 1090xl - what is it??

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-29 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.91.960629090641.4777F-100000@moose.erie.net>
Source record: 82654

On Fri, 28 Jun 1996, The EPA wrote:

>
> >There was rumored to be 80 columns adaptors, Apple][e cards, C-64
> >cards, and IBM PC cards under development for it. Warner pulled the
> >plug before the project really hit its stride -- the expasion system
> >was done, but there were no cards for it. Its really too bad, the
> >high-end XLs would have better established Atari in the 8-bit market.
>
> I recall seeing an ad for an IBM PC expansion card several years ago
> in Compute. Was it vaporware, or did it actually get released?

Atari never released the 1090XL, and I think it was ditched
before PC compatibility became an issue. Don't forget this was way back
in 1983. Perhaps you're thinking of the ATR-8000 which could run CPM and
had an add-on board that allowed it to run MS-DOS.

4138. Leer discos Atari en un PC. Como se hace eso?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-29 00:00:00 UTC
From: mmercado@valdivia.uca.uach.cl
Message-ID: <31d557df.3242332@146.83.90.5XXXXarauco.reuna.cl>
Source record: 82655
Cross-posted to: comp.sys.atari.8bit,chile.consultas

>Date: Wed, 26 Jun 1996 10:13:06 -0400
>From: Gaston Bravo <gbravo@dii.uchile.cl>

>>: Si tienes una diskettera de 5 1/4 (en el PC) podrias incluso leer
>>: discos atari ...
>>(...)
>>: ... sin necesidad de construir un cable especial
>>: ____
>>: marcos mercado o. mmercado @valdivia.uca.uach.cl

> Disculpa.. .me puedes ayudar un poco mas al respecto???
> como se hace eso??

> Gracias...
> Gaston Bravo Hurtado
> gbravo@dii.uchile.cl Est. Ing. Civ. Industrial
> gbravo@dcc.uchile.cl U. de Chile
>

De lo que recuerdo de hace mucho tiempo (y algo que busque en la red
para poder contestarte con fundamentos y programas):

Los diskettes formateados con un DOS Atari (2.5 el standard, o MyDos
4.5x) pueden tener diversas densidades.

Total Bytes/ Total

Disk Format Tracks Sectors Sectors Sector Bytes Kbytes

Single Density 40 18 720 128 92,160 90 Kb

Dual Density 40 26 1040 128 133,120 130 Kb

Double Density 40 18 720 256 184,320 180 Kb

Ademas estan los diskettes formateado con el SpartaDOS. Algunos de los
cuales tienen densidad compatible (pero difieren en la manera de
asignar la VTOC (equivalente a la FAT en PC) y la estructurad de datos
de los sectores)

Bueno, sucede que con excepcion del formato "DUAL" que es un hibrido,
las disketeras Atari y las PC se comportan de manera similar!.

Si tienes la suerte de tener una disketera 1050 (las de color cafe
con crema) modificada para trabajar con "doble densidad", puedes
trabajar directamente con SpartaDOS doble densidad 40 tracks y single

sided. (creo que las disketeras grises (xf???) permiten la doble densidad sin modificaciones, que alguien lo confirme, plis)

1.- Existe un programa llamado "Sparta READ" que trabaja directamente en una disketera de 5 1/4" en el PC y puede manipular los archivos de un diskette formateado en una disketera atari de densidad doble.

2.- Formateas disketes de 5 1/4" en formato de 360 Kb en el PC. Llevas ese diskette preparado a la disketera Atari modificada y grabas los archivos como si estuviera formateada en Densidad doble (el formato de 180 Kb). Lo que sucede es que Atari ocupa la primera mitad de cada track (o pista). Hecho esto, puedes usar el programa "Util" (o Myutil) para manipular los archivos en el PC.

PERO... y si NO tienes una disketera de Doble densidad en Atari?

1.- Formatea (en el PC) un diskette en densidad doble pero creando un disco de 180 Kb (40 tracks; 18 sectores/track; 256 bytes/sector; 720 sectores) Lee el manual del PC-DOS o usa algun utilitario.

Puedes usar MULE que es un set de 2 programas: Uno para el Atari (MULE.COM) y el otro para usar en el PC (MULE.EXE)

En el Atari, copia el archivo que quieres transferir a un 2° disco vacio (en cualquier formato). Se copia de a 1 solo archivo por vez. Corres MULE.COM y sigues las instrucciones, 1° lee este disco intermediario y luego lo transfiere al disco especialmente preparado (MULA)... el disco... ;)

Una vez copiado el disco, MULA; en el PC cargas el programa MULE.EXE y sigues las indicaciones. Por defecto te pide un 3er disco para copiar el programa, pero puedes modificar eso en le codigo fuente para que lo escriba directamente al disco duro.

(UFF! Complicado no?, Es mas sencillo hacerlo que decirlo. Pero que emocionante es cuando aparece casi magicamente el texto o el programa en el otro sistema "incompatible")

Pero, todavia hay otra forma de leer diskettes Atari directamente en el PC. Y es bastante mas sencilla.

Tomas un diskette preferentemente de densidad simple o doble y tratas de leerlo con un excelente utilitario, que lee cualquier cosa (ANADISK v. 207) y tratas de "recuperar" el bloque de sectores que contiene el archivo de Atari. Lo salvas a un archivo "imagen" (todo siguiendo los menues del programa).

Luego usando otro programa llamado DeANA (diana) transformas ese grupo de sectores recuperados en un archivo, que si es de datos lo puede usar directamente en PC, y si es binario lo podras correr en un emulador.

La gracia aqui es del Anadisk, que permite leer discos CPM y varios formatos "raros o inhabituales" y luego del Deana que basicamente rota

los bits de cada byte del archivo y lo deja legible para el PC.

Todo esto no es nada nuevo, algunos de los programas tienen casi 10
a&#65533;os. Recuerdo haber leido incluso diskettes de densidad dual, pero
solo los primeros tracks y luego la disketera empezaba a zapatear con
un ruido infernal. Ahora sacrifque el slot de la disketera de 5 1/4
para el CD-ROM asi es que no puedo confirmar todos los detalles.
PAra eso he puesto las URL en donde podras encontrar los programas
mencionados.

Ahora lo malo.
Puedes encontrar dificultades como:
Si quieres copiar archivos de un tama&#65533;o mayor de 26 o 30 sectores (no
recuerdo bien) deberas modificar el codigo fuente de Mule (en el atari
y en el pc, escritos en Action y en C respectivamente). Al usar el
metodo del anadisk es conveniente traspasar discos llenados
secuencialmente y no diskettes en los que se haya borrado y vuelto a
escribir encima (por lo de la fragmentacion de los archivos) Conviene
conocer la estructura de de los sectores del formato con que estas
trabajando (es diferente en DOS 2.5 que en Sparta DOS, uno tiene 125
bytes de datos y 3 bytes de direccionamiento y encadenamiento, el otro
usa 128 bytes de datos por sector con tablas mas parecidas a las FAT
del PC)

Dependiendo de lo que quieras hacer, puede que todo esto te interese o

te resulte una soberana lata. Por el contrario, esta ha sido para mi
la verdadera diversion.

Todo esto no tiene ninguna otra razon que el demostrar que con
paciencia y busacndo "casi" todo se puede hacer.

Por ultimo debo decirte que los emuladores son una curiosidad
romantica y una forma entretenida de perder el tiempo.

Mi mejor y mas practico "emulador" sigue siendo mi viejo y fiel 800XL
que desempolve esta semana y volvio a trabajar igual que antes.
...

Ahora me he dado cuenta que necesito traspasar una enorme cantidad de
software desde el PC hacia el Atari! Y no tengo disketera...!!

Es hora de empezar a construir alguna conexion en reversa con cables e
interfaces del tipo SIO2PC, XFormer, APE etc. (acabo de destripar el
cable da la cassettera para empezar ... ;))
...

Puedes encontrat los programas mencionados en la siguiente URL:

http://www.umich.edu/~archive/atari/8bit/Xf2

archivos: anad207.zip
anadisk.txt

deana.com
deana.txt

http://www.umich.edu/~archive/atari/8bit/Diskutils

archivos: sr.arc
myutil.zip
mule.arc
mule.exe
mule.txt

---
marcos mercado o. mmercado @valdivia.uca.uach.cl

4139. Re: FS: Various old and new Atari hardware for sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-29 00:00:00 UTC
From: smokin@libertel.montreal.qc.ca
Message-ID: <4r3e9d$149@cumin.telecom.uqam.ca>
Source record: 82656
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

George Simunovich (george@) wrote:
: Well, it's time to get rid of all the things from the closet. Here are the
: things that I found:
: Atari 800/400 Carts -
: Miner 2049er

I can't seem to reply to the message. The user is unknown, and I think
that it is due to the nonexistant server address. I'd like this
cartridge, just reply to this via e-mail, adn we can talk.

Thanks

Joseph

4140. Re: 1090xl - what is it??

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-29 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <4r3ei9$bbe@dfw-ixnews2.ix.netcom.com>
Source record: 82657

In <31D3BDB8.20E3@anest4.anest.ufl.edu> Michael Ellis
<michael@anest4.anest.ufl.edu> writes:
>
>Ray Mitchell wrote:
>>
>> Clarence Dyson wrote:
>> >
>> > I just came across a board for a 1090xl expansion system. Anybody
>> > have any idea what if anything this was used for. Has five 50 pin
>> > sockets and a 50 pin header. Did Atari or anybody else make
anything
>> > to plug into it or was it just another thing that never got mass
>> > produced.
>>
>> Did you get the box or just the board for the box? The 1090 was
never
>> really released (that I know of) but a few are around.
>>
>> -Ray
>
>The 1090 XL Expansion System was designed to plug into the PBI
>connector on the back of 600XL, 800XL, 1400XL, and 1450XLD computers.

>The expansion system added a number of options, not the least of which

>was five slots which would accept plug in cards.
>
>There was rumored to be 80 columns adaptors, Apple][e cards, C-64
>cards, and IBM PC cards under development for it. Warner pulled the
>plug before the project really hit its stride -- the expasion system
>was done, but there were no cards for it. Its really too bad, the
>high-end XLs would have better established Atari in the 8-bit market.
>
>-Michael ELlis
One thing about Warner, they never intended the 8-bit computer to
be much more than a fancy game system. They never intended it to become
the cult classic it became. Had they or the Tramiel's even known what
they had, Atari could have really been a major force in the computer
industry. They could have at least been as big as Apple ever was. Just
some very short sighted people not knowing what to do with a great
product.

rely@ix.netcom.com

4141. Re: Anyway to use Atari files on a PC?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-29 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <4r3e34$22v@sjx-ixn5.ix.netcom.com>
Source record: 82658

In <31d2aac0.2597370@netnews.netaxs.com> jayski@net2.intserv.com (Jay) writes:
>
>Is there any programs out there that would allow me to use my old
>Atari program (mostly games) on my 486dx266v PC?
>
>Thanks
>
>Jay
>
>
Jay, Absolutely. Some are better than others. There are a few 800/800XL and 130XE emulators. XL-It, and PC Xformer are two and there are probably more. These two actually run the programs on the PC as if the PC was an actual 8-bit Atari computer. There are other systems that allow you to use your PC hard drive as disk space for you 8-bit (both machines must be connected together via special cable for this). These include SIO2PC and APE.

rely@ix.netcom.com

4142. Re: IRC--- #atari8 on efnet-be there or be a c64 user ;)

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-29 00:00:00 UTC
From: ipoorten@cs.vu.nl
Message-ID: <Dtror7.G0o.0.-s@cs.vu.nl>
Source record: 82659

eru@sover.net (Rick Ziegler) writes:

>#atari8 (on Efnet) is way too empty people!! There are some lonely
>Polish coders waiting for us to come visit!! But seriously folks, I
>think it would be great for the community to have a place to get real
>time help, share our project statuses, and simply talk about our
>beloved 8-bits. Maybe we could organize something like the old
>Thursday(?) night meetings on GEnie, if not more often. Am I alone
>here? What does anybody think? Is this do-able? Wanted?

First of all, let's move to UnderNet. EF-Net sucks...

>Rick

Ivo

--
Ivo van Poorten
ipoorten@cs.vu.nl ivop@euronet.nl ivo@let.vu.nl
http://pmwww.cs.vu.nl/home/ipoorten/
Mega Magazine -- The Atari 8-Bit Homepage

4143. Atari 8bit New Developments?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-30 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <4r4smm$4jd@news.tcd.net>
Source record: 82530

Are there any Hot Shot die-hard 8-bit programers out there that would be interested in updating a couple items for the Atari 8-bit? Pay?, hehe if the development sells you profit as much as I do for your efforts..

I own a couple things Software Source Code and a Hard Ware Interface..Hard Back and Restore could use an update, drive 9 is now avaiable through Sparta Dos X33a and X33b (b) is the dos I would prefer using along with any other modifications the programer would be interested in doing...???

Everyone wants an IDE interface for the Atari 8-Bit, no one other than Wooley has come up with it, Bob Wooley told me a couple years ago when I sent him the KPI Hard Drive interface and Source that the interface could handle the project.. He has been too busy to do anything?...Tom Hunt told me a couple of years ago that the interface would also handle CD-ROMS but nothing has been developed in THAT area either. This is the old Supra Hard Drive interface, will do SASI and SCSI MFM type drives.

Any Serious takers will draw up a letter of agreement relating to the release of Source Code and Schematics for the Hard Drive interface...Looking for someone who is serious and interested in a NOW project, not a 3year down the road maybe???? (Been there done that!)...

My background, have been repairing Atari 8bits since the early 1980's, Atari authorised a service center here using my setup, oked the Retail store as a service center with me doing the repair. I am not an authorised repair center on my own and the store has gone out of business years ago, owner had cancer and passed away. I have continued to repair units inexpensivly for school districts, and individualy. I have never intentionaly screwed anyone nor do I intend to at this point.

I may be a little (Lot at times) out spoken, but am reasonable and can and will work with those that agree to work with me. I have dealt with the public for the last 38 years in another field and can mix in just about any enviroment. I have access to unlimited travel can go anywhere in the world provided I have the time.

I have been seduced by programers in the past, turned over specific items, spent $$ to have items built, they (programer) in turn got burnt out. One specificaly refused to return the test items I had built to his specifications, stating the MAIL or UPS

lost them and refused to have them traced. Later I found out
from a friend of both that the individual never returns
anything..If the language in the agreement seems a little strong
then I hope you understand why it reads this way.

Any takers???

Bob

4144. Re: ATARI EQUIPMENT, MUST SELL!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-30 00:00:00 UTC
From: ebrunne@orion.it.luc.edu
Message-ID: <4r4ufv$pa4@artemis.it.luc.edu>
Source record: 82531

Terry Ortman (terry.ortman@fantasy.com) wrote:

: I have a $100.00 BID on the ATR8000, and $35.00 on the 1050 drive....

I bid $300 on the 800 and $200 on the 1050.
(They cost over $500 new, ya know ;)

: ATARI 400 Computer, 16K, with power supply, manual, and 2 joysticks, TV
: connector, original cost $599.00, Joysticks $19.95 each, asking $100.00
: or best offer.

I bid $300. It was $600 new, so $300 is a steal...

: ATR8000 64K CP/M computer, for use with Atari 8-bit computers or Dumb
: (IBM computer) terminals. Runs all CP/M 2.2 software, supports up to 4
: disk drives, any size, any density, 8 inch, High Denisty 5.25 and 3.5
: floppies, any IBM compatible printer, modem port for using any RS232C
: compatible external modem, includes Auto-Term Disk for Atari computers,
: CP/M 2.2 Master Diskette, several CP/M disks, ATR8000 Manual, MY-DOS
: master Disk, CP/M Supplement Manual, modem cable, printer cable,
: original cost $695.00 for the ATR8000 Basic system, printer cable
: $39.95, Modem cable $39.95, asking $100.00.

I bid $800, with all that software, wow!!!!

[rest deleted for the sake of keeping the joke from gettin too stale]

Ted B

4145. Re: Attn: Yogi - re: new atari archive site

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-30 00:00:00 UTC
From: tuf@cyberspy.com
Message-ID: <31d61461.5587135@news.cyberspy.com>
Source record: 82532

scharles@superlink.net (Yogi) wrote:

>on the net; Since the sysadmin at cyperspy doesnt have to pay for
>space, if he'd front me an account I'd gladly run the ftp for him and
>clean it up a little bit. (You'll notice that I did u/l titles from

Just shoot me an email with the info and Ill set you up a directory
for the files.

Thanks, Joe
tuf@cyberspy.com

4146. APE Cable woes!

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-30 00:00:00 UTC
From: tuf@cyberspy.com
Message-ID: <31d614ca.5692042@news.cyberspy.com>
Source record: 82533

Well heres a question for all you guys.

Ive tried (twice now) to build an APE cable. Ive followed the directions to the letter on the home page instructions, and then even dug up some other docs from another source.

No matter how I build it, I always get similar results from APE. When attempting to load the MYDOS image that comes with it, itll sound like it reads 3 or 4 sectors and then just dies on me (8 bit stops booting).

Other disk images have different results, but all of them fail. I get lots of hex data on the APE screen, but it just fails.

Does this sound like a cable problem or a timing problem? I use a Pentium 133 with this, and a 256k 800XL.

Also, can someone whos recently built the cable (successfully) point me exactly to the info they used to build it?

Thanks guys,

Joe Kearney
tuf@cyberspy.com

4147. Re: Attn: Yogi - re: new atari archive site

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-30 00:00:00 UTC
From: Chet Chudasama <CChudasa@pacbell.net>
Message-ID: <31D63692.274E@pacbell.net>
Source record: 82534

Joe Kearney wrote:
>
> scharles@superlink.net (Yogi) wrote:
>
> >on the net; Since the sysadmin at cyperspy doesnt have to pay for
> >space, if he'd front me an account I'd gladly run the ftp for him and
> >clean it up a little bit. (You'll notice that I did u/l titles from
>
> Just shoot me an email with the info and Ill set you up a directory
> for the files.
>
> Thanks, Joe
> tuf@cyberspy.com

COOL!

Finally an Atari 8-Bit repository with hopefully ALL the titles I used to know.

BTW: Anybody know how to FTP upload using Netscape?? or is this a 'Stupid!' question?

Chet

4148. Needed - all software for the ATR 8000

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-30 00:00:00 UTC
From: mbates@s3.sonnet.com
Message-ID: <mbates-3006960250330001@ppp19-stk.sonnet.com>
Source record: 82535

Okay, I have an ATR but no software. I would really like to try all this
hardware out and run it through its paces. If you have the software
PLEASE sell it to me. I will use it and I will pay a fair price.

Let me know

-Marlin

4149. Re: ALEX PIGNATO

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-30 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <4r62gk$io5@news.xmission.com>
Source record: 82536

ASharkis (asharkis@aol.com) wrote:
: The Ol' Hackers Atari Users Group is saddened by the loss of their founder
: and longtime president, Alex Pignato. Alex passed away suddenly on
: Wednesday, June 26.
:

Geez.. I was just communicating with him last week about joining OHAUG!
What happened?

A definate loss to the 8bit community.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

4150. Re: XFSIO v1.05 (or 1.03???)

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-30 00:00:00 UTC
From: DougF@gnn.com
Message-ID: <4r6599$fgu@news-e2d.gnn.com>
Source record: 82537

To Lawrence,

Thank you for adding all those improvements to your very useful utility program. I always use XFSIO v 1.03 to launch PC-XFormer.

I downloaded the XFSIO.ZIP v 1.05 on Friday (6/28). The .ZIP file contains a text file for all your improvements. BUT, the .EXE file appears to be the

earlier v 1.03 file. If you have a chance, take a look and see.

Thanks,
Happy Computing, from Doug Feldman in Ann Arbor, MI

4151. Re: APE Cable woes!

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-30 00:00:00 UTC
From: DougF@gnn.com
Message-ID: <4r66f0$fpp@news-e2d.gnn.com>
Source record: 82538

Hello Joe,

I have had two experiences with the APE cable. First, I can tell you that the APE cable diagram for the 1489 chip is correct. It will work as given by Steven Tucker on his APE 109 home page. I have purchased the registered version of APE 109. Anyone who uses the DEMO version after 30 days should purchase it. IT IS EXCELLENT. IT MAKES YOUR ATARI FLY!!

I tried to build one myself and found out that my connecting skills were really not very good. I found all the parts I wanted at Radio Shack, fo runder $15.00 including 4-wire cable. I used one of my old Atari SIO cables. I could not get my 1489 kit to work. Finally, I got some help from Steven Tucker. He agreed to check over my cable if I paid the postage. He found that I made one wiring error and some of my other contacts were very close together and very pretty.

During the time Steven was fixing my first 1489 cable, I decided to try again and make a better, more 'mature" effort. I followed the 1489 diagram exactly and made sure all the colors were connected properly. I used tiny little solder-dot connections instead of "gross" wire wrap + solder connections. This second cable worked immediately !! What a thrill!!

The other important thing is to make sure you have the COM PORT identified properly. Steve told me to "zero out" the other 3 unused COM ports. Make sure you know the exact IRQ and hex address for your chosen COM port. If you are using any type of 9-pin to 25-pin converter, make sure it is not just for a mouse. The mouse uses some different pins than a APE cable.

What other trouble-shooting have you tried so far? I hope this helps or at least gives you some hope? Don't give up. It will be worth it.

Happy Computing, from Doug Feldman in Ann Arbor, MI

4152. Bypassing RF Modulator in an Atari 400

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-30 00:00:00 UTC
From: jkyu@cybercom.net
Message-ID: <4r6c28$hhm@orion.cybercom.net>
Source record: 82539

Does anyone have any plans or info to bypass the RF modulated output
from an Atari 400. I would like to feed a composite output directly
to a monitor or TV. Thanks for any assistance provided.

JKY

4153. FOR SALE - Atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-30 00:00:00 UTC
From: jayski@net2.intserv.com
Message-ID: <31d6c885.15084788@netnews.netaxs.com>
Source record: 82540

I finally got through my box of Atari Computer Equipment and have the
follwing available:

EQUIPMENT:

AF551 Disk Drive, power supply, manual, DOS 2.5

130XE Computer (doen't work-something wrong), Good Power Supply,
Manual

300AT Modem by Supra with software

Atari 850 Interface, Power Supply and printer cable.

2- 500 XJ EPYX Joysticks - hand grip really nice

2- Atari joysticks

2- Driving/Knob Joysticks

1 - Suncom Tac 5 joystick

SOFTWARE/CARTRIDGES:
Robotron 2084 RX8033
Star Raiders CXL4011
Qix CXL 4027
Antic Magazine Software Disks from May 87 to June/July 1990

BOOKS:
Advanced Programming Techniques for Atari by Linda Scheriber(orig
price $19.95)

Atari Programming with 55 programs by Linda Scheriber(orig price
$21.95)

32 Visicalc Worksheets by Ted Lewis (orig price $26.95)

Nothing is guaranteed (sorry)

COD or personal check (with stuff being sent out when check clears).

Buyer pays shipping.

Make offers including shipping.

Jay

4154. Analog magazines with floppys

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-30 00:00:00 UTC
From: jmarine@dorsai.org
Message-ID: <4r6oog$671@amanda.dorsai.org>
Source record: 82541

I have three Analog magazines dates June, July and August 1989 in mint condition. With the floppy disks that came with them. the disks were never used. Will sell all three for $30 obo. You can contact me at: jmarine@dorsai.org or by phone at 212 595-1680

4155. rom images

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-30 00:00:00 UTC
From: Louis Loizides <demos@tiac.net>
Message-ID: <31D67691.7653@tiac.net>
Source record: 82542

I really like classic video games, but my ATARI isn't hooked up
at the moment. Actually, I don't like it 'cause it's too new (XE gaming
system w/ keyboard and built in BASIC and diag software - I'm only 15,
so it's kinda impossible for me to have anything older). I downloaded
some emulators (xf252 and xl-it) and some rom images, but they won't
work. Does anybody know where I can get some compatible ones and some
names of really good archives. Please respond to my E-Mail address, not
to this newsgroup. Thanks.
(demos@tiac.net)

---Louis---

P.S. No matter how fancy these new games get, there's
always something special about classic Atari games.
It might have something to do with the fact that
they're usually programmed by one person only.

P.P.S. Can I get the images onto disk for my old Atari?

4156. Atari joysticks on a Mac running Rainbow?

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-30 00:00:00 UTC
From: rsalerno@linet01.li.net
Message-ID: <4r6tnl$brn@linet06.li.net>
Source record: 82543

Is there a way to connect Atari joysticks to a Mac? I'm running Rainbow and being able to use the joysticks would be great.

+---+
| Russ Salerno rsalerno@li.net finger for PGP key |
+---+

4157. Wacky Deal #3

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-30 00:00:00 UTC
From: Don Thomas <75300.1267@compuserve.com>
Message-ID: <4r6l5lte2@mhadf.production.compuserve.com>
Source record: 82544
Cross-posted to: comp.lang.basic.misc,comp.os.linux.m68k,comp.sys.atari.8bit

Check Atari's Web Site for Wacky Deal #3. If you can't find it or access it, write to me in EMail and I'll reply with a copy. (75300.1267@compuserve.com).

--Don Thomas
Atari Corporation http://www.atari.com

4158. Re: ATARI Equipment, MUST SELL!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-30 00:00:00 UTC
From: steveg@cnct.com
Message-ID: <steveg-3006961817530001@news.cnct.com>
Source record: 82545

In article <31D5BE83.2CFC@ix.netcom.com>, ronf1@ix.netcom.com wrote:
>BEWARE of Terry Ortman!!!!!! Check out 100s of emails complaining
>about him on misc.forsale.computer.storage.
>The MO seems to be:
>1) I take your money
>2) the distibutor didn't ship or some other excuse
>3) I keep your money because becuase it isn't my fault and I need it to
>sue the distributor
>4) Then (can you beleive this) I am going to sue you because your are
>complaining about a refund and since your own me for the law suit I am
>keeping your maoney and you are never getting the goods you ordered!
>For real folks check out his emails!!!!

Thanks for the warning. I was communicating with him to purchase the ATR
and the 1050, though I ultimately decided against it because of his
attitude. This is good to know -- thanks!

- -
steveg@cnct.com -=> http://earth.cnct.com/home/steveg/index.html
Iomega Zip FAQ -=> http://earth.cnct.com/home/steveg/iomega.html
Steve's Trading Post -=> http://earth.cnct.com/home/steveg/trading.html
Ferret is Latin for "little fur thief". "Little fuzzy fearless klutz
that hides valuables" apparently takes too long to say in Latin.

4159. Atari 8bit Items for sale/trade

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-30 00:00:00 UTC
From: Mike LaRue <bandit@cdsnet.net>
Message-ID: <31D7373F.2BFD@cdsnet.net>
Source record: 82546

```
--
/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\
| |
| Atari 800xl, 256k omnimon/omniview |
| Blackbox, 104meg HD, 14.4 modem! |
| Getting old, but still holds a punch! |
| |
| 1982 Bandit bandit@cdsnet.net |
| |
\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/
Eprom eraser and 70+ eproms $included
Eprom eraser and 70+ eproms $included

The following Atari items have been checked and work
unless stated. Also all units comes with software and
Doc's, also cables and power supplys.

Ramrod 800 with omnimon and omniview for 800 only $25.00 obo
Ramcharger 800 with 256k for 800 only $35.00 obo
810 happy drive, B&C case PS/cable $30.00 obo
810 happy drive, B&C case (NOT WORKING!)PS/cable $15.00
800xl 64k with power supply $20.00
ICD US Doubler with doc for 1050 only $15.00 firm
CX85 key pad, (NO DOC NO SOFTWARE) $ 4.00 obo
Eprom eraser and 70+ eproms and
Tompson Eprom burner for all atari's $70.00 obo
850 with modem cable,PS (NO PRINTER CABLE) $20.00
800xl 256k ramrod/omnimon/omniview $50.00
1050 with SuperArchiver II $50.00
1050 with SuperArchiver II $50.00
CSS BlackBox with doc and PS/cables $75.00 firm

Prices do not cover shipping

Will trade any/all of the above for video game
Items, Vetrex, jaguar, saturn, ect..

I think these prices are within todays, if not
email what you think they should be!

bandit@cdsnet.net
Mike LaRue 541-772-7830
Medford, Or.
```

4160. Re: Looking for 800 XL power supply

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-30 00:00:00 UTC
From: Barry Hom <bfhom@delphi.com>
Message-ID: <ZfGO9Wz.bfhom@delphi.com>
Source record: 82547

IVHEALTH <ivhealth@aol.com> writes:

>
>I have just nabbed this 800XL from a garage sale. It came without a power
>adapter. If anyone has one please drop me an E-Mail at ivhealth@aol.com.
>
>Thanks

Try Ben Johnson. He has one for sale for $3 + shipping. E-mail him
at benjohnson@aol.com. Good luck!

Barry Hom

4161. Atari 8bit Items for sale/trade

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-30 00:00:00 UTC
From: Mike LaRue <bandit@cdsnet.net>
Message-ID: <31D737EC.4EC7@cdsnet.net>
Source record: 82548

The following Atari items have been checked and work
unless stated. Also all units comes with software and
Doc's, also cables and power supplys.

Ramrod 800 with omnimon and omniview for 800 only $25.00 obo
Ramcharger 800 with 256k for 800 only $35.00 obo
810 happy drive, B&C case PS/cable $30.00 obo
810 happy drive, B&C case (NOT WORKING!)PS/cable $15.00
800xl 64k with power supply $20.00
ICD US Doubler with doc for 1050 only $15.00 firm
CX85 key pad, (NO DOC NO SOFTWARE) $ 4.00 obo
Eprom eraser and 70+ eproms and
Tompson Eprom burner for all atari's $70.00 obo
850 with modem cable,PS (NO PRINTER CABLE) $20.00
800xl 256k ramrod/omnimon/omniview $50.00
1050 with SuperArchiver II $50.00
1050 with SuperArchiver II $50.00
CSS BlackBox with doc and PS/cables $75.00 firm

Prices do not cover shipping

Will trade any/all of the above for video game
Items, Vetrex, jaguar, saturn, ect..

I think these prices are within todays, if not
email what you think they should be!

bandit@cdsnet.net
Mike LaRue 541-772-7830
Medford, Or.

4162. 5200 Games

Newsgroup: comp.sys.atari.8bit
Date: 1996-06-30 00:00:00 UTC
From: us029482@interramp.com
Message-ID: <us029482-3006962342200001@ip35.leesburg.va.interramp.com>
Source record: 82549
Cross-posted to: comp.emulators.misc,rec.games.video.classic,rec.games.video.atari,comp.sys.atari.8bit

I know there is an FTP or kind soul out there who can help me and other worshippers of Chris Lam and his magical Rainbow find REAL 5200 ROM images for use with this terrific Emu. Anyone?
-Freeze